

MineOpportunity

GAME RULES - 2026

Participants

Junior -Grades 9-10

Senior -Grades 11-12

Teams are made up of a maximum of 5 students. Students are selected by their school.

Pre-game orientation

Prior to attending the event, teams must:

A) Identify each student's role:

- 1) **Captain** (Makes final decisions and leads the team)
- 2) **Die roller** (stands in line and waits for the team's turn to roll the die)
- 3) **Accountant** (holds onto the money, records, and makes transactions)
- 4) **Card reader** (picks up the cards and reads them. The Card Reader is responsible for returning the cards to the game once the activity or question is complete)
- 5) **Recorder** (records answers to questions during the game)
- **Bring a pen and writing pad**

MineOpportunity Game Instructions

Your team's Objective:

The object of the game is to become the wealthiest team.

Teams will make money by successfully completing activities and answering questions, and by buying/renting/selling Mines.

Starting the game:

- The game is played in teams of a maximum of 5 students. All students in a team must move throughout the building as a team, and must remain together at all times, while the game is in play.
- At the start of the game, the accountant in each team will collect \$19,000 divided as follows: 2X\$5,000; 5 X \$1,000; 5 X \$500; 10 X \$100; 10 X \$50 from the banker. All of the remaining money, equipment (head frames), and properties will go to the banker.
- **Instructions and Rules for the game will be reviewed prior to the start of the game. Failure to comply with Instructions and Game Rules will result in a monetary fine of \$5,000. If a total of 3 fines is accumulated, the team will be asked to retire from the game and sit in a designated area.**
- To start the game, each team's coloured token/mineral will be on "Start" space.

- All teams will roll the die to determine which team starts the game. The order of play must be determined before the game starts. The team with the highest number is first, second highest number is second, etc. If there is a tie, the two teams must roll the dice again until there is a winner.

Potential Fines:

- Running, Swearing, Disturbing Working Staff, Horseplay.
- Rude behaviour and disrespect.
- Touching the banker's cash box or answer keys.
- Teams not staying together

Disqualified from the Game:

- Cheating.
- Fighting.
- Receiving 3 fines.

Playing the game:

- The first team to play rolls the die and the **Game Warden** will advance their token clockwise the number of spaces indicated by the die. Depending on the space that the token reaches, the team may be entitled to buy a mine property, or will be obliged to pay rent, pay taxes, draw a Politics, Research or Question card, Go To Jail, etc... *(Each space or group of spaces on the board is further described later in the rules).*
- All members of the team must stay together throughout game play at all times.
- After the first team has completed their play the turn passes to the next pre-determined team. The tokens remain on the occupied spaces until the task or activity is completed. The team continues the game from that point on their next turn. Two or more tokens may rest on the same space at the same time.
- Once the first predetermined order of play round is over, turn of plays goes to the first team back at the board after their completed task, then second team back, and so on. If two teams arrive at the same time, the order of play is decided by the game warden.
- The teams will roll the die when they have completed their task. If there is more than one team at the board waiting to roll the die, the game warden reserves the right to choose which team rolls the die. The Die roller must stand in line and wait for his/her turn to roll the die if there is more than one team waiting.
- If a task, activity, or question is completed successfully the team receives the amount indicated on the card. If the task, activity, and question is not completed successfully, the team does not receive any money and then proceeds with the game.
- Teams cannot choose to skip a task, activity, or question. They are always required to try. The Game Activity Officer will release the team when he/she feels that an honest effort was made.
- Once the game is over. Teams who are not in line to collect money from the banker can no longer collect money for activities or questions completed, regardless of where they are in the play of the game. However, they may collect their property earnings from the envelopes.

Year End Bonus:

- Each time a team's token lands on or passes over **Year End Bonus**, whether by throwing the die or drawing a card, the Banker pays that team a \$2,500 salary.
- *The \$2,500 is only paid once each time the team goes around the board. However, if a team passing **Year End Bonus** on the throw of the die lands beyond it on a Politics space and draws the "**Advance to Year End Bonus**" card, they collect \$2,500 the first time, and another \$2,500 for advancing to it the second time by the instructions on the card.*

Buying Mines and Headframes:

- Whenever a team lands on an **unowned** property, they may buy that Mines from the Banker at its printed price. The team receives the Title Deed card showing ownership. The title deed card is kept at the game board under the team's designated space available for everyone to see. If the team does not wish to buy the Mine, **they pay a visiting fee of \$50 to the Bank.**
- **The team must pay a fee to invest in exploration BEFORE they land on a DISCOVERY space in order to purchase headframes.** The investment in exploration can be paid anytime and is a one-time investment that does not need to be paid again for the same property. Once teams have invested in exploration, the property will be marked accordingly with an identifiable token. You are not reimbursed for exploration fees at the end of the game.
- A maximum of 2 headframes can be purchased at one time. In order to purchase more headframes for the same property (up to a maximum of 4), the team must land on a DISCOVERY space again.
- **At the end of the game, teams retain the full value of the property and this is added to their final total.**
- The value of headframes are **not** added to the final total, however teams have the option of selling their headframe back to the bank (at ½ their value) any time during the game.

Mortgages:

- Properties without head frames can be mortgaged through the Bank at any time. Before the property can be mortgaged, all the head frames on its property must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.
- No rent can be collected on mortgaged properties.
- In order to lift the mortgage, the owner must pay the Bank the amount of mortgage *plus* 10% interest. When all the properties are no longer mortgaged, the owner may begin to buy back head frames at full price.
- The team who mortgages property retains possession of it and no other teams may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another team at any agreed price, this will get them paid for their mortgage property. Now the new owner may lift the mortgage immediately if they wish to pay the mortgage plus 10% interest to the Bank. If the mortgage is not immediately lifted, the team must pay the Bank 10% interest on mortgage price and when they buy the property, an additional (10% interest + mortgage value) if they lift the mortgage later.

Paying rent:

- When a team lands on a property that is owned by another team, the bank will collect the rent in accordance with the list printed on its Title Deed card. The Bank will distribute the rent to the team that owns the property at their next roll of the die.
- It is advantageous to have head frames on properties because rents are much higher for head framed properties. Rent for properties with head frames is indicated on the Title Deed card.
- **There is a limit of 4 headframes per property.**
- Head frames and properties may be sold back to the Bank at any time for one-half the paid price. All head frames on a property may be sold at once, or they may be sold individually one at a time in reverse of the manner in which they were erected. Head frames and properties cannot be sold to other teams.

Politics Card:

- When a team lands on the Politics space, the card reader in the team takes the top card from the Politics Card deck indicated, and the team is required to follow the instructions on the Politics Card. Once the instructions on the Politics Card have been followed and completed, the card reader **must return the card to the Game Warden.**
- A Politics Card may require a team to complete a task or activity, accumulate money or pay fines.
- The **"Get Out of the Pit"** card is held by a team until it is used. Once it has been used it is then returned to the bottom of the deck.

Research Card:

- When a team picks a research card, they must go to the location where an activity will be conducted and await instructions from the Game Officer at this station.
- The team must successfully complete the activity before being released by the Game Officer, and in some cases collect the activity completion slip.
- Once back at the board, the team must show the activity completion slip and return the research card to the Game Warden. The activity completion slip indicates that the task was completed successfully and the team can collect their money from the banker.
- Teams who have not collected their money from the banker before the predetermined times that the game pauses for lunch will need to keep their activity card with them and wait until the game resumes to collect their money.

Question Card:

- When a team lands on the Question space, the card reader in the team takes the top card from the Question Card deck indicated, and the team is required to follow the instructions on the card to find the answer to the question(s). Once the answers have been found, the recorder tells the answer to the Game Activity Officer, and the card reader returns the card to the Game Warden. If the team answers the question correctly, they may collect their money from the banker, and

the team rolls again.

- Question cards may require the team to solve a problem, answer a question where the answer can be found within the Confederation College facility, or online.
- Once a question is completed, the team must return to the board to provide their solution. If answered correctly, the team can collect the amount of money indicated on the card from the banker and continue to play the game.
- Teams who have not collected their money from the banker before the predetermined times that the game pauses for lunch will need to keep their question card with them and wait until the game resumes to collect their money.

5-minute pause from game:

- A team sits out of the game for 5 minutes when...
 - (1) *Their token lands on the space marked "Mining Equipment Breakdown" space or*
 - (2) *They draw a card marked "Mining Equipment Breakdown"*
- When a team is out of the game for 5 minutes, they cannot collect the \$2,500 salary in that move, regardless of where the token is on the board, and the team must sit in a designated space to wait for 5 minutes.
- During this 5 minute penalty, **teams are not able to collect rent on their properties.**
- A team can get out of the penalty by...
 - (1) *Waiting out the 5 minutes.*
 - (2) *Using the "Get Out of Jail Free Politics Card"*
 - (3) Paying **\$4,000** to the game. The money from this fine is kept in a separate fund by the banker and is available to win when a team lands on the "Stock goes up" space.

Environmental Fine (Income tax):

- If you land here, you must pay a \$2,000 Environmental fine. The money from this fine is kept in a separate fund by the banker and is available to win when a team lands on the "Stock goes up" space.

Bankruptcy:

- A team is declared bankrupt if they owe more than they can pay, either to another team or to the Bank.
- In making this settlement, if a team owns head frames and property, they must return these to the Bank in exchange for money to the extent of one-half the amount paid.
- If their debt is owed to another team, they must sell assets to the bank to pay their debt to the other team. If their debt is to the bank, they must pay the bank what is owed. If their debt exceeds what they owe to another team or the bank.
- The team must retire from the game and sit in a designated area until the game is over.

At the end of the game, teams must:

- 1) **Count their money;**
- 2) **Write their CASH total (not property value) on the top of the envelope**

- provided (Do not count properties, these will be added by the Game Warden);**
- 3) Write their school and team name on the envelope provided;**
 - 4) Hand in the envelope to the Game Warden at their assigned board.**