

General Information and Rules

# Gusher

"The Million Dollar Game"



"WIN A MILLION"

CARROM INDUSTRIES, INC

LUDINGTON,

MICHIGAN

## GENERAL INFORMATION

The top of the board is a map representing the area in which you will explore for oil. It is divided up in leases and as you will notice, there is one or more holes in each lease. These are locations to drill for oil. Beneath the surface of the board are several "pools" of oil. Before each game is started, the board is shaken in order to disarrange the "pools." (It is suggested that the board is held horizontally when being shaken.) The object of the game is to find those pools by drilling and to make a million dollars by striking oil.

The general procedure is this: Each player buys leases from the bank, then drills for oil. If in drilling the player strikes a GUSHER he then has a steady income for the oil. Naturally, the player that discovers the most oil will have the largest income. The first player that manages to accumulate a million dollars wins the game.

For a better understanding of the rules, it is suggested that you read the List of Terms first.

## LIST OF TERMS

### 1. LEASES

A lease is the right to drill for oil on the property includes within the black lines. Leases are sold by the bank to the highest bidder.

### 2. DERRICKS

One derrick is supplied for all the players to use for drilling. The plunger should be kept in the derrick. \$10,000 must be paid to the bank each time the derrick is used.

### 3. DRILLING

Drilling for oil is done by placing the derrick on the board with the plunger in a chosen hole. The result of drilling is either striking a gusher or a dry hole.

### 4. GUSHER

When you strike oil, this is called striking a gusher. If when you drill, the plunger indicator in the top of the derrick is forced up, you have hit a gusher.

### 5. DRY HOLE

If when you drill, the plunger indicator remains in the derrick, you have drilled a dry hole.

### 6. TANKS

Tanks are bought from the bank for \$5,000 each after a player has struck a "Gusher."

7. **MARKERS** Each player has 10 markers of one color that have "Leased" written on them, which are used to identify the ownership of his leases. The white markers are placed on all dry holes and are marked "Dry."

### 8. DIVIDENDS

The bank pays dividends or oil money to players who own oil tanks.

## RULES

1. To start the game a banker is selected and each player is given \$300,000 (three \$100,00 bills). It is the duty of the banker to carry on the business of the bank separate from his own business as a player. Each player is given 10 "Leased" chips of a color. The two "Open for bidding" chips are given to the player whose turn it is.
2. Turns are rotated to the left, starting with the banker, who plays as an individual.
3. In one turn a player may select and attempt to buy two leases, OR he may drill for oil two times, provided he owns a lease. A player cannot buy a lease and drill in the same turn. (Therefore, the first thing a player should do is to acquire leases). (See List of Terms No. 1)
4. If a player decides to try to buy leases in his turn, he:
  1. Places on "Open for bidding" chip on the property of his choice.
  2. Announces his bid price (the bank owns this property). Any or all other players may now bid on this particular lease until it is sold to the highest bidder, who pays the bank the bid price. The second "Open for bidding" chip is now used by the original player in the same manner as the first chip was used. A player may use both "Open for bidding" chips at once by designating two properties for combined bidding, if he so desires. In one turn a player may use his "Open for bidding" chips OR drill for oil. He may NOT use one chip and drill one well in the same turn.
5. All leases are purchased from the bank.
6. On buying a lease the player must identify it by placing one of his own "Leased" markers on each of the holes in the lease. (See Terms No. 7).
7. If a player decides to drill in his turn he proceeds as follows: He first pays the bank the cost of drilling, (\$10,000) than removes his "Leased" marker from the selected hole and drills for oil. (See Terms No. 3). If he strikes a gusher, he replaces the "Leased" marker on the hole and then places a tank ON his marker. (Tanks are purchased from the bank for \$5,000). A player may drill two times in one turn. A white marker is placed on dry holes, and the player may re-use the "leased" marker that he has removed.

8. Each time it is the bankers turn as one of the players, he pays a dividend or "Oil Payment" with the bank's money. The dividend is paid to the owner of each gusher that is marked with a tank. The amount of the dividend per gusher varies with the number of players in a game:

2 players -----	\$20,000 per tank
3 players -----	\$25,000 per tank
4 players -----	\$30,000 per tank
5 players -----	\$35,000 per tank
6 players -----	\$40,000 per tank

The banker then again takes his turn as an individual and the game proceeds. If no tank is on the field, no money is paid and game proceeds.

9. The first player to accumulate a million dollars, wins the game.

10. Leases may be traded or sold between players. Loans between players or from the bank are not permitted. Interest in the oil wells may be sold or traded between players.

11. Leases or parts of leases may be sold back to the bank for \$5,000 per hole. The player takes back his marker or markers.

12. When a players turn comes up he may "pass" if he so desires.

13. If a player buys a lease and does not have sufficient markers available to cover all holes on the leases, he covers what he can; the other holes in this lease belong to the bank, and are subject to re-bidding by the others players.

14. If a player is higher bidder on a lease but finds he has not sufficient money to pay for it, he may sell other wells or property (see 10 and 11 above) to get sufficient money to pay for this lease, or he must hand over what money he has to the bank and the property is re-bid by the other players.