

OIL!

A Print and Play Game by Luke Jackson and Maslyn Lengal

Welcome to OIL! A silly, fast paced satirical card game poking fun at modern billionaires and the hyper-capitalistic mindset ever present in our society. Make the most money and crush your competitors before ol' death comes knocking at your door. You know what they say, you **can** take it with you when you're gone.

Required Items:

- Event Cards Deck (Included Below)
- Rig Cards (Included Below)
- Money Cards (Included Below):
 - o 1 Billions
 - o 5 Billions
- Four 4-Sided Dice (or one D4 per player)
- 1 Feel Good Card (Included Below)
- Box to hold cards upright.

Game Setup:

1. Place Rig Cards, the Feel Good Card, 1 Billions, and 5 Billions in separate stacks in the center of the play area.
2. Place event cards in the Event Cards Box arranged vertically.
3. Place the Event Cards Box in the center of the play area.
4. Distribute D4's among players.

How to Play:

To begin the game every player must roll their D4 and collect that number of Rig Cards. The amount of Rig Cards a player has at the start of each turn determines their salary. The oldest player begins the game.

Players will take turns going through the gameplay loop; each trying to become the biggest, most successful billionaire in the game. Players lose the game when they run out of Rig Cards and Billions. The last player standing wins the game.

Gameplay Loop:

1. COLLECT SALARY:
 - o To begin their round, the player must collect as many Billions as they have Rig Cards.
2. DRAW EVENT CARD OR SELL A RIG:
 - o If the player is low on Billions they can choose to sell a Rig Card for 5 Billions instead of drawing an event card.
 - o If the player does not wish to sell a Rig Card, they must draw an Event Card and complete the actions listed on the card type.

- If the player cannot afford to pay the consequences of the event card, they may sell a Rig Card for 2 Billions to reach the amount owed.

Event Card Types & Special Instructions

Safe and Risky Cards:

Safe and Risky cards require the player to make a decision. Will you play it safe and collect a small reward or will you go for broke in the hopes of getting ahead? If you decide the safe option, simply collect the reward on the front of the card. If you're risking it, roll your D4 and collect the corresponding numbered consequence on the back of the card.

Oil Strike Cards:

When you see a player draw this card think fast! The first player to roll a 3 with their dice collects an additional salary based on how many rigs the currently have (1 Billion per Rig).

Oil Duel Cards:

If you draw this card you must pick another player to duel you. You get to set the price of the duel— how many of your resources are you willing to gamble? The only limit to the amount you can put up is the other player has to be able to match it.

Once an amount is set, you and your chosen adversary play a simple game of rock paper scissors. The winner takes the pot.

Divorce Cards:

Alfred Lord Tennyson once said, “it is better to have loved and lost, than never to have loved at all,” now that may be true for some, but Alfred didn't have billions to lose!

If you draw this card, you must surrender half of your assets. You therefore lose half of your Rig Cards and half your Billions.

There are no questions to be asked; your beloved trophy spouse has left, and the divorce papers have been signed. If you have an odd amount of either resource, round down then discard the smaller half.

Giving Pledge Cards:

The Giving Pledge is a real pledge signed by some billionaires (209 billionaires signed it by March 2020 in fact). It is a non-legal promise to donate half your wealth by the end of your life.

If you draw this card, you will choose one player to enter the giving pledge with you. Of the two of you, whoever draws a death card first must discard half of their Billions before rolling their dice. Just like in the divorce card if the player has an odd amount of either resource they owe the smaller half.

Death Cards:

What is the only thing billionaires fear more than having their horde of gold stolen in a legal settlement? Death, of course!

Thankfully, in OIL! Death can be bought off. If you draw this card, roll your D4. Add whatever number you roll to the current amount of Rig Cards in your possession. The sum is the price in Billions that the Reaper demands to save your soul.

If you can't front the money, you lose the game.

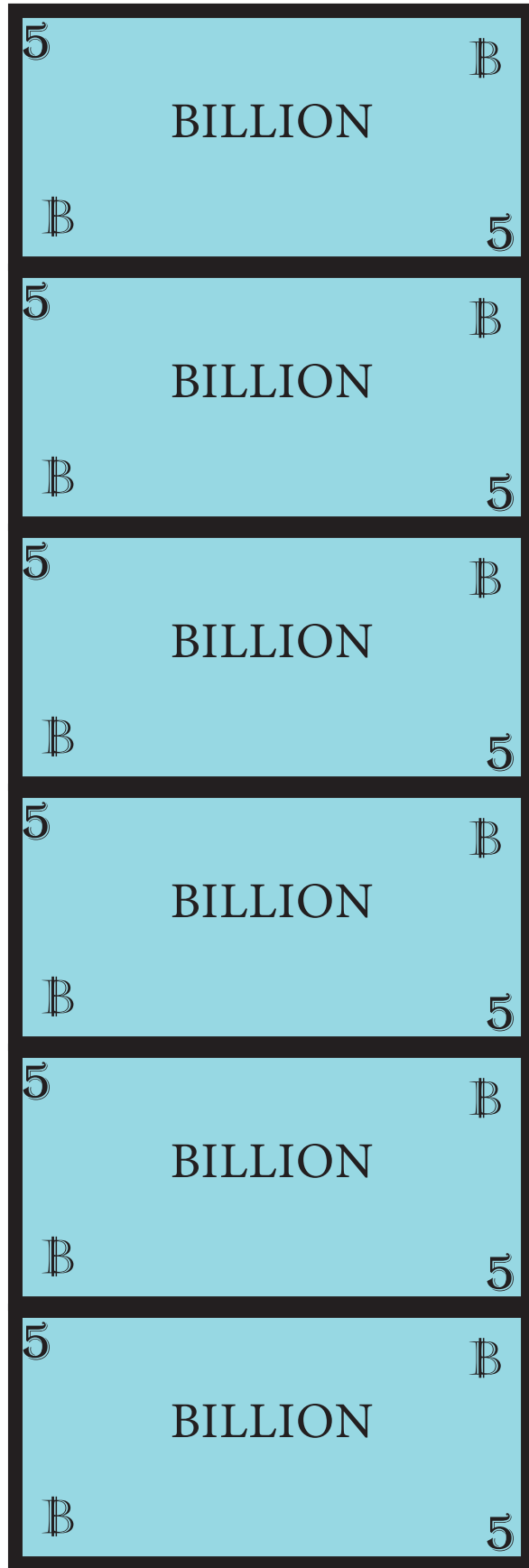
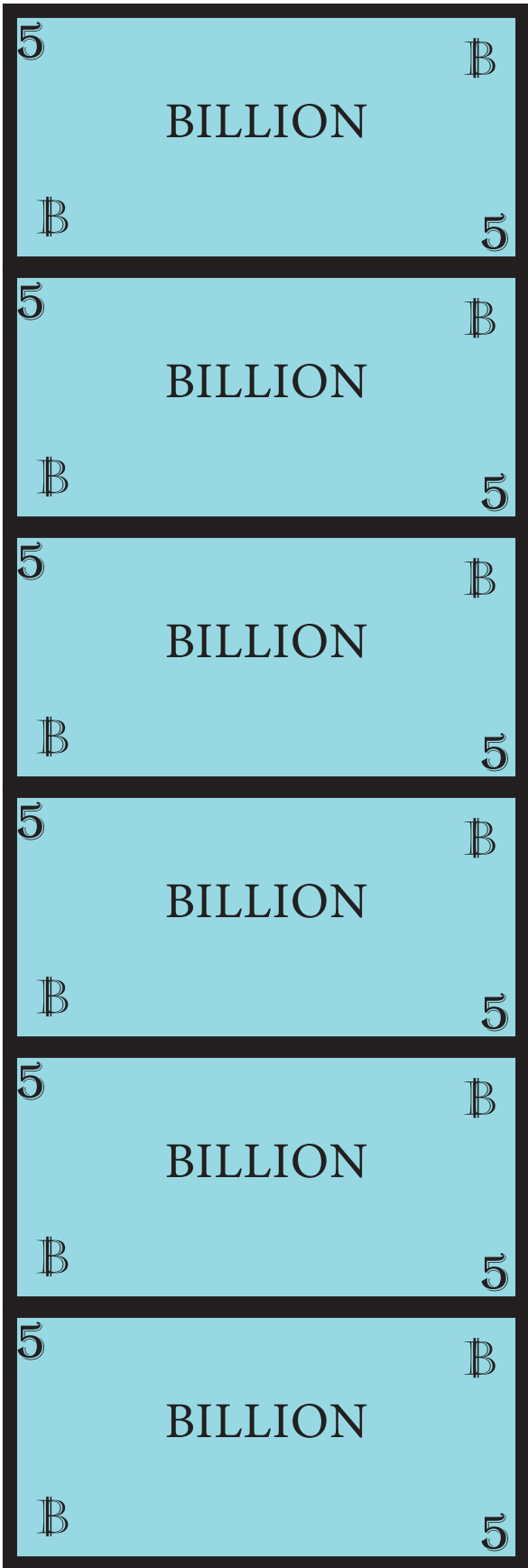
Feel Good Card:

If you've acquired the Feel Good Card you're probably thinking to yourself "now what can I do with this?" Well, thankfully the answer is simple. The Feel Good Card has no intended use or function, but if you need a card that announces to the other players that you've been a good little billionaire, well then... right on!

CARDS INCLUDED IN FOLLOWING PAGES!

1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1

1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1
1	BILLION	ℳ
ℳ		1





The dreaded Grim Reaper arrives at your door.



Fortunately, they can be bought off for a price.

Roll d4 and add the outcome to the number of rigs you have.

This is how many Billions they demand.

Pay this amount to the bank or die.

The dreaded Grim Reaper arrives at your door.



Fortunately, they can be bought off for a price.

Roll d4 and add the outcome to the number of rigs you have.

This is how many Billions they demand.

Pay this amount to the bank or die.

The dreaded Grim Reaper arrives at your door.



Fortunately, they can be bought off for a price.

Roll d4 and add the outcome to the number of rigs you have.

This is how many Billions they demand.

Pay this amount to the bank or die.

The dreaded Grim Reaper arrives at your door.



Fortunately, they can be bought off for a price.

Roll d4 and add the outcome to the number of rigs you have.

This is how many Billions they demand.

Pay this amount to the bank or die.

DIVORCE



Lose half your \mathbb{B} and Rigs.
Should have signed
that prenup.

DIVORCE



Lose half your \mathbb{B} and Rigs.
Should have signed
that prenup.

DIVORCE



Lose half your \mathbb{B} and Rigs.
Should have signed
that prenup.

DIVORCE



Lose half your \mathbb{B} and Rigs.
Should have signed
that prenup.

OIL STRIKE!



First player to roll a 3
gains as many \mathbb{B}
as they have Rigs!

OIL STRIKE!



First player to roll a 3
gains as many \mathbb{B}
as they have Rigs!

OIL STRIKE!



First player to roll a 3
gains as many \mathbb{B}
as they have Rigs!

OIL STRIKE!



First player to roll a 3
gains as many \mathbb{B}
as they have Rigs!

OIL DUEL!



Choose a player and
put up collateral.
The other player must
match your price.
The winner of a rock,
paper, scissors match
takes the pot.

OIL DUEL!



Choose a player and
put up collateral.
The other player must
match your price.
The winner of a rock,
paper, scissors match
takes the pot.

OIL DUEL!



Choose a player and
put up collateral.
The other player must
match your price.
The winner of a rock,
paper, scissors match
takes the pot.

OIL DUEL!



Choose a player and
put up collateral.
The other player must
match your price.
The winner of a rock,
paper, scissors match
takes the pot.

GIVING PLEDGE



Choose another player to sign the Giving Pledge with, promising to donate half of your wealth by the end of your life.
First player to draw a death card must donate half of their \mathbb{B} before rolling the dice

GIVING PLEDGE



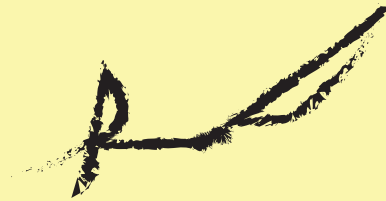
Choose another player to sign the Giving Pledge with, promising to donate half of your wealth by the end of your life.
First player to draw a death card must donate half of their \mathbb{B} before rolling the dice

GIVING PLEDGE



Choose another player to sign the Giving Pledge with, promising to donate half of your wealth by the end of your life.
First player to draw a death card must donate half of their \mathbb{B} before rolling the dice

GIVING PLEDGE



Choose another player to sign the Giving Pledge with, promising to donate half of your wealth by the end of your life.
First player to draw a death card must donate half of their \mathbb{B} before rolling the dice

Feel Good Card!

You did it! You met the minimum requirement for being a good person! Congratulations!

A 7.0 Earthquake strikes off the coast of Haiti. The Red Cross approaches you for a donation.

Safe: Donate whatever sum you see fit.

Gain The Feel Good Card

Risky: You've heard the coast of Haiti is beautiful. Sounds like a great time to bust out the ol' Super Yacht!

Your family wants to go on a tropical vacation!

Safe: Pitch a humanitarian trip to Fiji where you build a school for the locals.

Lose 5 B, Gain The Feel Good Card.

Risky: Buy the small Fijian island of Laucala and make it into a resort destination.

It's Superbowl Season baby! Great news is, it's only an hour away!

Safe: Buy tickets and hand them out to working class employees who could never afford to go.

Lose 5 B, Gain The Feel Good Card

Risky: Buy tickets and fly your private jet to the event to avoid heavy traffic.

You learn it would only cost \$20 Billion to end Homelessness in America

Safe: How much will you contribute to the cause? Donate whatever you see fit!

Gain 1 Feel Good Card

Risky: But what about Mars? Shouldn't we colonize that first?

1: Colonizing the island is more difficult than you thought. Too much rainforest!

Lose 3 B

2: Your \$6000 a night pricing turns some potential visitors away.

Lose 1 B

3: The resort is a hit! Local Fijians will work for cheap!

Gain 3 B

4: A wealthy Oil Tycoon visits the island, you make a sweet deal!

Gain 5 B, 2 Rigs

1: Local authorities spot your yacht and ask for donations. Lose 5 B

2: The destruction is genuinely pretty terrible. Since you're in the neighborhood you might as well help out.

Lose 3 B

3: You enjoy a peaceful vacation with the smoldering wreckage in the background.

Gain no B, but your skin is glowing.

4: You arrive and see other super yachts! Great time to strike some deals!

Gain 5 B

1: Your private space program blows chunks. No one is interested.

Lose 5 B

2: Startup is slow, there is little interest.

Lose 1 B

3: Space sure is exciting! Your private program is doing well!

Gain 1 B

4: Your private space program makes public programs seem obsolete.

Gain 3 B

1: More than 140 other private jets had the same idea. You have to wait to land. Lose 3 B

2: You waited too long and all the VIP passes sold out. All that is left are the \$4000 Nosebleeds.

Lose 1 B

3: Everyone has a good time, except the atmosphere of course. Lose nothing. Gain Nothing.

4: On the tarmac you connect with some business buddies. Get them drunk, strike a deal.

Gain 3 B, 2 Rigs

Your kid is a spoiled little
shit.

Safe: Speak to your child
about the importance of living
a charitable life. Live by exaple
and donate to a cause of your
choosing,
Pay 3 B

Risky: Hire a better nanny.

A Local Orphanage
approaches you for
donations to assist in
getting homeless starving
children off the street.

Safe: Donate whatever you see
fit.

Gain The Feel Good Card!

Risky: Hoodwink the Orphan-
age into putting you on the
board of directors. Use the
orphans for cheap labor.

NASA approaches you for
a donation to help fund
space exploration.

Safe: Donate to NASA: Pay
what you see fit.
Gain The Feel Good Card!

Risky: You've always wanted
to go to space. Promote a pri-
vate space program and sell
tickets for a 60-minute ride
into space!

Minimum wage workers
are demanding livable
pay!

Safe: Raise minimum wage.
Lose 2 B. Gain The Feel Good
card

Risky: Educate workers on the
importance of a hard earned
dollar. They wouldn't want a
\$12 Big Mac!

1: The Orphanage takes your money and runs.

Pay 3 B

2: Under the hard conditions of their labor, the orphans don't meet quota.

Pay 1 B

3: Cheap labor allows you to exceed your quotas and save on employee salaries!

Gain 1 B and 1 Rig

4: The orphans work harder than you could've imagined.

Gain 3 B and 3 Rigs

1: Nanny after nanny quits costing you a damn fortune. Lose 5 B

2: Mary Poppins rolls up, her prices are ridiculous.

Lose 3 B

3: Your kid still sucks but you hear about it less.

Lose nothing. Gain Nothing

4: You watch your kid grow into an intelligent businessman like yourself. He brings in several high-paying clients.

Gain 3 B

1: Uh oh. Due to liberal indoctrination, workers strike.

Lose 3 B

2: There is some backlash and workers quit. They are easily replaced.

Lose 1 B

3: Spirits are crushed and morale lowers.

Lose nothing. Gain nothing.

4: Workers are enlightened by your speech! Productivity increases. Gain 3 B

1: Your ship explodes, killing the crew. Luckily, the billionaires on board were safe.

Pay 5 B

2: Promoting does not go well. People this space is dumb.

Pay 3 B

3: You sell out most of the spacecraft!

Gain 3 B

4: Great success! You and your rich friends tour the cosmos.

Gain 6 B

Oh no! A pandemic plagues the world. But you need workers to keep coming in!

Safe: Provide hazard pay and implement strict safety protocols.

Lose 5 B. Gain The Feel Good Card

Risky: Make up some signs that say “Heroes work here!”

Workers want paid bathroom breaks!

Safe: Allow them to make pees and poos.

Lose 3 B. Gain The Feel Good Card

Risky: Inspire them with a rousing speech about pissing in bottles.

A popular news outlet begins running stories about some of your less ethical work practices.

Safe: Tweet the articles and promote free speech!
Gain The Feel Good card

Risky: Buy the publication and instead run stories to promote your company.

IRS Leak! People find out you paid \$0 in income taxes

Safe: Help tax reform move from dream to reality.

Lose 3 B, Gain The Feel good card.

Risky: Who cares? Ignore the leak.

1: Uh oh. Due to liberal indoctrination, workers strike.

Lose 3 B

2: There is some backlash and workers quit. They are easily replaced.

Lose 1 B

3: Spirits are crushed and morale lowers.

Lose nothing. Gain nothing.

4: Workers are enlightened by your speech! Productivity increases.

Gain 3 B

1: They don't feel like heroes.. And they are dying.

Lose 5 B

2: Signs are expensive, but folks are still coming in.

Lose 1 B

3: Desperation takes over and employees work harder to feed their families in these trying times.

Gain 3 B

4: From the safety of your mansion you are alerted that productivity and morale have never been higher!

Gain 5 B

1: Some workers big time care and quit.

Lose 5 B

2: The public cares and begins to boycott.

Lose 3 B

3: You're right. Poor people have other things to worry about.

Gain Nothing. Lose nothing.

4: Other billionaires care and want your help avoiding taxes.

Strike a deal.

Gain 4 B, 2 Rigs .

1: They can not be bought and your attempt to buy them draws public attention.

Lose 5 B

2: They agree to stop running stories against you for a price.

Lose 3 B

3: They drive a hard bargain, but you succeed.

Gain 3 B

4: They roll over and your new news outlet convinces the public of how wonderful you really are.

Gain 7 B

Your local mayor approaches you for some philanthropy opportunities!

Safe: Fund local libraries, artists, and animal rescues.

Lose 3 B. Gain The Feel Good Card!

Risky: Buy some frickin' twitter stock instead

A nearly unpredictable housing crisis sweeps the nation!

Safe: Donate whatever you see fit to relief funds.

Gain The Feel Good Card!

Risky: Buy stock! Be greedy when others are fearful!

Local Orphanage approaches you for donation to assist in getting homeless starving children off the street.

Safe: Donate whatever you see fit.

Gain The Feel Good Card!

Risky: Hoodwink the Orphanage into putting you on the board of directors. Use the orphans for cheap labor.

IRS Leak! People find out you paid \$0 in income taxes

Safe: Help tax reform move from dream to reality.

Lose 3 B Gain The Feel good Card.

Risky: Who cares? Ignore the leak.

1: Unfortunately, greed didn't pay this time.

Lose 5 B

2: That pesky stock market plays you like a fiddle.

Lose 2 B

3: Decent return on investments!

Gain 2 B

4: Fear and greed baby!

Gain 10 B

1: Somehow Twitter crashes and burns.

Lose 5 B

2: Congrats on the Twitter stock?

Lose 3 B

3: You are now Twitter's largest shareholder!

Gain nothing, but pride!

4: Twitter stock shoots through the roof!

Gain 4 B

1: Some workers big time care and quit.

Lose 5 B

2: The public cares and begins to boycott.

Lose 3 B

3: You're right. Poor people have other things to worry about.

Gain Nothing. Lose nothing.

4: Other billionaires care and want your help avoiding taxes.

Strike a deal.

Gain 4 B and 2 Rigs

1: The Orphanage takes your money and runs.

Pay 3 B

2: Under the hard conditions of their labor, the orphans don't meet quota.

Pay 1 B

3: Cheap labor allows you to exceed your quotas and save on employee salaries!

Gain 1 B and 1 Rig

4: The orphans work harder than you could've imagined.

Gain 3 B and 3 Rigs

Oil has been found in
Louisiana

Safe: Approach town
diplomatically and
make a deal

Pay 3 B. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
The Gulf of Mexico

Safe: Approach town
diplomatically and
make a deal

Pay 3 B. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Nova Scotia

Safe: Approach town
diplomatically and
make a deal

Pay 3 B. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Titusville, Pennsylvania

Safe: Approach town
diplomatically and
make a deal

Pay 3 B. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Iraq

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Brazil

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Kuwait

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Angola

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Saudi Arabia

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Venezuela

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Iran

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

Oil has been found in
Kazakhstan

Safe: Approach town
diplomatically and
make a deal

Pay 3 ₪. Gain 1 Rig

Risky: Monopolize
the area's industry forcing
competitors out and
ruining the lives of
small business owners.

1: You underestimated the power of small-town zeal!

Pay 4 ₳. Gain 0 Rigs.

2: Monopolizing is more expensive than you anticipated!

Pay 4 ₳. Gain 1 Rigs.

3: Small businesses drive a hard bargain but you squeeze them out.

Pay 5 ₳. Gain 3 Rigs.

4: You squish the peasants like bugs under a rock

Pay 3 ₳. Gain 5 Rigs.

1: You underestimated the power of small-town zeal!

Pay 4 ₳. Gain 0 Rigs.

2: Monopolizing is more expensive than you anticipated!

Pay 4 ₳. Gain 1 Rigs.

3: Small businesses drive a hard bargain but you squeeze them out.

Pay 5 ₳. Gain 3 Rigs.

4: You squish the peasants like bugs under a rock

Pay 3 ₳. Gain 5 Rigs.

1: You underestimated the power of small-town zeal!

Pay 4 ₳. Gain 0 Rigs.

2: Monopolizing is more expensive than you anticipated!

Pay 4 ₳. Gain 1 Rigs.

3: Small businesses drive a hard bargain but you squeeze them out.

Pay 5 ₳. Gain 3 Rigs.

4: You squish the peasants like bugs under a rock

Pay 3 ₳. Gain 5 Rigs.

1: You underestimated the power of small-town zeal!

Pay 4 ₳. Gain 0 Rigs.

2: Monopolizing is more expensive than you anticipated!

Pay 4 ₳. Gain 1 Rigs.

3: Small businesses drive a hard bargain but you squeeze them out.

Pay 5 ₳. Gain 3 Rigs.

4: You squish the peasants like bugs under a rock

Pay 3 ₳. Gain 5 Rigs.