

EPYX
COMPUTER SOFTWARE

OIL BARONS™

INSTRUCTION MANUAL
FOR THE COMMODORE 64™



Game Designed by Tom Glass
Commodore version by Phillip Glass

2. **LAND AVAILABILITY:** With this option players can either increase or decrease the number of parcels auctioned off during each turn.
3. **COMPUTER COMPANY NAMES:** To add fun to the bidding, the computer has several dummy companies bid against the players. This allows players to substitute their choices of names.
4. **MODIFY BIDDING AGGRESSIVENESS:** Players can change the bidding aggressiveness of dummy companies with this option.
5. **STARTING PROPERTIES:** Allows players to change the amount of land they will receive at the start of the game or add to those already given.
6. **NAME THE PRESIDENT:** Players may input a president's name, (up to 14 letters).
7. **MODIFY SURVEY ACCURACY:** This option lets the players determine the accuracy of the surveys.
8. **VICTORY CONDITIONS:** To add suspense, you can make the victory conditions a secret. If you have chosen to play by turns, the computer will offer you a range, then select a number and keep it a secret. If you have chosen a dollar amount, then the computer will change the amount previously entered. In either case, when the hidden victory conditions are met, the game will end, during the news, in the usual way.
9. **MODIFY STARTING MONEY:** By selecting one of the sub options, players can choose varying amounts of money with which to start the game.
 - a. Start with standard \$1,500,000
 - b. Start with player selected amount from 0 to \$25,000,000
 - c. Allow different players to start with different amounts. Could be used to handicap players with different levels of skill.
 - d. Allow the computer to select the amount of money each player receives. They can all receive the same amount, or each can receive a different amount.
10. **ALLOW OR DISALLOW CITY DRILLING:** Allows players to choose whether or not to allow drilling on city sites at the start of the game.
11. **SET STARTING TAX RATE:** Lets players decide whether or not to have taxes, and the starting rate. The tax rate can still change during the game.
12. **SET STARTING INTEREST RATE:** Allows the players to choose the starting interest rate on bank loans. Rates can vary, depending on news events.

SOLITAIRE GAMES

One-player games of OIL BARONS are a good way to sharpen your skills by testing various playing strategies. You can play all the different versions of the game, but there are some rules that are different from the Multi Player games.

Companies: The player owns two companies instead of one. Each company is assigned bidding numbers and given four parcels of land to develop.

Victory Conditions: You will be asked to enter a Skill Level, then the number of turns you wish to play. The computer will designate a net worth that either of your companies must achieve by the end of the last turn in order to win the game.

Auctions: Auctions take place in the same manner as in Multi Player games, but the solitary player is not allowed to reacquire his or her property if it comes up for auction. No private land deals, (or any deals) are allowed between the two companies, however, cooperation between the two is almost a necessity at some of the higher skill levels.

QUICK REFERENCE CHART OR GAME VERSIONS & FEATURES

(ALL AVAILABLE FOR BOTH MULTIPLAYER & SOLITARE GAMES)

	MODULAR CLASSIC	MODULAR REALITY	DISH CLASSIC	DISH REALITY	CUSTOMIZ		W/TOPTIONS		
					STRATEGIC	REALITY	GAMBLE	CLASSIC	REALITY
ON PLACEMENT	CHANGED	FIXED	CHANGED	FIXED	CHANGED	FIXED	UNCHANGED	CHANGED	FIXED
ON AND DIFFICULTY	CHANGED	FIXED	CHANGED	FIXED	CUSTOMIZ	UNCHANGED	UNCHANGED	CHANGED	FIXED
CAN MODIFY COMBAT STRATEGY?	NO	NO	NO	NO	CUSTOMIZ	NO	UNCHANGED	NO	NO
PHONE BUILT ON REGULAR DIAL?	YES	YES			YES	YES	UNCHANGED	YES	YES
CAN YOU MODIFY DAY AND NIGHT?	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
CAN YOU MODIFY SAILING MODE?									
Playing Tactic Only	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON?	YES	YES	CHANG	FIXED	NO	YES	UNCHANGED	NO	YES
WIND ON/STATION WINDON/STATION?	YES	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON/STATION LAND AVAILABILITY?	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
SELECT COMPUTER COMBAT MODE?	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON/COMBAT'S ACCOMMODATION?	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON CLARITY ACCURACY?	NO	YES	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
ONLINE IN OTHER AT START OF GAME?	NO	YES	NO	YES	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON/STATION & ONLINE/STATION?	NO	NO	NO	NO	CUSTOMIZ	CUSTOMIZ	UNCHANGED	NO	NO
PHONE BUILT ONLINE/STATION?	YES	YES	NO	NO	YES	YES	UNCHANGED	YES	YES
WINDON CLARITY MODE?	NO	NO	NO	NO	CUSTOMIZ	CUSTOMIZ	UNCHANGED	NO	NO
WINDON WINDON/STATION	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON/STATION	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
WINDON/STATION	YES	YES	NO	NO	YES	YES	UNCHANGED	YES	YES
WINDON/STATION PRODUCTION UNIT?	NO	NO	NO	NO	CUSTOMIZ	CUSTOMIZ	UNCHANGED	NO	NO
WINDON/STATION ONLINE/STATION?	NO	NO	NO	NO	OPTION	NO	UNCHANGED	OPTION	NO
WINDON/STATION ONLINE/STATION?	NO	NO	NO	NO	OPTION	OPTION	UNCHANGED	OPTION	OPTION
DATE & MONTH DATE	YES	YES	YES	YES	CAN DATE & MONTH OPTION/STATION/STATION & CUSTOM/STATION/STATION		NO	YES	YES

EPYX
Computer Games

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Page No. 900

OBJECTIVE

Oil Barons is a unique game for one to eight players, which combines the advantages of board play with the speed and ease of a computer game. The computer does all the bookkeeping, and the running of the game. The players, freed from work, have the time to make decisions, develop strategies, and concentrate on winning.

Oil Barons can be played in as short a time as a couple of hours, or using the Game Save Feature, played out over weeks, or even months. It can be enjoyed by the entire family, of all ages and expertise.

Oil Barons recreates the oil business in game form, complete with exploration, drilling, and production. Each player controls their own company starting out with a few million dollars of operating cash, and four potential drilling parcels. The objective of the game is to see which player can accumulate the largest fortune!

The versatility of Oil Barons provides you with a wide variety of game play. There are two basically different games: **THE CLASSIC GAME** and the **REALITY GAME**. The **CLASSIC GAME** plays more like a traditional board game, while the **REALITY GAME** simulates actual oil industry operations. In addition, you can play regular length versions and quick game versions, select special game options, and even customize the rules to give you, your friends, and family many years of challenging fun.

EQUIPMENT

You Received the Following:

1. **A GAME BOARD:** With 50 squares horizontally, (1 50), and 40 squares vertically, (1 40). **NOTE:** The heavier black lines around groups of squares enclose parcels; each parcel identified by coordinates of a square within it. For example, parcel 8 1 has 6 squares; 5 are open; 1 is an oil gack.
2. **ONE GAME DISK:** Side #1 is used to set up the game and to save the game. Side #2 is used during play.
3. **GAME MARKERS:**
 - (a) **COMPANY MARKERS:** Players use different colored round markers to show ownership, (12 each of 8 colors: Red, Orange, Yellow, Dark Green, Light Green, Light Blue, Brown, and Pink).
 - (b) **ACTIVE WELL MARKERS:** Placed on squares where oil has been found, (60 Black Pegs).
 - (c) **DRY HOLE MARKERS:** Placed both on squares where oil has not been found, or where an active well has run out of oil, (60 Ivory Pegs).
 - (d) **FOR SALE MARKERS:** Placed on parcels currently up for bid, (1 Yellow Wood Cylinder).
 - (e) **OIL DERRICK MARKERS:** Placed on squares currently being surveyed or drilled, (1 Blue Wood Cylinder).
 - (f) **NATIONAL PARK MARKERS:** Placed on parcels to denote National Parks or Government Reservations, (6 Green Wood Cylinders).
 - (g) **SPECIAL MARKERS:** Placed on parcels pertaining to special rules events, (4 Red Wood Cylinders).
4. **OIL BARONS RULEBOOK**

GETTING READY TO PLAY

1. Set up your Commodore 64™ as shown in your Owner's Manual.
2. Remove all cartridges from computer, all disks from the drives.
3. Turn ON the disk drive and insert your OIL BARONS disk with the Side 1 label facing up (dotted section pointed towards the back).
4. Turn ON the computer.
5. Type LOAD""A and press the RETURN key.
6. When "Ready" appears, type RUN and press the RETURN key.

STARTING PLAY

Respond To Prompts On The Screen

- * A Color Check screen will appear. Adjust colors of your set accordingly. Then a Title screen will appear.
- * Restore previous game, or begin a new game.
- * Input the number of players.
- * Choose and input company names, then press the RETURN key.
- * Each company will receive a number to use for bidding and for land deals.
- * Each company will also receive 4 parcels of land. Place company markers on the appropriate parcels.
- * Change any disputed parcels (owned by someone else).
- * Select skill level (2 player version only). "1" is easy, "2" is hard.
- * Choose and input victory conditions, then press the RETURN key.
- * Choose and input game version:
 - 0—Classic Version
 - 1—Reality Version
 - 2—Quick Version
 - 3—Quick Reality
 - 4—Customized Game
 - Strategic Mode
 - Reality Mode
 - Gamble Mode
 - 5—Classic with Options
 - 6—Reality with Options
- * Insert Side 2 of the game disk when instructed to do so.

1st and 2nd side
(1-50)
(Game)

GAME PLAY

THE CLASSIC VS. REALITY GAME

Although both games use the same equipment and playing mechanics, the tactics used in each of the games are entirely different.

In the REALITY GAME, the computer randomly generates an imaginary pool of oil "beneath" the terrain on your game board. These pools of oil are fixed and remain unchanged throughout the game. Any given pool of oil may extend under adjacent squares, and then extend in any direction in squares adjacent to those squares.

In the REALITY GAME, the terrain shown on the game board has little influence on your chances of finding oil. In this game, surveying and drilling costs are also closer to real world costs, royalty payments are based on the number of wells without regard to type of terrain, and, at the start of the game you can explore any square you own, including oases.

In the **CLASSIC GAME** there is no pre-set pattern of oil as in the **REALITY GAME**. At the start of the game, your chances of striking oil depend entirely on the geographical terrain shown on the legend on the right edge of the game board.

- | | | |
|------------|-------------|-------------|
| 1 DESERT | 6 COASTLINE | 10 SWAMP |
| 2 PLAINS | 7 FOREST | 11 OFFSHORE |
| 3 BRUHLAND | 8 MOUNTAINS | 12 ARCTIC |
| 4 ICE PACK | 9 JUNGLE | 13 CITY |
| 5 LAKE | | |

This is called the **Terrain Hierarchy**. The order in which the different types of terrain have been placed within the hierarchy is important. Your chances of discovering oil are greater in the terrain listed at the **TOP** of the hierarchy than at the bottom. Therefore, it is easier to find oil on desert squares, than on arctic squares.

As you proceed down the hierarchy from the desert to the arctic:

- * The initial chances of striking oil decreases.
- * Surveying and drilling costs increase.
- * Royalty payments and intrinsic values for active wells increase.
- * The number of turns that a well pumps oil before running dry increases. (When a well runs dry, the computer will display the type of terrain and ask the owner to enter the coordinates. If the owner has 2 or more active wells on that type of terrain, then they may enter their choice.)

Unlike the **REALITY GAME**, in the **CLASSIC GAME** you cannot exploit City Sites until Congress grants permission to do so. City sites do not follow the rules listed above. All are unpredictable, and may change from turn to turn, and player to player. Drilling a city well may cost as little as drilling a desert, yet pay royalties as high as an arctic well, or vice versa.

Game Strategy:

Developing oil properties is the key to winning or losing. At the start of the game be sure to study your parcels and plan a strategy. Remember, in the **REALITY GAME**, when oil is discovered on any given square, nothing changes because all the pools of oil were pre-set before play started, so you must try to locate these pools of oil. However, in the **CLASSIC GAME**, once you've found oil, the percentage chance of striking oil on surrounding squares **INCREASES** (even if surveyed at a lower percentage).

When oil is discovered on any given square, the chances of finding oil on surrounding squares increases in proportion to its proximity to the active well. For example, all squares adjacent to an active well will now have a higher percentage chance of containing oil. Next highest would be those squares diagonal to the well, and so on.

	A	
A	X	A
	A	

D		D
	X	
D		D

S	S	S	S	S
S				S
S		X		S
S				S
S	S	S	S	S

T	T	T	T	T	T
T					T
T					T
T		X			T
T					T
T					T
T	T	T	T	T	T

ADJACENT

DIAGONAL

SECONDARY

TERTIARY

A good strategy to use in the CLASSIC GAME is to first try to strike oil on aquants that are the least costly to explore, and then try sites that may cost more to develop, but yield higher payoffs once the percentage has been improved by striking an "ocean" square.

Other Factors to Consider:

1. The Shape of the Parcel: Due to the varied and irregular shapes of the parcels, their development must be carefully thought out. A long thin parcel must be developed with greater care than a block shaped parcel.
2. Are The Adjacent Parcels Already Owned By Other Players? Be sure not to develop an oil pool and then let another player cash in on it!
3. Chances Of Acquiring Surrounding Parcels: If the surrounding parcels are not already owned, then the players must evaluate their chances of buying that land. Once a parcel contains an active well, the adjacent parcels will increase in value at auctions.



PLAYING A TURN

The game is played by completing a number of turns. Each turn consists of a series of segments: AUCTIONS, LAND DEALS, SURVEYING & DRILLING, ROYALTY PAYMENTS, BANK NOTES, FINANCIAL STATEMENTS, BALANCE SHEETS, DEPLETION NOTICES, NEWS EVENTS, and SPECIAL ANNOUNCEMENTS.

THE AUCTION

In order to put more parcels of land into play at the start of most turns, the computer holds an auction. Up to three parcels can be auctioned off at the time. The computer will indicate the coordinates of only one square within the parcel it wishes to put up for bid.

It will then ask if any other company owns that parcel. Enter "Y" (Yes) or "N" (No). If "Y", someone owns the parcel, then the owner can elect to either allow the parcel to be auctioned off, adding the receipts of the sale to their assets, or if they object, the computer will select another parcel to be auctioned off.

The owner of the parcel being auctioned may not bid on their property. A For Sale Marker should be placed on the parcel up for bid. Once the computer posts a starting bid, the auction begins.

Bidding: Internally, the computer has created five dummy companies to join the auction. They are there only to simulate the bidding and do not affect the game's outcome. If one of the dummy companies buys a parcel, it is returned to the land chest and may be auctioned off another time.

Entering A Bid: Choose one player to operate the keyboard during the auction. When a company wishes to bid, the owner calls out their number. The keyboard operator **MUST QUICKLY ENTER THAT NUMBER** to interrupt the auction and allow the owner to enter their bid.

Amount You Can Bid: Bids must be in units of 1,000 and at least \$1,000, but no more than \$1,000,000 over the last high bid. When entering a bid, input in 1,000's, for example, \$10,000 as 10, and \$110,000 as 110.

Once a company's number has been entered, and the bidding interrupted, A **VALID BID MUST BE MADE FOR THE AUCTION TO CONTINUE**. When the bidding slows down, the computer will signal its impending close by displaying "GOING", then "GOING, GOING". Bids can still be made, until the computer displays "GONE", by pressing a valid player number.

The Close Of Bidding: Once "GONE" appears, bidding is over, and the purchase price automatically deducted from the buyer's cash assets. (Be sure to mark the parcel on the board.) Occasionally, at the start of a turn, the computer will proclaim "NO LAND IS AVAILABLE AT THIS TIME". Play will then proceed to the next segment without an auction.

PRIVATE LAND DEALS

This is the opportunity for owners to conduct private transactions between companies, usually buying and selling land. All you need to enter is the seller's number, the buyer's number, and the selling price. The computer handles all the bookkeeping, but does not keep track of ownership. (Be sure to mark the parcels on the game board.)

Selling Active Wells: If a parcel, with either active wells or dry holes on it, changes hands, ownership of those wells does not change hands. The new owner may survey and drill any undeveloped squares in that parcel.

Buying On Credit: Private land deals are the only place in the game where a company may not buy on credit. A company may only spend an amount up to its **POSITIVE CASH ASSETS**. If a company attempts to spend on credit in a private land deal, the computer will reject the transaction.

SURVEYING AND DRILLING

During Any Turn Each Company May

- Survey as many squares as it wishes on the parcels they own
- Drill on any one square they own
- Survey as many squares as they wish to, and then drill on any one square they own
- Do nothing at all (Skip a turn)

Companies May Not Enter

- Squares with active wells
- Squares with dry holes
- Square types that are "off limits"
- Coordinates not within a company's parcel

Checking Sites: After the owner inputs the coordinates and hits the RETURN key, the computer displays a cost analysis. There is no charge for checking a site.

```
TERRAIN TYPE          NEIGHBORING
PLAINS                ACTIVE WELLS
AT                    ADJACENT 0
134 271              DIAGONAL 0
                     SECONDARY 0
                     TERTIARY 0

      COST ANALYSIS
SURVEY —             COST $100,000
DRILLING —           RIG AND LABOR $200,000
                     COST PER FOOT 10
                     MAXIMUM DEPTH 10000
TOTAL DRILLING
                     COST TO MAXIMUM $90,000
PRESS LETTER FOR SELECTION DESIRED
-S- TO SURVEY THIS SITE
-D- TO DRILL AT THIS SITE
-C- TO GET DIFFERENT COORDINATES
```

SURVEYS: If the owner decides to survey, press "S" and an animated picture of the site is displayed. Place an Oil Derrick Marker on the square being surveyed. Then, a geological survey is conducted and the results are displayed as a percentage of the probability of finding oil.

If the company does not wish to drill on that site at that time, it may survey and/or drill another square. Each square can be surveyed only once during the game. If inadvertently a company enters the coordinates of a square already surveyed, the computer displays the results of the previous survey.

NOTE: Do not survey too many squares in the CLASSIC GAME. Percentages may change during the game and once an area is surveyed, it cannot be surveyed again. However, in the REALITY GAME, you should continue to survey squares until a high percentage is found. Survey percentages increase as you get closer to oil pools.

DRILLING: When a company decides to drill, press "D". The owner has the choice of drilling to either the maximum allowable depth or any depth.

An animated picture will be displayed, then the drilling operation commences. While drilling, the owner can press "P" to pause the drilling and press "P" again to continue the drilling. Pressing "E" will terminate the drilling completely. If you strike oil, the computer indicates the depth at which the oil pool was hit and the approximate number of barrels of oil that well will pump per day. Replace the Oil Derrick Marker with an Active Well Marker.

Gushers: On some occasions the oil strike will be a Gusher! A Gusher counts as two active wells on the same square. The cost will only be the cost of drilling one well, but the company will receive royalty payments equal to two wells. In later game events (oil well fires, blowouts, depletion, maintenance fees, etc.), a gusher will be treated as two separate wells, even though both reside on the same square.

Dry Holes: If you fail to strike oil, replace the Oil Derrick Marker with a Dry Hole Marker.

All surveying and drilling costs will be automatically deducted from each company's cash assets. As soon as every company has had the chance to survey and/or drill, play proceeds to the next player's turn or to the next segment of play.

ROYALTY PAYMENTS, BANK NOTES & FINANCIAL STATEMENTS

Royalty Payments: Checks are paid to each company for the total amount due from all their active wells. The amounts will vary from turn to turn and from player to player. The price paid for oil will change as World Oil Prices fluctuate.

Bank Notes: A company cannot go bankrupt by spending too much. If a company's cash assets fall below zero, then the computer issues that company a bank note and charges interest for the indebtedness. The interest rate will fluctuate, but usually, at the start of the game, it is 10%.

Financial Statements: First shown is the company's PORTFOLIO OF WELLS, then the INCOME STATEMENT, showing the Net Profit or Loss for the turn. This is followed by the BALANCE SHEET showing the company's net assets and liabilities. Also displayed is a FINANCIAL SUMMARY of important information including NEW CASH POSITION, INTRINSIC VALUE (non-cash value which increases when you strike oil) and NET WORTH.

NEWS EVENTS & SPECIAL ANNOUNCEMENTS

The "Oil Street Journal" video newspaper displays the news and special government announcements. They may or may not affect the course of play. All are self-explanatory.

Standings: The screen will list the game standings. The companies are listed in descending order by net worth. If the game is being played for a specified number of turns, the number of the current turn and the number of turns remaining are shown. If the game is being played to a specified dollar goal, the dollar goal is displayed.

Depletion Notice: At this point, companies are notified if any of their active wells have run out of oil. In the REALITY GAME, the computer prints out the type of terrain and the specific coordinates of the site. From that point on, the company will no longer receive royalty payments for the depleted well. Replace Active Well Markers with Dry Hole Markers where appropriate.

National Parks & Government Land: Once in a while, Congress will declare a parcel of land a National Park or a Government Reservation.

1. If the parcel is unowned, it may still be sold at an auction.
2. The company who already owns, or eventually buys the parcel may not survey or drill on it until Congress declares it legal to do so.
3. Active wells may continue operation, but undeveloped squares cannot be surveyed or drilled until permitted by Congress.

CONTINUING PLAY

The end of the News marks the completion of one turn. If the victory goals have been met, or the number of turns has elapsed, then the game ends and the winner is announced.

To Start A New Game: Remove Side 2 of OIL BARONS if it is still in the disk drive. Turn OFF the computer. Make sure your disk drive is turned ON and insert Side 1. Turn ON the computer and type LOAD "*"8. Then type RUN.

Saving A Game: After the end of the news, you will be asked if you wish to save the game in progress. To do so, press the RETURN key, then follow the subsequent instructions. You will be asked to insert your own initialized or formatted Saving Game Disk. Most of the game data is stored automatically, but there is some information which you must provide the computer:

1. **NAME OF GAME SAVED**
2. **PARCEL OWNERSHIP** The computer doesn't store this data. You must write down the coordinates to save the locations so you can set up the game board when you play again.
3. **NATIONAL PARKS & GOVERNMENT LANDS** The computer doesn't store this data. You must write it down to save the locations.

Restoring A Game: When starting the game over again, answer "Y" when asked, "DO YOU WISH TO RESTORE A GAME ALREADY IN PROGRESS?" The computer will then activate a special program to:

1. Provide the location of all Active Wells, Dry Holes & Depleted Wells.
2. Restore all rules and data just as they were when the game was interrupted.

You must now review any saved notes and reset all Markers to indicate government lands and parcel ownership on the game board.



CUSTOMIZED GAMES

The **CUSTOMIZED GAME** allows you to create your own version of Oil Barons, and then save the parameters on a separate, unformatted or formatted disk, so you may play your version again. Choose from three different game modes: The **STRATEGIC MODE**, the **REALITY MODE**, and the **GAMBLE MODE**.

The Strategic Mode: Has the same basic rules as the **CLASSIC GAME** with the advantage of customized Terrain Hierarchy.

TERRAIN HIERARCHY CHOICES

1. **USE NORMAL TERRAIN HIERARCHY**
2. **CHANGE ORDER OF HIERARCHY** This means you can change the order of the hierarchy. The desert could be made the most expensive terrain and the ocean the least expensive.
3. **SCRAMBLE THE HIERARCHY** Here the computer randomly redesigns the entire hierarchy.
4. **EQUALIZE THE HIERARCHY** You are asked to select one type of terrain as a model, then all other terrain will have the same parameters.
5. **COMPLETE CUSTOMIZING** You set the parameters for each type of terrain including oil probabilities, surveying costs, royalty payments, intrinsic values and well production life.

The Reality Mode: The Reality Mode has the same basic rules as the **REALITY GAME** but offers versions to make the game easier to play.

REALITY GAME CHOICES

1. **SELECT A DIFFICULTY LEVEL**—Players can enter a number between 1 and 9 to determine the difficulty in locating oil. 1 means oil is very scarce; higher numbers make it easier to find oil.
2. **MODIFY SURVEYING & DRILLING COSTS**
3. **MODIFY OIL WELL PRODUCTION LIFE**
4. **MODIFY ROYALTIES & INTRINSIC VALUES**

In both the Strategic and Reality Mode, once you've made your customizing choices, be sure to save them before you cycle through the following list of options. This way you can use your customized rules again in new games.

The Gamble Mode: This mode creates a really different, and sometimes bizarre, version of Oil Barons. The computer secretly scrambles the rules. The players must discover the parameters through trial and error. Resulting games will be filled with unexpected twists, appealing mostly to those of you who are true Gamblers.

The customized parameters set up by the **GAMBLE MODE** cannot be saved on another disk. In that way every **GAMBLE MODE** game you play will be unique.

GAMES WITH SPECIAL OPTIONS

You can personalize both the **CLASSIC** and **REALITY** games to your individual tastes with a variety of options.

Options Available:

1. **SELECT A DIFFERENT PARCEL:** In the **CLASSIC GAME**, players can obtain a different parcel during the auction by pressing "P". In the **REALITY GAME** they cannot. This allows players to do so in both games.