

Bronze Age Board Game

This Bronze Age Board Game is based on the Mizen Peninsula in west Cork, where there is evidence of the use of copper and gold deposits during the Bronze Age. The game centres around copper mining at Mount Gabriel and the journey of a Bronze Age man from his home to the mines to mine copper ore and from there to the sea to meet a boat trading in tin. Progress through the game is determined by the throw of a dice, by directions printed on the board and by the chance cards. Chance cards with a wolf head represent a setback in the journey and the player will be instructed to miss a round, or go back spaces. If the chance card has a sun symbol, something advantageous will happen and the player will be instructed to move ahead. Before the game, put the chance cards in two separate piles with the images of wolf head or suns upwards. All of the incidents named on the cards are informed by archaeological, geological and zoological evidence of the period and by anthropology. The board itself helps to illustrate to the students the nature of the terrain and the flora and fauna in Ireland at this time.



Rules of Bronze Age Board Game

The Player

You are a Bronze Age man living in the area now called the Mizen Peninsula.

The Problem

Your goal is to make bronze, which is a mixture of copper and tin. Copper can be mined locally at Mount Gabriel. Tin has to be imported. You know that there is a boat due in at the Spring Equinox at the coast on the other side of Mount Gabriel. You need to mine some copper to trade for tin. You need to travel quickly as the first person who reaches the port with copper to trade will be given the tin. Along the way, good things will happen to you that will speed your journey but some events will slow you down. Good luck in your journey!

The Board

The board represents the territory through which you will travel. There are opportunities to be found along the way; there are dangers lurking; there are friends and enemies waiting. Some of these are written on the board. The board also has sun spaces and wolf spaces. Each of them will either help you or slow you down.

Sun Spaces

These represent good things that could have happened to you in the Bronze Age. If you land on a sun space you pick up a sun card. Follow the instructions on the card and return the card to the bottom of the pile. Some sun cards hold gold nuggets. Keep these cards until you need them. When you are finished with them return them to the bottom of the pack.

Wolf Spaces

These represent bad things that could have happened to you in the Bronze Age. If you land on a wolf space you pick up a wolf card. Follow the instructions on the card and return the card to the bottom of the pile.

Gold Nuggets

As stated above, sometimes when you land on a sun space, you can collect a gold nugget. These gold nuggets can be used to trade for food or information. If you land on a wolf space you can use your gold nugget to get out of trouble and throw the dice again.

The Rules of the Game

Progress is determined by throwing the dice and following the instructions on the board and on the cards.

When you land on a space with instructions on it you must read them out loud or miss a turn.

When you pick up a sun or wolf card, you must read the instructions out loud or you miss a turn.

