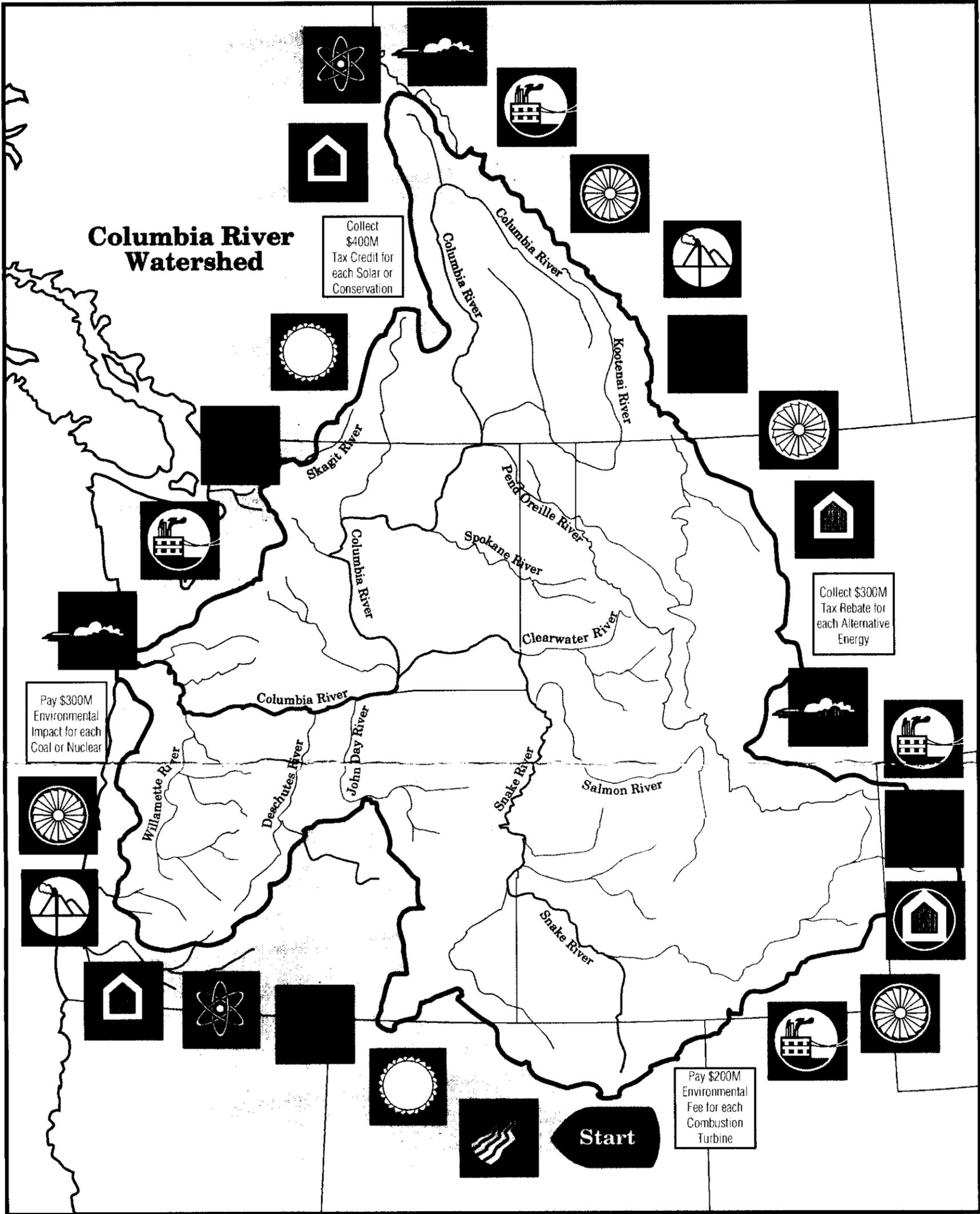
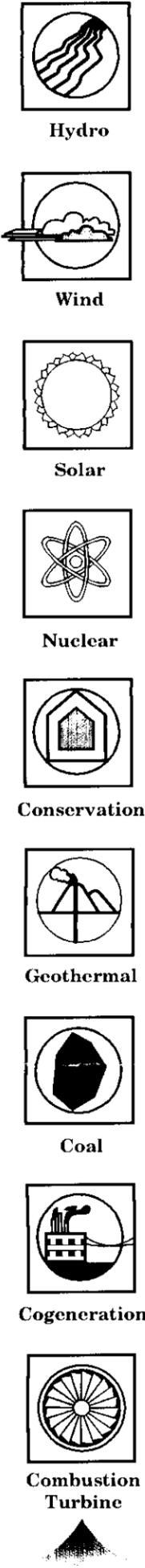


# Power Board Game

Company Name \_\_\_\_\_

Company Logo \_\_\_\_\_



## Game Objective

Purchase 3000 megawatts of power to supply electricity to your customers without running out of money

Ending Balance

\$ \_\_\_\_\_

**Bank**

## Directions

- 1) Each team gets a stack of Power Resource Cards, the Power Game board, 1.2 \$billion Utility \$Money, Recording Sheet, game piece (Hershey's Kisses or other wrapped candy work well), five Pass Cards, and two dice.
- 2) Option A: Form two companies that will play against one another (companies should consist of 2-4 team members).  
Option B: Form one company that will play to stay in business.
- 3) Write your company name and design a company logo to put on the game board.
- 4) Each company needs to purchase 3,000 megawatts of additional electricity to meet the power needs for the next 10 years.
- 5) Each company member takes turns rolling the dice. Read the Power Resource Card for the space landed on.
- 6) Your company must decide whether or not to purchase the resource based on the listed cost, the megawatts, and environmental impact (Hydro Power is the one resource which can not be purchased because no additional power from this source is likely).
- 7) If your company chooses not to purchase, a pass chip is given to the bank. If your company chooses to purchase, pay the listed cost. Once all pass chips are used, you must purchase the resource.
- 8) Continue playing up to six rounds (trips around the board) or until your company has purchased 3,000 megawatts of power.
- 9) As you play, record resources purchased, money spent, megawatts, and rounds completed on the recording sheet.
- 10) The company that manages to purchase the 3,000 megawatts of power and has the most \$Money at the end; wins. If you run out of \$Money you go out of business.

