



Alaska Ag Game

developed by Victoria Naegele for Alaska AITC

Before you begin:

Photocopy the cards on heavy stock, copying enough so that each player has at least two cards. Photocopy the Good News/Bad News sheets on plain paper. Cut into strips, one bit of News on each slip. Fold so news is inside. Place in container for drawing. For large classes, make multiple copies of all materials. Photocopy enough Alaska Farm Fun Money so that each player has about \$200 - \$300 available.

Directions

1. Divide class into groups of about 4 to 8 students.
2. Pass out \$100 in Alaska Farm Fun Money to each student
3. Shuffle the Commodity Cards and give each student 2 to 5.

Students do not need to have an equal number of cards.

4. Place the Good News/Bad News drawing container where everyone can reach it.
5. Determine how the winner will be determined (see below).

Suggested grade levels: 5 and up (see jr. version for grades 2-5)

Play

First player (determined by roll of die or other means) draws a Good News/Bad News slip and read it to the other players. If the slip is commodity or group specific (e.g. only affects sheep or only affects crops), the player must determine if it affects his or her cards. If it does, the player gains or loses according to the amount listed on the slip of paper. If the player has two commodity cards and they are both affected, he or she gains or loses twice the amount, unless slip indicated otherwise. If it affects all agricultural commodities, the player gains or loses for each commodity whatever it is. If the slip indicates it affects All Alaska Agriculture, everyone loses or gains that amount according to the

number of cards in his or her hand. Some slips have both a gain and a loss.

For example, if Player A draws a slip that penalizes her \$10 for each potato card because of a blight, she loses \$10 for each potato card in her hand, but loses nothing if she has no potato card. If Player B draws a slip that says he gains \$10 for each livestock card because of a mild winter, he gets \$10 for any animal card in his hand (beef cattle, dairy cows, bison, sheep, aquaculture, hogs or llamas).

When player (s) have calculated their gains or losses and settled with the bank, the next player draws and play continues.

Determining a winner

Play continues until only one player has money, or player reaches a set level of money, such as \$300. Or, play may continue a set amount of time with the winner determined by the greatest amount of cash or cash plus cards (\$20 per card). Determine the means of winning before game begins.

More information

- Slips indicate dollar figures to gain; loss figures are indicated as loss.
- Some slips refer to **all** livestock (beef cattle, dairy cattle, hogs, bison, reindeer, sheep, llamas/alpacas and aquaculture) and some to **all** crops (barley, carrots, hay, miscellaneous vegetables, greenhouse crops, grass seed, potatoes). Others refer to specific cards or **specific** smaller groups (e.g. carrots, potatoes and misc. vegetables).
- “Neighbor” refers to players to right and left of any one player, or in any other similar configuration suited to classroom layout.

Variations

- Allow one or two trading periods per game. Players can make deals with other players to swap cards.
- Simplified version for younger players in separate file.

Note: Save Commodity Cards and Alaska Farm Fun Money to play again later. Good News/Bad News slips can be reprinted as needed.