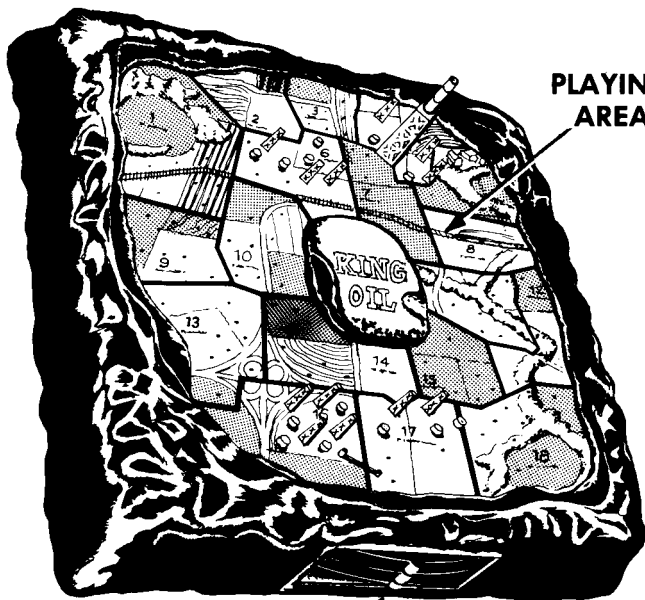


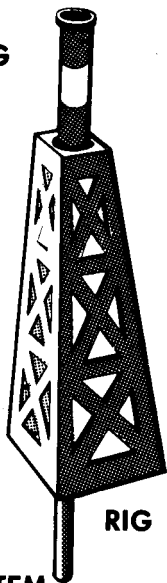
# INSTRUCTIONS

# KING OIL

T.M.

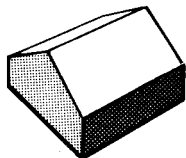


PLAYING  
AREA



RIG

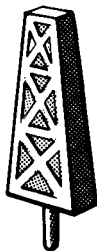
MOVEABLE DISCS WITH  
KNOBS ALIGNED



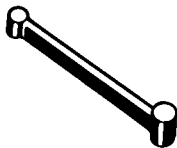
SHED



CAP



DERRICK



PIPELINE

**KING OIL** is a game in which each player buys properties, drills for oil, invests his profits in new properties, installs pipelines into other properties, collects royalties to become so powerful that he becomes **KING OIL** and wins the game.

### **THE GAME BOARD:**

The playing area consists of properties and their purchase price. Each property has holes for drilling. There are three discs concealed in the base that allow for hundreds of combinations which will determine your success when you drill for oil. These discs are changed each time a new game is played. The location of dry hole wells and producing wells is unlikely to be the same in any game. The discs, when turned by knobs in the opening at the front of the base, click into position and that position must not change for that game.

**NOTE: The discs clicking into place and remaining in the same position for an entire game is very important.**

### **To Set-Up The Game:**

- 1. PARTS BOX:** Each player is given a parts box for use during the game to store his color **DERRICKS, WELL CAPS, PIPELINES** and **SHEDS**. These are shown on the cover of these instructions.
- 2. CARDS:** There are 32 **WILDCAT** cards that contain information that governs the game play which must be followed. These cards are shuffled before play begins and re-shuffled during the game when the last card has been drawn. They are placed face down in a pile near the game board.
- 3. MONEY:** Each player is given \$80,000 in bills, four \$500's, eight \$1000's, four \$5000's and five \$10,000. The remainder of the money is placed near the platform as a bank, with one player also being the banker.
- 4. Each player in turn gets the choice of one property at start.** Properties are numbered and their price is printed on the game board under the number. The payment for this first property and subsequent purchased properties is made to the bank. Player's **SHEDS** are placed on purchased property to show ownership. They are removed after drilling begins.
- 5. The 3 discs, under the playing area with knobs exposed in the opening at the front are turned independently and at random.** Each disc must click into position, lining up knobs as shown on the cover of these instructions. Once the knobs have been set for a game, they must not be turned again during the game. They

are reset for each new game to change the positions of oil field locations and make play for each game entirely different.

### **TO PLAY THE GAME:**

- 1. The player paying the most money for his first chosen property goes first. If a tie exists, the next highest goes first, and play thereafter will be clockwise.**
- 2. Each player in his turn draws the top Wildcat card and follows the instructions on that card from TOP to BOTTOM. All cards have THREE sections except two FIRE CARDS.**
- 3. Each player completes the three sections of instructions in order on the card he has drawn as listed below.**
  - A. TOP SECTION:** Shows the amount of royalty payment a player receives for each of his **PRODUCING** oil wells (**Derricks**). The oil depletion allowance card of \$500 is a payment of \$500 without regard to the number of derricks a player has erected. Royalties are paid by the bank.
  - B. CENTER SECTION:** Tells the player the maximum number of wells he may drill in that turn. The player must **ANNOUNCE** the number of wells he intends to drill **BEFORE** starting to drill as he need not drill the maximum. However, he must drill at least **ONE** well each turn except when he draws a **FIRE CARD**.
  - C. BOTTOM SECTION:** This section either allows or disallows a player to buy an additional piece of property that turn. A player is **NOT** forced to buy a property even if the card allows him a purchase.
- 4. A player drawing a FIRE CARD must remove the required number of derricks from his properties as stated on the card. The player may choose which wells to remove and is not required to remove them from any one property. Derricks removed by fire cards are replaced by caps for the remainder of the game.**

**DRILLING:** To drill for oil, a player places the oil rig (Diagram on cover of instructions) over an empty hole in any property he owns. The stem is placed in the hole with the bottom of the rig resting flat on the surface over the hole.

The RIG will register by exposing the colored areas on top of the rig. Results of the drilling are as follows:

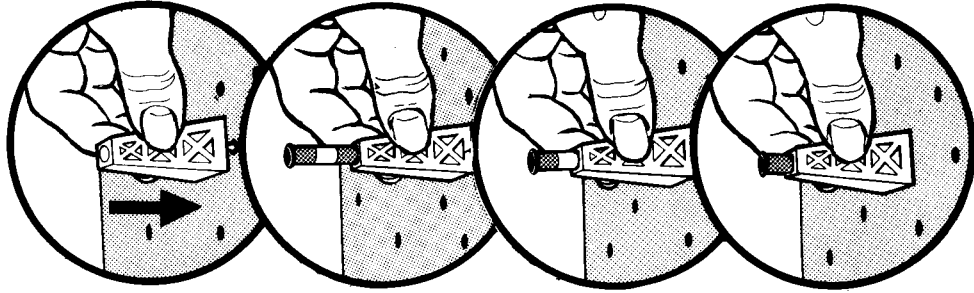
A. When the colors do not show at all, after the Rig is placed in the hole, it means it is a dry hole and \$6,000 must be paid to the BANK. This hole is capped with a well cap and cannot be used again.

B. **STRIKING OIL:** If all THREE COLORS are exposed when a drill rig is inserted in a hole, it means oil has been struck at a shallow level and the cost of drilling is \$2,000. This amount is paid to the bank.

C. If TWO COLORS are exposed it means oil has been struck at a medium level and the cost of drilling is \$4,000, which is paid to the bank.

D. If ONE COLOR is exposed, it means oil has been struck at a deep level and the cost of drilling is \$6,000.

**NOTE:** When Oil is struck at any level, a DERRICK is placed in that hole and it becomes an oil producing well.



## PIPELINES:

Installing pipelines can bring additional royalties to a player and force opponents to go bankrupt and be eliminated from the game. Pipelines (shown on cover of instructions) can be purchased during his turn and placed as described and diagramed on page 8. Pipelines are used to show ownership only and do NOT fit into well holes but are placed ACROSS property boundaries.

1. To buy a pipeline for a property a player must have at least FOUR producing oil wells on that ONE piece of property from which he intends to install a pipeline to an opponent's ADJACENT property.
2. The cost of each pipeline is \$25,000 and is paid to the bank.
3. A second pipeline can be installed from the same property to the same opponent's property or to any other adjacent property providing the player's property has FIVE oil wells (Derricks) and an additional \$25,000 is paid to the bank.
4. A third pipeline can be installed for another \$25,000 providing the same conditions as above exist except SIX oil wells are necessary on the one property from which the oil wells extend.
5. A maximum of 3 pipelines can originate from any one property.
6. Royalties from pipelines are paid EACH turn to the owner of the pipeline from the opponent player being serviced by the pipeline. The opponent player must pay the royalty at the beginning of his turn BEFORE drawing a WILDCAT card.
7. Once a pipeline has been placed in position from one property to another, it cannot be moved to another. However, a pipeline must be removed from the platform if fire destroys derricks and thereby reduces the number of derricks needed to support it.
8. Once a pipeline is installed by a player to an adjoining property, the opponent owning that property cannot install a pipeline from his property back to the property where the first pipeline originated. He could, however, MEETING ALL THE CONDITIONS, install a pipeline from his property to another property or from another of his properties to where the player's pipeline originated.

9. When player is forced to remove wells (as in Rule 4 on page 3 "FIRE CARD") and removes one or more from his property containing pipelines, he must also remove one pipeline (or more) if the wells on the property become less than required to support them.

**PIPELINE ROYALTIES** — The opponent pays royalties to the owner of the pipeline or pipelines according to the following schedule —

- A. One pipeline into one opponent property — \$1000 for each derrick on that one opponent property. (No derrick — no royalty)
- B. Two pipelines into one opponent property — \$3000 for each derrick on that one opponent property.
- C. Three pipelines into one opponent property — \$5000 for each derrick on that one opponent property.

**RUNNING SHORT OF CASH:**

1. A player who cannot meet a financial obligation is **BANKRUPT** and out of the game.
  - A. A player with less than \$6,000 may still take a chance on drilling and hope to strike a well for the amount of money he has left.
2. A player may **NOT** borrow or mortgage property through the **BANK** or another player. He may, however, sell property with or without oil wells to any other player if they agree on price.
3. Whenever there is a change of ownership of any property, the new owner may show his ownership of that property by placing caps or derricks of his color or a shed of his color on that property.
4. A **BANKRUPT PLAYER** is out of the game and his properties are auctioned off by the **BANK** as is, with all wells, pipelines and caps on the property at the time of bankruptcy. The **BANK** will auction one property at a time to the highest bidder in increments of \$500.
  - A. The new owner must assume and pay all obligations that exist on that property in his turn (including pipelines, if any).
  - B. However, all royalties from that property will belong to the new owner.
  - C. If nobody buys an auctioned property, the property is closed for the remainder of the game, with all pieces removed, except a shed turned on its side to show players "No Buy" condition.

**PENALTIES:**

1. If, by error, a player drills on another player's property, that player pays the **BANK** for the drilling. The derricks or caps belong to the player owning the property.
2. If by error or intentionally a player drills on property not owned by anyone he:
  - a. Pays the bank for drilling.
  - b. Removes any markers (derricks or caps) he may have put on that unowned property.
  - c. Pays a fine of \$10,000 to the bank for trespassing.
  - d. Ends his turn. He cannot drill more wells or purchase property in that turn.
  - e. Owns the property and markers if the mistake is not realized by another player **BEFORE** the next player's turn. He would then own the property without paying for it, or paying a fine.
3. When a player is forced to drill because he is so instructed by the center section of his **WILDCAT** card and there are no empty holes in any of his properties, he must pay a \$10,000 penalty to the **BANK** for not planning ahead by purchasing or being able to purchase additional properties. He will pay this penalty every time in his turn as long as he has no place to drill.
4. Penalty for drilling without drawing a card is \$6,000 per hole drilled. All drilled holes must be capped and his turn ends.
5. Penalty for drilling more holes than "wildcat card" allows or more than player announced is \$6,000 for each hole drilled with ALL holes drilled in that turn capped. Also, player loses next turn. Losing a turn, however, does **NOT** eliminate paying pipeline royalties.

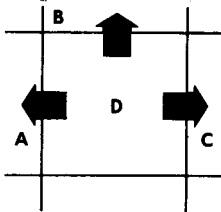
**WINNING THE GAME:**

1. The last player able to pay his bills and survive bankruptcy is the **WINNER OF THE GAME** and is named **KING OIL**.
2. If there is no money left in the **BANK**, the game ends. Each player totals the value of his properties plus the value of his producing wells at \$4,000 and, his pipelines at \$25,000 each. He also totals the money he has on hand plus money due him from the bank if the bank could have paid. The player with the highest money total **WINS THE GAME** and becomes "**KING OIL**."

## DIAGRAMS SHOWING PIPELINE INSTALLATIONS

EXAMPLE:

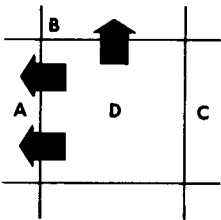
3 PIPELINES FROM  
PROPERTY D -  
ONE INTO 3 DIFFERENT  
ADJACENT PROPERTIES



ROYALTIES TO D  
FROM A \$1000/DERRICK  
B \$1000/DERRICK  
C \$1000/DERRICK

EXAMPLE:

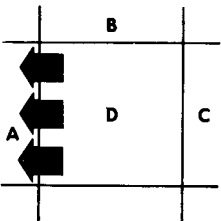
TWO INTO ONE,  
ONE INTO A SECOND  
PROPERTY



ROYALTIES TO D  
FROM A \$3000/DERRICK  
B \$1000/DERRICK  
C NONE

EXAMPLE:

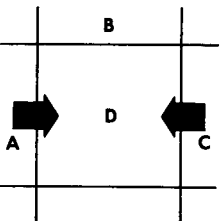
ALL THREE INTO  
ONE PROPERTY



ROYALTIES TO D  
FROM A \$5000/DERRICK  
B NONE  
C NONE

EXAMPLE:

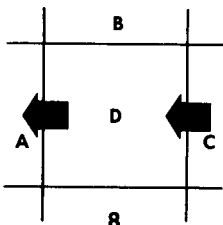
2 PIPELINES FROM  
DIFFERENT PROPERTIES  
INTO 1 PROPERTY.



ROYALTIES  
FROM D TO A  
\$1000/DERRICK  
FROM D TO C  
\$1000/DERRICK

EXAMPLE:

ONE PROPERTY BOTH  
RECEIVING AND  
PAYING ROYALTY.



ROYALTIES  
TO D FROM A  
\$1000/DERRICK  
TO C FROM D  
\$1000/DERRICK