

[Return To Middle School Lesson Plans](#)

**Title:** Mining Game, Appendix E

**Level:** Middle School

**Time:** ?

**KERA Goals:** 2.3

**Objective:**

The purpose of this game is to introduce the player to some interesting facts about the mining industry. By playing this game, events happen to the player just like they happen to any mining company. By rolling the die, the player moves along the board the number of the die which simulates a time frame for a mining company. The objective of the game is to make as much money as possible.

**Activity:**

1. One player is selected to be the banker. This player will collect all money that is paid from the pay squares and pay all money that is to be paid from the collect squares.
2. Each player starts with \$15,000 of mining money-five 5 \$1,000 and two \$5,000 bills.
3. Each player rolls the die and the player with the highest number starts the game. The order of play is in a clockwise direction.
4. After the die is rolled, the player has a choice of either taking the path to discover a mining prospect or taking the path to purchase a mining prospect. Once the decision is made, the player can't change paths. Once the die is rolled the player moves along the connected squares.
5. Anytime a player lands on or passes over a red marked square, the player must follow the directions in that Square. If a player lands on or passes over an orange square, the player can choose to follow or not follow the directions on the orange square. A player is only eligible to purchase one certificate of voluntary environmental work. The only exception to following the directions of the red marked squares is if the player lands on a gold or silver prospect and then passes over the Square. This player will use the income received from landing on either of the coal exploration squares.
6. The squares that read "shipping income \$XXXXX" refer to the income the mining prospect will receive every time the player lands on or passes over a square marked "shipping date". Players that choose to discover a mining prospect and don't land on a lease will receive the income from a Coal.
7. If a player lands on a pay space and doesn't have enough money to follow the instructions, the player may then take out the required number of promissory notes

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from the bank. Promissory notes must be paid back at the last shipping date the player crosses over before the mine operation is closed down (at the end of the game). If the player doesn't have enough money to pay back the promissory notes then the player is bankrupt and is not considered as a candidate to win the game. Players can only borrow money from the bank and not from any other player.

8. Once a player reaches the "Close Down Mine Operation..." square, the player pays the \$50,000 reclamation fee and the player turns in the Environmental Certificate (if the player did Voluntary Extra Environmental Work) and receives \$20,000. A player can only receive money for one Environmental Certificate.
9. Each player counts the money in his possession at the end of the game and the player with the most money wins.

### Rules:

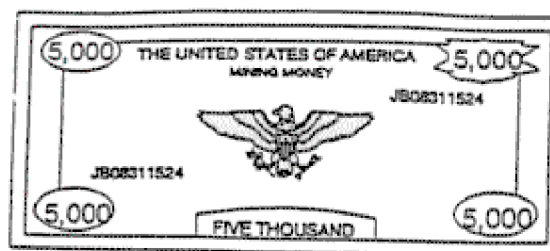
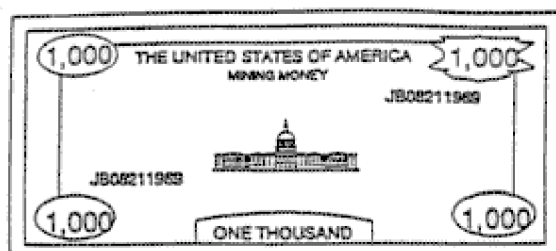
1. The game is intended for 2 to 6 players of ages 9 and above.
2. Once the die is rolled during a player's turn it can't be rolled again unless a game square instructs the player to roll again or the die has passed through all the other players and it's the player's next turn.
3. All money is paid to or collected from the banker.

### Review:

The game has provided the opportunity for each player to represent a mining company. As a mining company, events happened to the players that were uncontrolled by the players. These are the types of circumstances faced by a mining company on a daily basis. The players have had a chance to make as much money as circumstances allow which is uncontrollable by the mining company.

The player should have learned some of the financial aspects of setting up, running and closing down a mining operation.

(Make copies to distribute to the students)



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