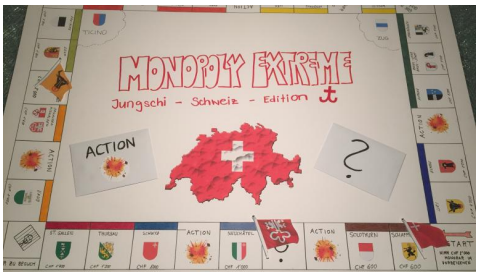
SUBMITTED BY
schneidersam

ON
2016.10.17

★ ★ ★ ★ ★
Keine Stimmen

Monopoly Extreme (Jungschar-Swiss-Edition)



The three cantons of Uri, Schwyz and Nidwalden each form a game group. The game is played according to the official rules (Swiss edition)

Explanation game Monopoly Extreme

The Monopoly game board in large format and slightly modified hangs on a pin board. The game leader stands in front of it and moves the game pieces (cantonal flags Uri, Schwyz and Unterwalden), he also places or builds the houses and hotels. The young players sit together in groups in front of the board. Each canton has its "cantonal bank" in which they keep the Monopoly money as well as their real estate and hotels (paper cut out). Each canton gets the same starting capital. Then of course there is the Swiss National Bank that oversees all the money. The normal Monopoly game rules are explained by the game master. The prices of the plots (the plots are cantons in the Swiss edition, your own cantons must also be bought again) are indicated on the respective fields. The construction prices for houses and hotels as well as the tax levy of the other cantons (if they land on the plot) are described in the plot card. The group receives this when buying a canton. The amount of the prices has to be adjusted for the children.

Newly, there are action tiles and risk tiles. Both require the group to draw a card. The action cards contain competitions against another canton (the group can choose/challenge themselves.)
Depending on the difficulty of the competition, a higher prize money is shown. The winner gets the money in the end. The risk cards are like the event cards in the original Monopoly: Ex. "Go to jail".

The National Bank oversees the purchases, wagers, and tax receipts of the three groups. Purchases are always made through the National Bank. Trading between the groups is of course possible: ex. group 1 is interested in land Kt. Bern, but is already owned by group 2...

Game idea derived from Monopoly Switzerland Edition



Start of the game

The highest number on the dice decides which canton starts first. Within the group, children must take turns rolling the dice. The duration of the game or the number of rounds is determined by the game leader. If a canton goes bankrupt, it is eliminated from the game. (Taking on debts becomes too complicated, but can of course be allowed at will). If necessary, land, hotels or apartments could be sold to make the canton solvent again. In the end, the canton with the most money wins!

Close of play

Count up the money (also the value of the properties, hotels and apartments), game evaluation, award ceremony, presentation of award and kiosk vouchers

Checklist

- Draw Monopoly game board
- Organize pinboard
- Define game rules
- Craft game pieces (canton flags)
- Craft / cut out houses and hotels (add cantonal emblems)
- Create action and risk cards
- Organize / provide action games
- Create property cards
- Create cantonal banks / build national bank (table)
- Organize play money (from Monopoly Junior)
- Determine new prizes -> suitable for children!!
- Create award and kiosk coupons

Source reference

Idea and files: Jungschar Neftenbach

Attachments Playing Cards

Title deeds BE JU AR VS
Title deeds GE FR ZH LU
Title deeds GR BL AG
Title deeds SG TG VD OW
Title deeds SH SO NE SZ
Title deeds UR GL
Action and Chance Cards
Diploma

Attachments banknotes

Monopoly 10
Monopoly 50
Monopoly 100
Monopoly 200
Monopoly 500
Monopoly 1000
Monopoly 5000

Attachments Game Figures

All coats of arms
Houses and Hotels Nidwalden
Houses and Hotels Schwyz
Houses and hotels Uri

Weitere Informationen

Categories
Games and activities

Tags
Rules of the game
Switzerland
Group stage match
Organization
Cantons

Age
No data available.

Number of participants
No data available.

Bible
This information is missing.

Duration
No data available.

Terrain / surroundings
In enclosed spaces

Material
None

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Contents
Categories
Tags
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