

Oil City is a **business simulation board game** about the beginnings of the oil industry in Galicia. Players enter the roles of **authentic historical nineteenth-century magnates** and play as three-person partnerships. They buy fields, and extract, process and sell oil, gas and earth wax.

Number of players: 9–30

Age: 13+

Game duration: 90–120 minutes

The oil industry heroes and pioneers presented in the game:

Wojciech Biechoński (1839–1926)

Władysław Długosz (1864–1937)

Albert Fauck (1848–1919)

Franciszek „Ropniok” Haluch (1810–?)

Stanisław Jabłonowski (1779–1878)

Adolf Jabłoński (1825–1887)

Karol Klobassa (1823–1886)

Ignacy Łukasiewicz (1822–1882)

William Henry McGarvey (1843–1914)

Jan „Jaś” Rączkowski (1861–1947)

Adam Skrzyński (1853–1905)

Jadwiga Straszewska (1826–1903)

Zenon Suszycki (1840–1912)

Stanisław Szczepanowski (1846–1900)

Tytus Trzeciecki (1811–1878)

Jan Zeh (1817–1897)

Their biographies are available here:

www.english-oc.mik.krakow.pl/pioneers/

We also recommend our previous simulation game, the *Peasant School of Business* for 12–30 players. It was inspired by the history of enterprising craftsmen from the eighteenth-century weaving hub in Andrychów. This game was awarded with the distinction at the European Enterprise Promotion Awards 2014 organised by the European Commission.

For more information, please visit:

www.pbs.mik.krakow.pl

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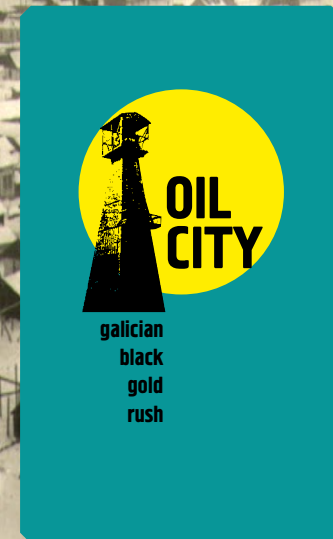
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Oil City – Galician Black Gold Rush was released in 2015 as part of the Galician Texas educational programme, which was co-funded by the Museum of Polish History in the scope of the Patriotism of Tomorrow scheme.

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Most important attributes of the game:

- **an innovative educational tool:** investing, risk management and business practice, learning logical thinking, planning, cooperation, coping with changing prices of natural resources,
- **an interesting history lesson:** recollection of the pioneering contribution of Poles and Galicia residents in the nineteenth-century Austro-Hungarian Empire to the development of the oil industry,
- **visual attractiveness:** archive images incorporated into modern graphic design,
- **a gripping game,**
- adapted to the needs and conditions of working **with large groups,**
- an excellent **integration tool.**

Users:

- **educators** of teenagers or adults,
- **communities associated with industrial heritage,** specifically with the oil and gas industry,
- circles interested in **innovative economic and historical education**
- **participants in classes** conducted by educators,
- **educational and cultural circles.**

Historical inspiration of the game:

Oil City is the name of the **biggest Galician oil well** in Tustanowice. Galicia was a part of the Austro-Hungarian Empire (today the territory of Poland and Ukraine). During the second half of the nineteenth century, Galicia experienced a black gold rush, which was started by the Lviv pharmacists **Jan Zeh** (1817–1897) and **Ignacy Łukasiewicz** (1822–1882). They developed an effective formula to distil pure oil from petroleum. During this time, the pioneering oil mine of **Prince Stanisław Jabłonowski** (1779–1878) was opened in Siary and the model oil company of Ignacy Łukasiewicz and his partners was opened in Bóbrka, while places such as **Gorlice, Krosno, Jasto, Stoboda Rungurska,** and **Boryslav** entered the history books of the oil industry. Landowners, engineers, financiers and peasants joined the search for black gold. As a result, **Galicia turned into the world's third-biggest extraction centre** in the early twentieth century, following only the United States and Russia.

