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Subject: Oil Empires:

Posted by [Doitile](#) on Fri, 29 Jun 2007 20:52:11 GMT

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Ok, so I just found this game that's pretty neat. Thought you guys might be interested if you are bored. It's called Oil Empires. Basically you get a spot of the desert and you build oil derricks and tanks and refineries and sell oil. It's pretty quick to pick up once you figure out how everything gets linked up. I've been playing it the last few days and it seems fun. One thing though, the server is going to reset in I think a week maybe, so now would be a good time to learn the ropes and then start for real when the server starts fresh and you are on level footing with everyone.

So... without further ado here's the link:

<http://oec.itch.com>

Choose casual play server and if you want to be on the same server as me, choose South East Region.

Here's a picture of my empire:

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[File Attachments](#)

1) [oec.jpg](#), downloaded 1245 times

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Subject: Re: Oil Empires:  
Posted by [Zion](#) on Fri, 29 Jun 2007 20:54:47 GMT  
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Verification code is on its way.

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Subject: Re: Oil Empires:  
Posted by [Doitle](#) on Sat, 30 Jun 2007 22:43:22 GMT  
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Merovignian is the only one interested... :/ Laem. I thought lots of people would try it.

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**Subject: Re: Oil Empires:**

Posted by [danpaul88](#) on Sat, 30 Jun 2007 23:53:09 GMT

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What exactly is the point of it? Do you steal other players oil, or buy them out or something? There has to be some end goal somewhere...

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**Subject: Re: Oil Empires:**

Posted by [Zion](#) on Sun, 01 Jul 2007 00:50:11 GMT

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Yeah, you can steal money and oil and whatnot and kill each others base with nukes and armys and whatnot.

It's like a text based war game, but in flash, and based around oil.

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**Subject: Re: Oil Empires:**

Posted by [Jecht](#) on Sun, 01 Jul 2007 01:38:13 GMT

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Do you get to pretend that your derricks are under-producing so you can hike up the prices right before the 4th of July too?

Just kidding

Is this one of those games that you have to play continuously or you'll lose? I might check it out if I don't have to spend much time on it.

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**Subject: Re: Oil Empires:**

Posted by [Doitie](#) on Sun, 01 Jul 2007 02:07:03 GMT

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The time commitment is very small. You just check in a couple times a day. Sell, upgrade, make changes, attack if you want to. My empires getting pretty big. Most of my map is filled, I'm gonna have to start clearing trees.

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**Subject: Re: Oil Empires:**

Posted by [Zion](#) on Sun, 01 Jul 2007 10:41:25 GMT

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I will still need a 1 to 1 on making a productive empire. I just got my first mil this morning and spent it already on upgrades and whatnot.

Wanna help me you can catch me on n00b irc in #apocrising.

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**Subject: Re: Oil Empires:**

Posted by [Doitl0](#) on Tue, 03 Jul 2007 11:58:00 GMT

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I'm getting bombed by an entire cartel who are all attacking me. I'm holding out still but I need backup. I'm trying to get into a cartel that will help defend me.

What happened was some guy attacked me out of the blue, destroyed my airfield, killed all my troops and stole like 500bbl of jet fuel. Not all that bad. So I Ebola'd him back. Killed all HIS troops which was like 10 times what mine were. And I stole 1500bbl of Jet Fuel. Now he has his entire cartel attacking me but I couldn't just let him get away with something like that. It sends a bad image. Word to the wise everyone, build bioweapons. You do lose business output for a day but a single 10,000,000\$ WMD can kill 1000+ units at a time.

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**Subject: Re: Oil Empires:**

Posted by [EvilWhiteDragon](#) on Tue, 03 Jul 2007 22:19:13 GMT

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Doitl0 wrote on Tue, 03 July 2007 13:58 I'm getting bombed by an entire cartel who are all attacking me. I'm holding out still but I need backup. I'm trying to get into a cartel that will help defend me.

What happened was some guy attacked me out of the blue, destroyed my airfield, killed all my troops and stole like 500bbl of jet fuel. Not all that bad. So I Ebola'd him back. Killed all HIS troops which was like 10 times what mine were. And I stole 1500bbl of Jet Fuel. Now he has his entire cartel attacking me but I couldn't just let him get away with something like that. It sends a bad image. Word to the wise everyone, build bioweapons. You do lose business output for a day but a single 10,000,000\$ WMD can kill 1000+ units at a time.

I was thinking, perhaps create a renforums cartel?

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**Subject: Re: Oil Empires:**

Posted by [reborn](#) on Wed, 04 Jul 2007 03:13:29 GMT

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I started this game today. I am called "reborn" and also in the S/E region on the same server as you.

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**Subject: Re: Oil Empires:**

Posted by [reborn](#) on Wed, 04 Jul 2007 04:13:40 GMT

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I fully intend on blasting you guys away with a nuclear holocaust and several bio weapons.  
Prepare for doomsday.

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**Subject: Re: Oil Empires:**

Posted by [Starbuzz](#) on Wed, 04 Jul 2007 05:29:37 GMT

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Reborn wrote on Tue, 03 July 2007 23:13I fully intend on blasting you guys away with a nuclear holocaust and several bio weapons. Prepare for doomsday.

Too late, Reborn! I annihilated them all! 1 city left and nuclear missile inbound! ROFL!

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**Subject: Re: Oil Empires:**

Posted by [EvilWhiteDragon](#) on Wed, 04 Jul 2007 08:12:26 GMT

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I made a new cartel, called "renegadeforums" so if you want to join, feel free to do so.

---

**Subject: Re: Oil Empires:**

Posted by [reborn](#) on Wed, 04 Jul 2007 09:28:13 GMT

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EvilWhiteDragon wrote on Wed, 04 July 2007 04:12I made a new cartel, called "renegadeforums" so if you want to join, feel free to do so.

I can't see you on the cartel listings, have you set your cartel to open for recruiting? My ingame name is "reborn" if you want to send me a request =]

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**Subject: Re: Oil Empires:**

Posted by [puddle\\_splasher](#) on Wed, 04 Jul 2007 11:02:26 GMT

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Its the last one on the cartel list.

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**Subject: Re: Oil Empires:**

Posted by [Zion](#) on Wed, 04 Jul 2007 12:15:17 GMT

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EvilWhiteDragon wrote on Wed, 04 July 2007 09:12I made a new cartel, called "renegadeforums" so if you want to join, feel free to do so.

I pm'd j00!

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**Subject: Re: Oil Empires:**

Posted by [EvilWhiteDragon](#) on Wed, 04 Jul 2007 20:38:01 GMT

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The Merovingian wrote on Wed, 04 July 2007 14:15EvilWhiteDragon wrote on Wed, 04 July 2007 09:12I made a new cartel, called "renegadeforums" so if you want to join, feel free to do so.

I pm'd j00!

I invited j00!

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**Subject: Re: Oil Empires:**

Posted by [thrash300](#) on Wed, 04 Jul 2007 23:08:38 GMT

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I Also Joined I Think, I Think That My Name Is: thrash300, I Think.

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**Subject: Re: Oil Empires:**

Posted by [Starbuzz](#) on Thu, 05 Jul 2007 04:31:52 GMT

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thrash300 wrote on Wed, 04 July 2007 18:08I also joined I think, I think that my name is: thrash300, I think.

FIXED.

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**Subject: Re: Oil Empires:**

Posted by [reborn](#) on Thu, 05 Jul 2007 04:40:21 GMT

Not long for another mark and a chaos missle is on it's way very soon too.

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**Subject: Re: Oil Empires:**

Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 04:55:56 GMT

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so pretty much its like us vs iraq? lol

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**Subject: Re: Oil Empires:**

Posted by [Doitie](#) on Thu, 05 Jul 2007 11:42:29 GMT

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No it's more like US versus US. Basically you are a contracted manager of a plot of land and the US will sell you weapons to defend that land. You fight other managers to try to take their oil and land.

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**Subject: Re: Oil Empires:**

Posted by [Zion](#) on Fri, 06 Jul 2007 08:28:24 GMT

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EvilWhiteDragon wrote on Wed, 04 July 2007 21:38The Merovingian wrote on Wed, 04 July 2007 14:15EvilWhiteDragon wrote on Wed, 04 July 2007 09:12I made a new cartel, called "renegadeforums" so if you want to join, feel free to do so.

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I pm'd j00!

I invited j00!

I joined j00!

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**Subject: Re: Oil Empires:**

Posted by [EvilWhiteDragon](#) on Sat, 07 Jul 2007 22:10:53 GMT

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I see j00

in my cartel list.

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