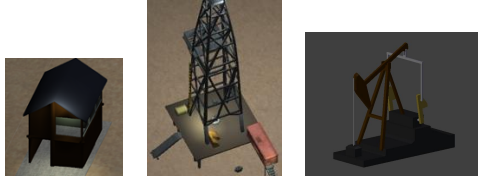


Earth Blood.

Admin hut > Oil Drill Tower > Oil Pump



(Main path to making money start rolling in)



Other buildings could be built to help with gaining more money.

All the stuff made so far ^

Admin hut - (implemented) allows the player to build more, and hire workers & guards

Oil pump - (implemented - should only be build once the Oil Tower is built, and workers work at it atleast 5 min - more workers speed up the process)

Oil tower - (not implemented yet)

Other building like the waterpumps, crane, filters, all help with the Oil Tower process. Then the Oil Pump is built to get the money in.

New building - Guard Tower - fairly expensive.



Helps stop any unwanted guests / medium, short range.

GTFrame = the base/ roof etc

GTGun = the thing that should rotate and aim at enemies, shoot them within range.

Soldiers - lower the range of fire / enemy detection. AI should only attack, if attacked. After 15 min of game time, the AI could switch to 'attack all player buildings' etc.

Soldiers should be expensive so they can't be over-used at the start.

Oil wells / puddles - Try using a free blood squirt effect from the UE store, and change the color to black. OilOnSand.fbx / round puddle of oil

Summary:

Earth Blood will be an RTS style, oil drilling tycoon game created by the Creative Oven Studios and Tobop Productions. The player will be simulating a managing directors role in the simulated industry.

Main roles include deciding where to start drilling, hire workers, and direct the services. The main aim is to find oil in the agreed time and do what ever is possible to stop the competition, and pay off your initial debt.

Or else someone may come at take your 'digits'.

Main rule:

You start off with 300pts - if it goes to 0, you're fired. Game over.

Intro

Main Menu

Single Player - Multiplayer - Options - Help - Exit

Back story - you inherit a sum of money and you want to venture into the oil buisness.

Minimum Money Loan: \$60,000 (user selected to 3 million)
Interest rate = \$1.2 (goes up by .05% every year)

Outline to success:

Buy a good location (Locations_1Map1a.png)
(Optional - Fly to other country - Locations_1Map2a.png)
Build up your work site
Employ workers
Employ security (AI)
Collect other things on the way
Keep downtime to a minimum, & try to keep all workers employed & healthy (bonus)
Run drilling until 10k ft & hopefully hit oil
Build a pump, level / area complete.
Buy more land
Repeat.

The Mogul screen is basically all of the data in 1 location.
Image = MogulScreen_1.png

The Mogul will also criticize you on your progress, almost no matter what you do.

Negatives:

"Is that the best you can do?! I want liquid gold!"
"Why are you in my office?!"
"Why don't you have any good news?!"
"We're running at a loss here damn it!"
"I'm going to have to get rid of you soon!"
"I should kill you myself!"

Positives:

"Good."
"Could be better..."
"You deserve a holiday."
"Feed the family."

:D

Game Terms:

DT = Downtime (Rig Tower & Water filter stop animations)
Repair warning = Building needs repair, or it will explode.
Repair task = Worker repairing.
Supply task = worker moving items from A to B.
St supply task = Stationary Crane moving items from A to B.
Moral = Workers moral / speed.
Efficiency = Machine moral / speed.
Phone = Menu of contacts.
Mogul screen = Overview of entire progress.
Working = Workers or Buildings functioning, doing a set task.
Sleeping = Worker sleeping in Workers trailer!
No Show = Worker didn't show up for a shift!
Twist off = Pipe breaks while drilling
Fishing = Retrieving pipe from ground
Struck a good = Drill has hit a good, which you can collect, store & sell.
Struck on an unsupported good = Drill has hit a good, which you can't collect, store or sell unless upgraded.
Struck Blood = Found oil, drilling complete.
Blow out = Tower explodes!
Human health = Workers health.
Building health = Building health.
Stock = A list of anything which is purchased, but not on the location.

A day / workers shift = 8 hrs (120 min)

Game saves details every second?

Controls:

LMB = Select building or unit
RMB = Move / set destination

A,W,S,D = Move camera around screen, fixed to X,Y.
+ Middle click or Q = set camera rotation.

P = phone
M = Mogul screen
C = Close all open GUIs

1 = Admin hut

2 = Rig tower
3 = Mud dam
4 = Water filter
5 = Chemical filter
6 = Crane
0 = Forklift / cycle

GUI stuff:

Bars:

Black - Human = Not working, Machine = Broken down or off

Blue - H = Upset (30 moral), M = Old (7 days left)

Green - H = Working, M = Working

Orange - H = Hurt (55 health), M = Warning (55 health)

Purple - H = Angry, M = Not connected

Red - H = Hurt (10 health), M = Warning (10 health)

Yellow - H = Hurt (25 health), M = Warning (25 health)

At 0% of all under black, they flash to black 1 second loop.

Red Indicators

D- Downtime

P- Protestors

W- Warning

Dots (for map screen / land purchasing)

Green = Can buy

Red = Can't buy

Blue = Drilled

Orange = Owned by competition

Worker Card

Worker face

Worker name

Age

Health
Moral
Employed
Profit made
Profit lost
Transport
Rank
Title

Rig menu

Rig image
Rig name
Tower age
Health
Avg. Age (all current parts)
Parts & Upgrade list
Workers on deck
History
Profit made
Profit lost
Net Worth (added worth of all rig items)

Stock List

A list of everything in stock

--

Global site / building efficiencies & Profit while drilling / hit goods = \$+
A break down of a building or device causes it to stop until repaired (Downtime)

Single Player (AI players??):
Start

Start from scratch - or - Buy a rig setup - or - Generate random level

Rig setup game:

You start off with selected buildings in stock, but with a debt of over 2.35 million dollars.

Random level:

If it can be done, awesome.

From scratch:

Procedures in-game:

Drilling and Testing Procedure

- File permits - (free for 1st rig)

- Build location - (free for 1st rig)

- Move rig on location - (free for 1st rig)

- Drill surface hole and set surface casing

- Complete drilling the well

-Or

Land Locations permit screen:

Select the land to buy.

Players can only buy 1 part of land at a time, once the 10km of drilling is reached.

Min land rent price = 20,000

Max land rent sale = 700,000

Unmarked = Family land

Black Box = Private owners

Yellow box = Wild cat area

Blue box = Government

Family owned land = \$10,000 to \$60,000 per year

Privately Owned land = \$60,000 to \$500,000 per year

Wild Cat area = \$28,000 to \$500,000 per year

Everywhere else = \$40,000 to \$500,000 per year

For coder:

The green circles mean 75% chance of finding oil.

red circles mean 100% chance of finding oil.

Everywhere else is 53%.

Players do not see the circles.

Level 1:

1 car & 1 Admin hut

How to loans:

Use Phone:

Family - Max of 500k

-Must be repaid in 18 months, or you get more debt of \$10,000 a week.

Bank - Max of 2.3mil

-Must be repaid in 14 months, or you get more debt of \$15,000 & -10 points a week

Other contacts - Max of 1.4mil

-Must be repaid in 12 months, or you get more debt of \$20,000 & -30 points a week

Or-

Family - Possible max of 500k.

If the player doesnt pay them back atleast 10k a year

they will get dis-owned & cannot loan from them for 3 months.

Bank - Max of 2.3mil

If the player doesnt pay them back atleast 23k a year

they will get fined & may go to jail for 2 months. (black screen)

Other contacts - Max of 1.4mil

If the player doesnt pay them back atleast 50k a year

they will get killed. Game quits. Hardmode - world gets deleted?

Locations 1:

Desert lands / grid

Locations 2 - Only images, not playable:

-Hospital

-Bar

-Homes

Also in the phone menu, players can call for insurance:

5k a month = cheap service. Covers 3 items.

10k a month = medium service. Covers 7 items, 1 injury.

20k a month = good service. Covers 11 items, 3 injuries.

50k a month = best service. Covers 13 items, 4 injuries & 1 death.

Level 1 - (also see scene in Unity):

Buildings & other costs:

Building have a health too.

They lose %2.7 of health a day, globally - unless noted otherwise.

They lose \$1.27 worth every day (for when reselling).

They lose .03% of efficiency every day.

All 2nd hand items are 50% cheaper.

If a machine goes to 0% health, they lose 90% of their worth & 100% of the efficiency - but can be repaired.

Global trash generation:

3 items per day, per worker.

[Fence] - upgradable

Life duration: 93 days (+ 20 days every upgrade)

= \$1100

[Admin hut] - upgradable

Life duration: 115 days (+ 30 days every upgrade)

Increase overall work efficiency by .8% (+ .1 every upgrade)

= \$2400

[WorkerTrailer] - upgradable

Life duration: 93 days (+ 70 days every upgrade)

Increase overall work efficiency by .16% (+ .1 every upgrade)

= \$1000

[Pipe Area:]

Pipe1

Pipe1

Pipe1

Pipe1

PipeRack1

PipeRack1

*Not upgradable

Represents 40 pipes (icon / representation. Kinda like ammo.)

= \$4000

[Mud dam / pit:]

MudPit1 - upgradable

Life duration: 13 days (+ 4 days every upgrade)

= \$4600

[Water filter:]

WaterFilter1 - upgradable

Life duration: 17 days (+ 3 days every upgrade)

= \$5200

[Mud Pump:]

MudPipe1

MudPipe2

MudSystem - upgradable

Life duration: 19 days (+ 5 days every upgrade)

WaterTank

WaterTowerStand

= \$6700

[Stationary Chrane:]

StationaryChrane - upgradable

Life duration: 100 days (+ 25 days every upgrade)

= \$34,000

[Rig - Consists of:]

[AirHoist1] - upgradable

Life duration: 55 days (+ 20 days every upgrade)

Increase overall work effeciancy by .3% (+ .1 every upgrade)

= \$3200

[CabbinStairs1]

Life duration: 105 days (+ 30 days every upgrade)

Increase overall work effeciancy by .35% (+ .1 every upgrade)
= \$780

[Catwalk1]

Life duration: 105 days (+ 40 days every upgrade)

Increase overall work effeciancy by .32% (+ .1 every upgrade)
= \$400

[DrawWorks1] - upgradable

Life duration: 62 days (+ 50 days every upgrade)

Increase overall work effeciancy by .4% (+ .1 every upgrade)
= \$7800

[DrawWorksGear1] - upgradable

Life duration: 55 days (+ 50 days every upgrade)

Increase overall work effeciancy by .5% (+ .1 every upgrade)
= \$4000

[DrillCollar] - upgradable

Life duration: 34 days (+ 60 days every upgrade)

Increase overall work effeciancy by .6% (+ .1 every upgrade)
= \$1000

[DrillerConsole1] - upgradable

Life duration: 50 days (+ 30 days every upgrade)

Increase overall work effeciancy by .9% (+ .1 every upgrade)
= \$780

[DrillRig] - upgradable

Life duration: 43 days (+ 20 days every upgrade)

Increase overall work effeciancy by .8% (+ .1 every upgrade)
= \$2300

[RigDeck1]

Life duration: 105 days (+ 40 days every upgrade)

Increase overall work effeciancy by .9% (+ .1 every upgrade)
= \$1800

[RigSupportSt1] - upgradable

Life duration: 68 days (+ 20 days every upgrade)

Increase overall work effeciancy by .12% (+ .1 every upgrade)

= \$2100

[RigTower1] - upgradable

Life duration: 90 days (+ 10 days every upgrade)

Increase overall work efficiency by 2% (+ .1 every upgrade)

= \$5000

Services & Vehicals:

Medic / Ambulance1:

Only arrives if someone gets seriously hurt (under 8% health)

= -\$75,000

Cleanup / Escavator1 & Cement truck:

Only arrives to build structures & fix or sell the MudPit.

= \$12,000

- Truck Driver - NPC

Moving Site = -\$15,000

Building / delivery of an item cost, included with building price.

Only arrives to drop off buildings & take them away.

V = FlatBedTruck1

- Casers - NPC

Only arrives to prepare oil pump.

= -\$45,000

- Emergency Hazchem Service - NPC

Only arrives after a nasty accident: Rig blows up, water filter explodes.

Clean up area = -\$175,000

- Training

Worker drives to a training facility for specific course of players choice

= -\$90,000

Van1:

1 is present at the start (yours). More can arrive with workers, depends on worker stats.
Player has the option of controlling the van, take it for a spin around the map.

Ute1:

Owned by workers.

Forklift:

The workers can use these to increase work speed, when moving supplies. - upgradable
= \$3400

All vehic's have a top speed of #? / 70mph.

Multiplayer:

Same as Single Player, with the bonus of visiting other peoples rigs.
Players can either work together, or people can sabotage other rigs.
Employing automatic AI security ensures the saftey of all assets & costs.

1. if a player sabotages another players rig using a worker, they can get caught 2 ways:

On security camera:

-Basically just a record of exactly who clicked on what @ what times.

Caught red handed:

Security guards capture the offenders, or fix the sabotaged items within # of item destruct time.

When drilling, players will come across either; (global % chance of all = 30)

Per # sec = global time of contact. Maximum time of contact = 30 seconds

Minimum time = 9 seconds.

Price value could be like a health bar / experince bar.

10 kilos gained in a pile every second - 100 seconds to 1 ton - Applies to (23) all, except for
Gasses & Liquids.

23 textures for 1 dirt pile, which can be duplicated, depending on what's drilled.

Dirt Pile could start off in the ground, and rise up to indicate how much there is.

Maximum type of each stored = 20 tons, until it is automatically sold off. Automatic sale takes off
4\$ of each sale.

Some types can be mixed to gain profit. See below list.

Dirt

Rock types 1 - 5

1 = \$0 (10 kilos gained in a pile every second - 100 seconds to 1 ton)

2 = \$0

3 = \$5 (per second)

4 = \$6

5 = \$7

Sand = \$5.50

Gravel = \$0

Coral = \$6.50

Sulphur gas

Sulphur = \$12.50

Mono Gas = \$0

Silt = \$0

Shale = \$0

Explosive gas types 1 - 5

1 = \$0

2 = \$0

3 = \$7

4 = \$8

5 = \$9

Flamable gas types 1 - 5

1 = \$0

2 = \$0

3 = \$8

4 = \$9

5 = \$10

Natural Gas = \$40

Salt = \$55

Water = \$57

Chalk = \$57.50

Flint = \$58.50

Quartz Crystal = \$65.50

Tin Ore = \$68.00

Aluminium = \$71.50

Iron Ore = \$74.00

Copper ore = \$82.00

Opals = \$95.50 (+3 moral for all workers)

Gold Ore = \$102.00 (+4 moral for all workers)
Titanium Ore = \$204.00 (+5 moral for all workers)
Diamond = \$503.50 (+6 moral for all workers)

Oil types 1 - 5

1 = \$10,000 (+20 moral for all workers)
2 = \$22,000 (+25 moral for all workers)
3 = \$29,000 (+30 moral for all workers)
4 = \$40,000 (+35 moral for all workers)
5 = \$50,000 (+40 moral for all workers)

It takes 12 days to drill to 10,000 feet. (288hrs??)

Mixing options:

Dirt type 1 + Silt = \$10 per ton
Dirt type 1 + Shale = \$10 per ton
Dirt type 2 + Gravel = \$10 per ton
Dirt type 2 + Sand = \$10 per ton

Worker types & starting moral:

100% is full speed & success in 8 hours (a shift)

- New worker = 70%
- Worm = 73%
- Roughneck = 76%
- Roughneck = 82%
- Deck hand = 85%
- Driller = 89%
- Tool manager = 92%
- Supervisor = 94%

If the Supervisor catches any worker doing the following, moral goes down:
(Basically another collision which detects worker status)

- Sleeping -%3
- No show -%50 & -%10 for every other worker on site.

At %100 moral, workers are at full speed.

At %0 moral, workers are at a speed decrease of %35.

After 8 hours, there is a new shift.
+ %5 to all workers moral

Workers, when on site can either:

Stand still - still
-When he has no orders, or has a moral of -10.

Sleep - still
-When he has no orders, or has a moral of -10.

When workers don't move, they must be dismissed from the shift & they go home or the pub.
Or they can be fired.

Under the influence I
-1 moral
Rate of accident goes to 1 a day for that worker only.

Under the influence II
-4 moral
Rate of accident goes to 2 a day for that worker only.

Under the influence III
-6 moral
Rate of accident goes to 3 a day for that worker only.

Walk - moving (when normal)
(Anim: WkrWalk)

Walk & carry object
(Anim: WkrWalkCarry)

Run - moving (when there's an alarm, when the player double-taps, or end of shift)
(Anim: WkrRun)

Drop item by accident while during above (%12 chance)

Drive Forklift = Drive Forklift
(Anim: WrkSitFL)

Supervisor spotting
(Anim: Wrkidle2paper)

Getting killed or Knocked out
(Anim: WrkKOd)

Getting up from KO
(Anim: WrkKOgetup)

Types of work for Workers:

Repair = +%5 building health every second
(Anim: WrkWork4hammer)

Installation = +%8 constructing / building health every second
(Anim: WrkWork4hammer & WkrWalk)

Un-installation = -%7 deconstructing every second
(Anim: WrkWork4hammer & WkrWalk)

Pipe latch = Enables drill to go onto drilling
(Anim: WrkWork2clamp)

Pipe trip = Swap pipe in crows nest
(Anim: WrkWork2clamp)

Use the driller console = Initiate start of drilling& pipe swap
(Anim:WrkWork1console)

Complete warning = Stop the danger of the drilling
(Anim: WkrRun)

clean up 1 = Make items re-spawn back where they should be & trash removal
(Anim: WkrRun)

Use Shovel = Clean up 2
(Anim: WrkWork3shovel)

Use Forklift

(Anim: WrkSitFL)

Carry item

(Anim: WkrWalkCarry)

When the worker stops he puts the item on the ground

When off duty workers either:

Go home:

- N/A

Go to the pub:

- At the pub (+%15 moral)

Get injured while during of the above

Get killed while during of the above

Shifts & maximum of people:

6 pple morning, 6 pple daily, 6 pple nightly

18 people all up, maximum. Not includind NPCs.

Phone

Menu button

New recruits

Worms

Roughknecks

Roughkneck IIs

Deck hands

Drillers

Tool managers (max of 3)

Supervisors (max of 2)

If positions are filled, workers retire & can only be re-hired in 15 hours.

NPCs

Medic / Ambulance1
Truck Driver
Cleanup / Escavator1 & Cement truck
Casars
Emergancy Hazchem Service

Worker stats:

Experince: #exp
Overall respect: #exp (%#moral)
Overall effeciany: #moral
No shows: #global of now shows to shifts
Moral: #moral
Leadership: Moral boost for workers (+#training (%exp /.3))
Repair skill: #moral (+#training (%exp /.5))

Exprince for workers point system:

Succesful repair = +2xp
Succesful installation = +5xp
Succesful un-installation / move = +7xp
Succesful pipe latch = +9xp
Succesful pipe trip = +12xp
Succesful casing = +4xp
Hit oil = +110xp
Hit 10k ft = +100xp
Complete warning = +30xp
Accident / near death = +90xp & possible title

Experince levels:

& Cost of hiring - if worker is on the list. (Majority = New Recuits)

New recruit (0 xp) - \$800

Worm (50 xp)

- \$900

Roughkneck (80 xp)

- \$1200

Roughkneck II (150 xp)

- \$1400

Deck hand (230 xp)

- \$1580

Driller (400 xp)

- \$1670

Tool manager (550 xp)

- \$2300

Supervisor (750+ xp)

- \$2800

Default employment costs - User can define , but might drop the workers moral:

New recruit - White helmate

\$108 per day (8 hr shift) - 7 days.

\$0.225 per second

+22 on week ends

Worm (50 xp) - White helmate

\$140 per day (8 hr shift)

\$0.291 per second

+30 on week ends

Roughkneck (80 xp) - White helmate

\$152 per day (8 hr shift)

\$0.316 per second

+36 on week ends

Roughkneck II - Yellow helmate

\$168 per day (8 hr shift)

\$0.35 per second

+41 on week ends

Deck hand - Yellow helmate
\$188 per day (8 hr shift)
\$0.391 per second
+46 on week ends

Driller - White helmate
\$200 per day (8 hr shift)
\$0.416 per second
+52 on week ends

Tool manager - Blue helmate
\$240 per day (8 hr shift)
\$0.5 per second
+58 on week ends

Supervisor - Blue helmate
\$290 per day (8 hr shift)
\$0.604 per second
+63 on week ends

Outside life = randomly generated outside.
Either:

Moral can drops by 40
Moral can raise by 30
Car can be changed

Title systems for workers:

Club of 16 - Survived a fall from crown
Captain - Drilled over 160,000 ft as Driller
Coach - Drilled over 125,000 ft as Deck hand
Grunt - Drilled over 90,000 ft as Roughkneck
Drone - Drilled over 60,000 ft as Worm
Slop - Drilled over 40,000 ft as Roughkneck

Titles:

Caught Sleepin (-40 xp)

No show (-100 xp)

Slop - Drilled over
40,000 ft as Roughkneck (10 xp)

Drone - Drilled over
60,000 ft as Worm (20 xp)

Grunt - Drilled over
90,000 ft as Roughkneck (50 xp)

Coach - Drilled over
125,000 ft as Deck hand (70 xp)

Captain - Drilled over
160,000 ft as Driller (90 xp)

Club of 16 - Survived a
fall from crown (125 xp)

Worker accidents which can cause injury or death:

Crash forklift
-5% to %10 health

Chain whipped
-10% to -%20 health

Clamp struck
-10% to -%60 health

Pipe struck
-30% to -%60 health

Fall from crows nest
-95% to -100% health

Fire
-7% to -70% health

Poisonous gas
-60% to -100% health

Explosion
-30% to -100% health

Package names:

Rock-Slicer LX | \$29,500 (6 items are at %62 health)
DrillMaster | \$45,500 (5 items are at %75 health)
Wilmont 5000 | \$65,000 (4 items are at %82 health)
ST150 Enroi | \$77,000 (3 items are at %93 health)
Mighty Mak | \$134,300 (2 items are at %95 health)

1500, 2000 and 3000HP Land Rigs
(-.5%)(normal)(.5%) - speeds

Package names:

Rock-Slicer LX | 1500 hp
\$29,500 (6 items are at %62 health)

Rock-Mincer LV | 1500 hp
\$45,500 (5 items are at %75 health)

DrillMaster | 2000 hp
\$65,000 (4 items are at %82 health)

Wilmont 2000 | 2000 hp
\$77,000 (3 items are at %93 health)

ST150 Enroi | 3000 hp

\$134,300 (2 items are at %95 health)

Mighty Mak | 3000 hp

\$258,300 (2 items are at %96 health)

Safety packages = \$10,000

6 Bandages

4 medical kits

12 Gloves

12 Boots

6 Helmets

6 Visors

6 food

Increase overall work efficiency by .1%

1 bandage = +%15 health

1 medical kit = +95 health (+30 to all other workers)

Tool packages = \$23,000

1 welder

2 Hammers

1 Crowbar

1 Bucket

2 Wrenches

2 Pliers

2 shovels

2 paintbrushes

1 airbrush

Increase overall work efficiency by .2%

Bandages - \$25

Life duration: 2 days

If a worker is hurt, he can go back to work with these.

Gloves - \$10

Life duration: 7 days

Increase overall work efficiency by .03%

Boots - \$40

Life duration: 25 days

Increase overall work efficiency by .02%

Helmets - \$25

Life duration: 40 days

Increase overall work efficiency by .01%

Visors - \$9

Life duration: 35 days

Increase overall work efficiency by .04%

welder - \$1,000

Life duration: 70 days

Increase overall work efficiency by .025%

Hammers - \$7

Life duration: 12 days

Increase overall work efficiency by .03%

Crowbar - \$7

Life duration: 4 days

Increase overall work efficiency by .017%

Bucket - \$6

Life duration: 3 days

Increase overall work efficiency by .015%

Wrenches - \$5

Life duration: 17 days

Increase overall work efficiency by .011%

Pliers - \$5

Life duration: 5 days

Increase overall work efficiency by .012%

Shovel - \$12

Life duration: 20 days

Increase overall work efficiency by .017%

Paint brushes - \$7

Life duration: 11 days

Increase overall work efficiency by .017%

Airbrush - \$14

Life duration: 50 days
Increase overall work efficiency by .05%

Air Compressor - \$2,000
Life duration: 76 days
Increase overall work efficiency by .07%

Mud water - \$10,000
Life duration: 100 days
Increase overall work efficiency by .03%

Trailer - \$5,000
Life duration: 26 days
Increase overall work efficiency by 2%

Food - \$50
Life duration: 2 days
Increase overall work efficiency by .6%

-

Oil pump - \$190,000
Life duration: NA
The last structure to build once you've hit oil.

Natural interferences (NPCs):

Government worker:
Messages

Protesters:
Downtime

Boars
-10% to -40% health

Snakes
-50% to -90% health

Nasty neighbours

-10% to -100% health

Building & device Upgrades: (Global +.7%, or refer to #s before, or below)

[Fence] - upgradable

Life duration: 93 days (+ 20 days every upgrade)

Sets the slow speed of NPC by 7%

Wire upgrade = \$600

For looks & basic protection, slows down any NPC by +8%

Iron upgrade = \$1100

Keep out snakes, slows down any NPC by +9%

Security upgrade = \$2000

Slows down any NPC by +14%

Increase overall moral by 2 pts

Prevents downtime due to protestors

Sensor upgrade = \$3400

Slows down any NPC by +18%

Increase overall moral by 4 pts

Pre warnings of almost every NPC arrival

[Admin Hut:] - Increases overall work efficiency by 2%

At least 1 is needed to keep everything running.

Better toilets on site

-\$5,000

Increase overall work efficiency by .7%

Increase overall moral by 3 pts

Showers on site

-\$12,000

Increase overall moral by 4 pts

Catering

-\$17,500

Increase overall moral by 7 pts

More tools

-\$75,000

Increase overall work effeciancy by .3%

Increase overall moral by 5 pts

Pest control

-\$30,000

Keeps out all snakes 4 days a week.

Increase overall moral by 4 pts

Security

-\$90,000

Increase overall moral by 12 pts

Spare parts

-\$122,000

Increase overall work effeciancy by .8%

Faster forklifts

-\$125,000)

Increase overall work effeciancy by .9%

Increase overall moral by 2 pts

[Mud Pit:]

At least 1 is needed to keep the Rig running.

Extra chemicals

-\$12,000

Increase overall work effeciancy by .2%

Stronger walls

-\$5,000

Increase overall work efficiency by .3%

Salts - only can be selected after extra chems.

-3,000

Increase overall work efficiency by .4%

[Water filter:]

At least 1 is needed to keep the Chemical Pump running.

Steel pipes

-\$5,000

Increase overall work efficiency by .4%

Rubber seals

-\$7,000

Increase overall work efficiency by .5%

Enhanced filter

-\$8,000

Increase overall work efficiency by .6%

Enhanced belt drive

-\$9,000

Increase overall work efficiency by .7%

[Mud Pump: MudSystem / Chemical Pump]

At least 1 is needed to keep the Mud pit running

Flexi pipe

-\$4,500

Increase overall work efficiency by .3%

Electrical protection upgrade

-\$6,000

Increase overall work efficiency by .4%

Enhanced filter

-\$8,500

Increase overall work efficiency by .9%

Enhanced belt drive

-\$6,100

Increase overall work efficiency by .8%

[Stationary Crane:]

Optional, but helps the Pipe area, Casters & Cleanup crew

Last thing to be disassembled when moving (auto)

Steel bolts

-\$4,500

Increase overall work efficiency by .5%

Soft seats

-\$1,000

Increase overall work efficiency by .7%

Increase overall morale by 2 pts

Cable upgrade

-\$8,500

Increase overall work efficiency by .9%

Enhanced engine

-\$16,700

Increase overall work efficiency by .2%

[Forklift:]

Optional, but helps the Pipe area

Stronger roll cage

-\$2,700

Increase overall work efficiency by .3%

Soft seats

-\$1,000

Increase overall work efficiency by .1%

Enhanced breaks

-\$4,500

Increase overall work efficiency by .7%

Enhanced engine

-\$12,700

Increase overall work efficiency by .2%

Increase overall moral by 2 pts

[Oil Rig:]

1 is needed to drill for oil

Detection upgrade: detect all 5 gasses

-\$12,700

B.O.P (Protection)

-\$45,000

Increase overall work efficiency by .7%

Collection upgrade: Phase 1 - 3 gasses & 3 metals

-\$14,500

Collection upgrade: Phase 2 - 4 gasses & 4 metals

-\$18,500

Collection upgrade: Phase 3 - all gasses & all metals

-\$22,500

Enhanced construction motor

-\$56,700

Increase overall work efficiency by .8%

[AirHoist1]

Enhanced motor I

Increase overall work efficiency by .9%

-\$13,300

Enhanced motor II

-\$16,800

Increase overall work efficiency by 1%

Enhanced motor III

-\$19,700

Increase overall work efficiency by 1.2%

[DrawWorks1]

Enhanced motor I

-\$15,800

Increase overall work efficiency by .4%

Enhanced motor II

-\$20,300

Increase overall work efficiency by .7%

Enhanced motor III

-\$34,400

Increase overall work efficiency by 1.3%

[DrawWorksGear1]

Bulk upgrade I

-\$16,500

Increase overall work efficiency by .2%

Bulk upgrade II

-\$19,700

Increase overall work efficiency by .3%

Bulk upgrade II

-\$22,300

Increase overall work efficiency by .4%

[DrillCollar]

Oil upgrade

-\$2,000

Increase overall work efficiency by .5%

Ticker metal I

-\$12,600

Increase overall work efficiency by .6%

Ticker metal II

-\$16,400

Increase overall work efficiency by .7%

Ticker metal III

-\$18,200

Increase overall work efficiency by .9%

[DrillerConsole1]

New gears I

-\$5,500

Increase overall work efficiency by .4%

New gears II

-\$6,500

Increase overall work efficiency by .7%

New gears III

-\$7,500

Increase overall work efficiency by .9%

[DrillRig]

Better cables

-\$3,200

Increase overall work efficiency by .9%

[RigSupportSt1]

Rust protection

-\$1240

Enhanced iron I

-\$12,100

Enhanced iron II

-\$22,100

Increase overall work efficiency by .3%

Enhanced iron II

-\$44,100

Increase overall work efficiency by .4%

[RigTower1]

Enhanced iron

-\$40,300

Increase overall work efficiency by .6%

Ladder upgrade

-\$13,400

Increase overall work efficiency by .3%

Crows nest upgrade

-\$33,200

Increase overall work efficiency by .9%

[WorkerTrailer]

Enhance facility I

-\$22,100

Increase overall work efficiency by .7%

Enhance facility II

-\$55,100

Increase overall work efficiency by .7%

Increase overall moral by 5 pts

Enhance facility III

-\$77,100

Increase overall work efficiency by .7%

Increase overall moral by 8 pts

A move to a new location for drilling, using your current bought buildings etc, is \$15,000

Good things that can happen overall:

Texas tea:

100pts & 50 moral for all workers

Hit oil @ 6000 ft

Hit oil:

50pts & 25 moral for all workers

20 mil to 50 mil a year

Employment of a new worker:

5pts & 25 moral for all workers

Nasty things which can happen overall:

Downtime: (term used to cover other events below, and occurs after the initial event)

- 2k & - 10pts & - 2 moral for all workers per min

Well from hell: (chance percentage of occurring = %40)

Hard to drill, - 1k & - 2 moral for all workers per min

Wells from hell can last up to 10 min, depending on how fast the player can effect the drill.

(In & out slow, then fast a few times).

Dry hole: (chance percentage of occurring = %22)

No oil, then downtime.

- 15pts & - 30 moral for all workers

Crooked hole: (chance percentage of occurring = %35)

Pipe is twisted / stuck / downtime

Twist off: (chance percentage of occurring = %6)

Pipe breaks underground - requires 'tripping' / downtime.

Fee of \$1,000

Twist off

Need fishermen (\$15,000) - Downtime anywhere between 5 to 15 min. Very bad.

Accident of a worker (snake bite, or something): (chance percentage of occurring = %44 - also depends on player ability)

-5pts & -8 moral for all workers

Injury of a worker: (chance percentage of occurring = %22 - also depends on player ability)

-5pts & -4 moral for all workers

Fee of \$10,000

Sacking of a worker: (Depends on player)

-5pts & -5 moral for all workers

Fee of \$2,000

Blout-out: (chance percentage of occurring = %42 - also depends on player ability)

-150pts -900k & -70 moral for all workers

Destruction of at least 4 parts of the rig & possible deaths of workers.

Water Filter jammed

The main water filter drops in preformance, and if not repaired, it can explode.

-Downtime if just in need of repair

Destruction of at least 3 parts of the site & possible deaths of workers.

Killing of a worker: (chance percentage of occurring = %51 - also depends on player ability)

-100pts & -75 moral for all workers

Fee of \$1,000,000,000

Inbuilt fault system:

At least 4 devices or vehicles break down daily. Maximum of 10.

When something breaks down, it causes downtime until it is repaired.

Anims (Vehcial aniamtions should work with eachother,
same armature & bone names):

[Ambulance:]

AmbDrive1

-Moving

FLbuy

-Spawning

FLidleoff

-Still

FLsell *not in list*

-Unspawning

[Cement truck:]

CMDrive1

-Moving

CMwork1

-Working

CMwork2

-Working

FLbuy

-Spawning

FLidleoff

-Still

FLsell

-Unspawning

Cop Car:

CCDrive1

-Moving

FLDrive1

-Moving

FLidleoff

-Still

[OilDrillBit:]

DBidle1

-Still

DBwork1

-Moving (optional)

[OilPump:]

OPbuild1

-Spawning

OPsell1

-Unspawning

OPwork1

-Work

[OilDrill:]

ODbreak1

- Pipe falls out

ODbreak2

- Pipe falls out & cable snap

ODidle1

- Still

ODibreak1

- Break 1 idle

ODibreak2

- Break 2 idle

ODibreak3

- Break 3 idle

ODid1pb

- Pipe bent

ODidle1st

- Still, stuck

ODidle2

- No pipe

ODstDrillRep

- Drill repair idle

ODwork1

- Drill work1

ODwork1pb

- Drill work1, pipe bends

ODwork1st

- Work, to stuck

ODwork2Drilled

- Drilled hole

ODwork2fail

- Draw works falls

ODwork2reIP

- Reload pipe

ODwork3trip

- Pull out pipe

[OilRig:]

ORfall1

- Tower falls

ORidle1

- Tower still

ORidle2

- still, from fall 1

ORidtdnf

- still, from fall 2

ORstand

- Raising the tower

ORstandf

- Raising the tower fail / falls over / fall2

ORtakedown

- Taking down tower

ORtakedownf

- Taking down tower fail / falls over / fall2

ORidle1w

- Tower bends due to the wind

[Stationary Crane:]

SCbuild1

- Buy / spawn

SCdes1

- Destroyed

SCidle1

- Still, off.

SCidle2

- Still 2, light wind

SCidle3

- Windy day

SCsell1

- Despawn

SCwork1

- Work

[Ute:]

UTDrive1

- Moving

FLbuy

-Spawning

FLidleoff

-Still

FLsell

-Despawn

Van:

CMDrive1

- Moving

FLbuy

-Spawning

FLidleoff

-Still

FLsell

-Despawn

[Water Filter:]

WFgetready1

- A door opens & closes

WFgetready2

- A door opens & closes

WFgetready3

- A door opens & closes

WFgetready4

- A door opens & closes

WFgetready5

- A door opens & closes

WFOff

- Off

WFOpen4main1

- All doors open

WFOpen4main2

- All doors close

WFwork

- Pumping / filtering

WFworkFail1

- Pumping / failing

WFworkFail2

- Pumping / failing

[Workers:]

Wrkidle1

- Idle & spawned

WrkKOd

- Knocked out or dead

WrkKOgetup

- Get up from KO

Wrkidle2paper

- Reading

WkrWalkCarry

- Carrying box

WrkSitFL

- Sitting

WrkKOd

- Being knocked out or killed

WkrRun

- Run

WkrWalk

- Walk

WrkWork1console

- Console at rig tower

WrkWork2clamp

- Clamps at rig tower

WrkWork3shovel

- Uses shovel

WrkWork4hammer

- Uses hammer

AI players, max of 5?:

Easy:

Pre-made rig

Initial effeciancy of 70% - minimum of point of %5

Initial workers moral of 70% - minimum of point of %5

Will send protestors to player after 110 min

Rarley attempts sabotage after 200 min

Other NPcs:

3 snakes maximum

3 boars maximum

No angry land owners

Medium:

Pre-made rig

Initial effeciancy of 80% - minimum of point of %2

Initial workers moral of 80% - minimum of point of %2

Will send protestors to player after 90 min
Occasionally attempts sabotage after 100 min

Other NPCs:

5 snakes maximum
5 boars maximum
5 angry land owners

Hard:

Pre-made rig

Initial efficiency of 90% - minimum of point of %0
Initial workers moral of 90% - minimum of point of %0
Will send protestors to player after 40 min
Occasionally attempts sabotage after 30 min

Other NPCs:

8 snakes maximum

These hurt workers. Each bite does 10% damage, with a chance of poison, -5% every 10 seconds.

8 angry land owners

These can cause downtime. If you do not make them happy, they can stop your operation & take your land.

Forcing you to move.

They want:

Assurance that you'll be completed in 1 month.

A land owners bonus of \$5000

A part of the land to be 'off access' for a week (1/5th of the map, just a square area, in a corner) if there are

any player items in that area, they are removed (put into stock) & must be replaced if necessary.

Building to be moved.

Failure to do so:

Fee of \$10,000 every month

Every 2 weeks, the land owner will show up

Government - Warnings / distractions - even create a protest which causes downtime & -30 moral to workers.

Private owners - Drive onto your land and draw a gun. %30 of killing.

Achievements:

Eureka!

Hit oil the 1st time

Oil man

Hit more than 4 oil spots

Iron blood

Healed more than 5 workers

Iron heart

Has more than 10 upgrades

Man of metal

Has more than 20 upgrades

Mineral man

Has drilled through 5 different types of minerals

Water man

Has found water

Gass man

Has found 3 gasses

Boss of the day

No injuries or downtime in 1 day

Boss of the week

Maximum of 1 injury and no downtime for 1 week

Boss of the month

Maximum of 4 injuries and maximum 4 hrs of downtime

Boss of the year

Maximum of 12 injuries and maximum 14 hrs of downtime

Boss of the decade

Maximum of 20 injuries and maximum 24 hrs of downtime

Boss of the century

Maximum of 24 injuries and maximum 30 hrs of downtime

Boss of the millenium

Maximum of 28 injuries and maximum 34 hrs of downtime

Most effecient rig

No downtime in 2 weeks

Most profitable rig

Earning more than \$15,000 a week, not hit oil

Safest rig

No injuries in 2 weeks

An apple a day

No injuries in 8 weeks

Mr Boom!

Hit 2 oil spots within 4 weeks

Feed the family

Hit 4 oil spots within 7 weeks

Mr wild cat

Hit 6 oil spots within 8 weeks

Worms for the birds

All workers upgraded at least once in 1 week

Grin on the grid

All workers happy on average for 5 weeks

Hell oiled over

Fixed over 5 downtime problems

Mr Fix it

Fixed over 5 problems

No tubes for them

Stop the supply of pipes to the enemy

Shut 'em up so they can't get down

Start a protest at an enemy rig site, and not get caught

Rig ranger

Killed off all wild snakes on rig site

Player credit card options:

Players can buy in-game money -

\$1 = \$1000, (in game) & 3 small items of players choice, under bandages, +5% offline effecancy for 3 days.

\$2 = \$2000, 4 small items +7% offline effecancy.

\$5 = \$5000, 5 small items, 1 upgrade for life & Hire a pro driller for 7 real time days +11% offline effecancy.

\$10 = \$10000, 10 small items, 2 upgrades for life & 2 pros under driller, security for 5 days +15% offline effecancy.

\$15 = \$15000, 15 small items, 5 upgrades for life & 2 pros under driller, security for 5 days & +95% buff of assurance on next rig move + setup saftey +20% offline effecancy.

Some things to consider:

Admin huts would have the PunchCard for worker units to use.

BUT - all of these definitions are just ideas. Use these sounds as you see fit!

Ambulance1

- When the player calls in an ambulance to heal or - try and revive a hurt unit from death?

BoneBreakHK_1

- When a unit hurts themselves from a fall (there's also FallHurt1)

ButtonPush_1a

- GUI / menu button press sound effect

CanVendor1

- When a unit uses a vending machine for small health bonus.

ChainLoop_1

- When a unit is operating the chain - plays until unit stops using the chain

Clamps_1a

- When the clamps lock onto the pipe

CoinDrop1

CoinDrop2

- When the player loses more than 100k (one of them plays / random order, just to mix it up a bit), but with a gap of 10 seconds (so it can't go crazy)

DrillShaftBend_1

- Plays when the oil rig's shaft bends. When the shaft bends, the rig stops until it's repaired.

Drivers_1

- Plays when a 'driver' unit is selected.

ElectricalHumLoop_1

- Ambient sound of machinery. To be used on almost anything electrical. Should have a 'roll off', so it's silent when the camera is not near it.

Emergency_1a

- Plays when a machine breaks down.

Emergency_2a

- Plays when an explosive gas is discovered. The player must shut down the rig operations, retreat all units to a safe distance in case of an explosion - for 20 seconds.

EmergencyRadio_1a

- Ambient sound for cop cars, or ambulances, fire trucks, anything emergency related. Should have a 'roll off', so it's silent when the camera is not near it.

FallHurt1

- When a unit hurts themselves from a fall.

FireWorker_1a

- When the player fires a unit / taken off the pay roll / no longer apart of the team.

GainMoney_1a

- Plays when the player gets over 100k, but with a gap of 10 seconds (so it can't go crazy)

HammerLoop1

- Plays continuously / loop while a building is being built. Stops when the building is complete.

HireWorker_1a

- Plays when the player hires a new worker for the team.

HonkAll_1

- Plays when any vehicle honks a horn.

HospitalLoop1

- Plays on loop, if the player is on the hospital screen.

KellyDriver_1

- Plays when the kelly driver is activated.

Mending_1a

- Plays on loop if a machine is being repaired.

MudPump_1

- Ambient sound for the Mud Pump machine. Should have a 'roll off', so it's silent when the camera is not near it.

NightTimeBugs_Loop

- Ambient sound for night time.

Note_1

- Plays once when there's a note that the player should read.

OilPump_1

- Ambient sound for the Oil Pump structure. Should have a 'roll off', so it's silent when the camera is not near it.

PenCheqWrite

- Plays once when the player takes a loan, or repays a loan.

PoliceCalled1

- Plays once when the police are called.

PunchCard1

- Plays once when a worker uses the punchcard machine.

RainLoop1

- Ambient sound for rain.

ShaftDrop_1_1

- Sound for when the shaft in the tower is activated.

ShiftEnd_1

- Plays once every 5 min. All worker units then go to the Punch Card machine, and then the shift swaps.

SleepingLoop1

- Plays when a worker is asleep.

SleepingWokeUp

- Plays when a worker wakes up.

Supervisor_1a

- Plays when any Supervisor unit is selected.

ToolPusher_1

- Plays when any Tool Pusher unit is selected.

TowerUpDownLoop_1

- Plays loop, when the Oil Tower is being constructed, or de-constructed.

TowerWindSwayLoop1

- Ambient sound for the Oil Tower structure. Should have a 'roll off', so it's silent when the camera is not near it.

Truck_LargeLoop_1

- Ambient sound for any large truck unit. Should have a 'roll off', so it's silent when the camera is not near it.

Truck_SmallLoop_1

- Ambient sound for any small truck unit. Should have a 'roll off', so it's silent when the camera is not near it.

Truck_SmallLoop_2

- Ambient sound for any smaller truck unit. Should have a 'roll off', so it's silent when the camera is not near it.

VehcArrived_1

- Plays once when any vehicle arrives on the screen or spawned in.

Worm_1a

- Plays when any Worm unit is selected.

