

“We the People” Monopoly

AMERICAN GOVERNMENT REVIEW GAME

Presented by CitizenU and the 2 Teachers

In 1776 the citizens of America chose to declare their independence from England. Winning their war for independence was only half of the challenge. Next these thirteen (13) independent states had to form a more perfect union. It was not easy then it is not easy today. Self-government had never fully succeeded before. Their experiment continues today. We still ask can self-government work? “The very success of democracy,” Madison wrote, “depends upon the knowledge and skills of its citizens.”

This game is dedicated to the task of assessing both the knowledge and skills necessary to maintain a government that promises that sovereignty lies fully in the hands of “we the people.”

[**Note:** this game was created to play LIVE in person or in any virtual environment as long as each candidate playing is both responsible and trustworthy. Remember that the goal of any citizen is to “work hard and be nice.” Play accordingly.]

OBJECT: The object of the game is to win the election by obtaining the most votes through knowledge, skill and good luck.

EQUIPMENT: The equipment consists of a board, 2 dice (not provided), tokens (your choice), 32 Blocks and 12 Precincts. There are “Voters” and “PACs” squares and Deed It cards for each property.

PREPARATION: Place the board wherever. Each player begins the game with 1500 votes.

HANDLER: Players will act as their own handler. As such each player must keep accurate records of their total votes, Deed It properties, Blocks and Precincts.

THE PLAY: Each player in turn throws the dice. The player with the highest total starts the play. Place your token on the corner marked “Go,” throw the dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the next player. The tokens remain the spaces occupied and proceed from

that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to earn the votes or be obliged to give up votes, draw a "Voters" or "PACs" square, Go Home, etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "Home." [See "Home"]

GO: Each time a player's token lands on or passes over Go, whether by throwing the dice or drawing a card, the Handler receives 200 votes.

EARNING VOTES/DEED IT: Whenever you land on an *unclaimed* Deed It property you may obtain votes by claiming the said property. To claim the property you must first forfeit the votes printed on the property **AND** correctly define the term or concept listed on the property out loud. The Deed It card is now in your possession. You do not need to claim the property if undesirable.

GIVING UP VOTES: When you land on property claimed by another player, the candidate collects votes in accordance with the list printed on its Deed It card. Each player must also correctly define the term or concept listed on the property. If unable to define the term the votes forfeited double.

It is an advantage to hold all the Deed It cards in a color group because the claimant may then charge double the votes for unimproved properties.

It is even more advantageous to have "Blocks" and "Precincts" on properties because votes are much higher than for unimproved properties.

The owner may not collect the votes if he/she fails to ask for it before the second player following throws the dice.

"VOTERS" AND "PACs": When you land on either of these spaces, follow these instructions.

When you land on a "Voters" space you must accurately describe a demographic fact about voters and voting. If you can your campaign receives

100 votes. For example, you would receive 100 votes if you said: "Voting turnout is higher in presidential elections than in midterm elections" or that "New England voters tend to be more liberal."

When you land on a "PACs" space you must accurately describe how interest groups impact our political system. If you can your campaign receives 100 votes. For example, you would receive 100 votes if you said: "PACs were designed to fund political campaigns" or "interest groups want to influence public policy."

If a candidate attempts to use the same facts already stated in the game the said player immediately goes "Home" and forfeits 100 votes.

INCOME TAX: If you land here you have two options. You may estimate your tax and forfeit 200 votes or you may forfeit 10% of your total votes. Your total vote is all of your votes on hand, printed vote totals on your Deed It properties and the cost price of your "Blocks" and "Precincts." You must decide which option you will take before you add up your total votes.

HOME [Completing Constituency Service]: You land at "Home" when (1) your token lands on the space marked "Go Home"; (2) you are unable to complete a "Voters" and/or "PACs" card; or (3) you throw doubles three times in succession.

When you are sent "Home" you cannot collect 200 votes for passing "Go."

If you are not sent "Home" but in the ordinary course of play land on that space, you are just visiting. You incur no penalty. Move ahead in the usual manner on your next turn.

You get to leave "Home" by (1) throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn; (2) Forfeit 100 votes.

If you do not throw doubles by your third turn, you must forfeit the 100 votes. You then get to leave "Home" and immediately move forward the number of spaces shown by your throw.

SUPER PACs: Winning the support of a “Super PAC” is a big advantage to any campaign. If you land on this space in the ordinary course of play your campaign automatically receives 200 votes.

BLOCKS: When you claim all the properties in a color-group you may add “Blocks” on those properties. This demonstrates the strength of your campaign. If you add one “Block” you may put it on any one of those properties. The next “Block” you add must be added on one of the unimproved properties of this or any other complete color-group you have claimed.

The amount of votes forfeited to add each “Block” is shown on your Deed It card for the property you choose to improve.

The claimant still collects double votes from another candidate who lands on the unimproved property of his/her complete color-group.

Following the above rules, you may add as many “Blocks” as your judgment and vote totals allow. But you must add evenly, i.e., you cannot add more than one “Block” on any one property of any color-group until you have added one “Block” on every property of that group. You may then begin to add a second row of “Blocks”, and so on, up to a limit of four “Blocks” to a property. For example, you cannot add three “Blocks” on one property if you have only one “Block” on another property of that group.

As you add evenly, you must also break down evenly if you forfeit back votes when scaling back your campaign.

PRECINCTS: When a candidate has four “Blocks” on each property of a complete color-group, he/she may add a “Precinct” by forfeiting the appropriate number of votes as shown on the Deed It card. Only one “Precinct” may be added on any one property.

FORFEITING PROPERTIES AND VOTES: Unimproved properties, railroads and utilities may be forfeited to any candidate for any amount of votes the candidate can get; however no property can be forfeited to another candidate if “Blocks” and “Precincts” are standing on any properties of that color-group. Any “Blocks” or “Precincts” so located must be forfeited back before the candidate can forfeit any property of that color-group.

“Blocks” and “Precincts” may be forfeited back at any time for one-half of the votes given for them.

All “Blocks” on one color-group must be forfeited one by one, evenly, in reverse of the manner in which they were added.

All “Precincts” on one color-group must be forfeited at once, or they may be forfeited one “Block” at a time (one “Precinct” equals five “Blocks”), evenly, in reverse of the manner in which they were added.

LOOSING THE ELECTION: Your candidacy is declared over if you are out of votes. The last candidate left playing in the game wins the election and wins the game.