

STAKEHOLDERS

THE MINING GAME

1-4 Players

Objective:

Each player represents a Canadian mining company, with mines around the world. As a large mining company, you have to balance the demands of many different stakeholders. Sometimes, that means making tough decisions about how you will operate your mine. The goal of the game is to keep all of the stakeholders satisfied so that you can keep your mine operating until all of the cards have been played.

Game Components:

Mine Site Decision Cards

Each sheet represents a Canadian mining company, with two options for expansion. Each option has different levels of support from the stakeholders.

Stakeholder Support Cards

For your mine to succeed, you will require the support of shareholders, environmentalists, local communities, and government. Use the support card to track your levels of support from each group. The interests of each group are:

Shareholder: Shareholders invest in your company hoping to make a profit. Their investment is needed to operate your mine.

Environmentalist: Environmentalists are concerned about the impacts of industry on the environment.

Community: Local communities are concerned about jobs, as well as the impacts of mining near their homes and families.

Political: Local governments provide the permits needed to operate your mine, and benefit from the jobs created and taxes paid by your company.

Game Cards

There are two types of game cards – with some cards you will have to make a decision in order to keep your mine running. Other cards have situations that you have no control over, and may affect some or all of the players.

Set-up:

Each Player gets a Support Card. Cut out the support marker tokens for use in the game.

Shuffle all of the playing cards and place them face down in the middle of the table.

Each player gets a company bio sheet.

Starting:

Each player chooses one of the options on their company bio sheet. Support for each choice is represented by the coloured rings on the sheet. Each player starts the game by placing the markers to indicate their initial support on their Support Cards.

Each player explains their decision out loud, and tells everyone why they chose it.

Game Play:

The oldest player goes first. Draw a card from the top of the deck and read it out loud. Follow the instructions on the card. If you are faced with a decision, tell the other players what your decision is and why. Some cards will affect more than just one player! Everyone adjust their support levels as indicated on the card.

Play continues clockwise around the table.

Be careful! In order to continue mining, you need to keep your Stakeholders happy. If you are out of support from one Stakeholder, you can continue playing until you are unable to make a decision. If you cannot make a decision (because you don't have enough support from one or more Stakeholders), you are out of the game!

The game ends when all of the cards have been played.

Finishing the Game:

Now, compare your mines and answer the following questions:

- Was one company more successful than the others? How do you define success as a mining company?
- As a mining company, were you forced to make decisions that you didn't want to? Did you do anything that might be considered unethical?
- How would you like Canadian mining companies to operate?
- The cards often give you two or three options to choose from – in real life, you may have other options. In the real world, what are some things you would have done differently? Were there others way you could have dealt with some of your issues?
- All of the mines and the playing cards are based on real situations that mining companies face every day. Were you surprised by any of the situations you were faced with?

We need your help! Find some other stories about mining companies and the tough decisions they are faced with. Create your own cards to add to the deck, and then share them with the Britannia Mine Museum!

Send your card ideas to stakeholders@bcmm.ca