

# ***Monopoly*—the Collections Management Policy Game**

**By John E. Simmons**

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## **Description**

The *Monopoly* game is based on the book, *Things Great and Small: Collections Management Policies* (second edition, 2017). Players move around the game board by a roll of dice and either draw policy, resource, or problem cards, or take an action depending on which space they land on. The object of the game is for the players to find solutions to museum collection problems using the policy and resource cards and through discussions with their fellow players. Players may trade cards and seek advice from each other in order to facilitate their understanding of the role of policies in collections management.

The game may be adapted for use in a specific institution by removing irrelevant cards from the card sets and adding new cards as needed (blank cards are provided for this purpose).

The *Monopoly* game is free to download and use to foster discussions of collection management policies in your institution. If you use the game, please send me an email and let me know how it worked for you. <[simmons.johne@gmail.com](mailto:simmons.johne@gmail.com)>

## **Setting Up the Game**

- Download the PDFs of the game board sections and cards.
- Print the game board sections and cards on the thickest paper than can be run through your printer. It is recommended that different colors be used for each of the three card categories (policy, resource, and problem).
- Trim the game board sheets along the dotted lines as shown in the illustrated guide and assemble the game board using a glue stick or clear plastic tape. Cut out the card holders and nameplate and attach them to the gameboard as shown. (Refer to the illustrated guide below.)
- Cut the cards apart and shuffle them so that they are in randomized order.
- For best results, trim the game board sheets and cut the cards apart using a metal ruler and an X-Acto knife with a new blade (this will make much straighter cuts than is possible with scissors).

## **You Will Need to Provide:**

- Paper for the game board and cards.
- A glue stick or clear tape.
- An X-acto knife with a new blade and a metal ruler.

- One standard six-sided dice.
- Small game pieces for players to move around the board (e. g, buttons).

### **How to Play the Game**

- Before the game begins, sort the cards into the appropriate stacks and shuffle each stack thoroughly.
- Deal each player two (2) Policy Cards and three (3) Resource Cards before play begins.
- Each player should roll the dice to determine the order of play.
- When the game begins, each player rolls the dice in turn and moves the corresponding number of spaces.
- When a player lands on a **Policy Card** space, a Policy Card should be drawn from the stack. Policy Cards may be accumulated for later use or trading with another player.
- When a player lands on a **Resource Card** space, a Resource Card should be drawn from the stack. Resource Cards may be accumulated for later use or trading with another player.
- When a player lands on a **Problem Card** space, a Problem Card should be drawn from the stack and read aloud to the other players.
- If the Problem Card contains instructions, the player must follow the instructions on the card.
- If the Problem Card does not contain instructions, the player must use one or more Policy Card(s) and/or Resource Card(s) to respond to the problem. The player may trade Policy Cards or Resource Cards with other players to help resolve the problem.
- To foster discussion about Collection Management Policies in the museum, the player must explain how the cards selected will resolve the problem and invite discussion of the issue from the other players. If the other players do not agree with the proposed solution, the player must roll the dice and move back the number of spaces indicated.
- If a player does not have, and cannot trade for, the appropriate card(s) to respond to the Problem Card, the player must roll the dice and move back the number of spaces indicated.
- Once a Policy Card or a Resource Card has been used, place it on the bottom of the stack.
- The end of the game is to be determined by the players before play begins (for example, at a pre-determined time limit, when the first player moves all the way around the board, or when the Problem Cards have been exhausted).

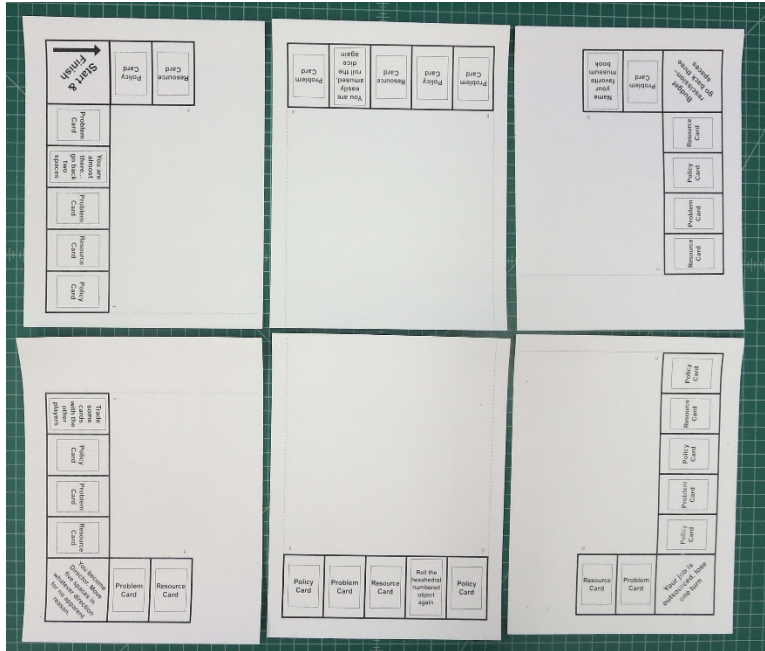
### **Acknowledgements**

Thanks to Julianne Snider and Kevin Liu for their helpful suggestions during the development of the game. Many thanks to the beta testers for their incredibly useful feedback—Leah Bush, Ashleigh Herrera, Michelle Knoll, and Katie Pershon—and to the International Preservation Studies Center for the opportunity to beta test the game. A very special thank you goes to Julianne Snider for assistance with concept, editing, design, layout, and production. And thanks

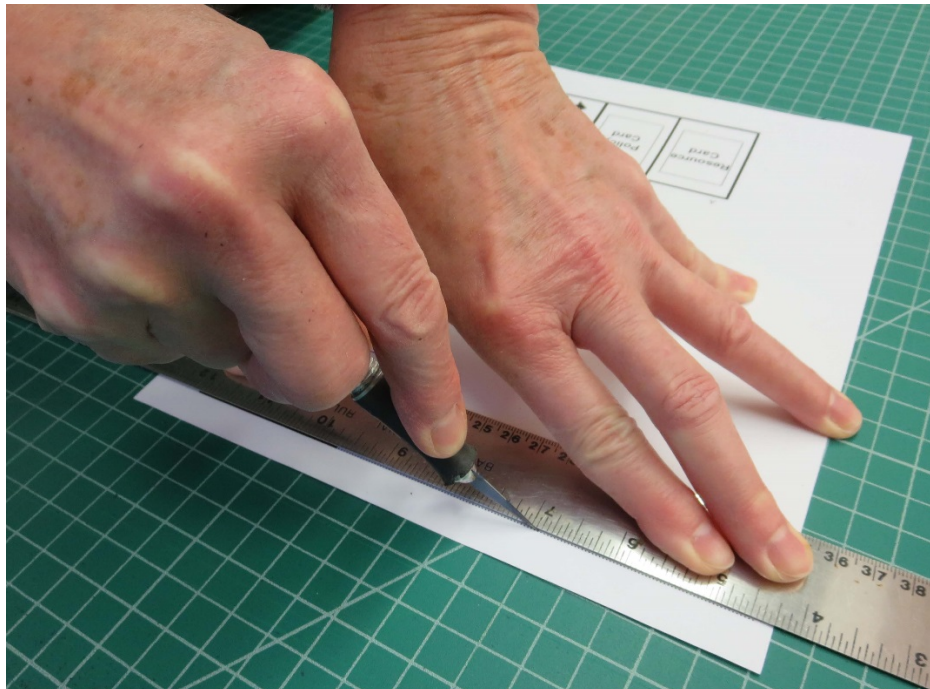
to Brad Bredehoft and *Museum Study* for making the game available to anyone who wants it for free.

## Illustrated Guide to Assembling the *Monopoly* Game

Layout the game board sheets in order, matching the lower case letters on adjoin sheets:



Trim the sheets where indicated on the dotted line using a sharp blade and a straight-edge:



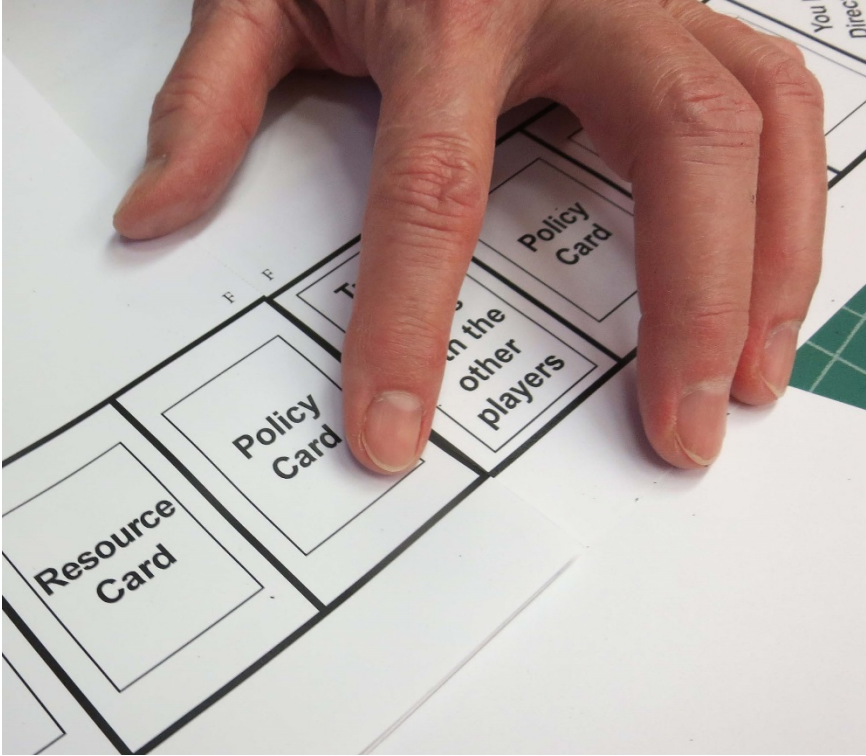




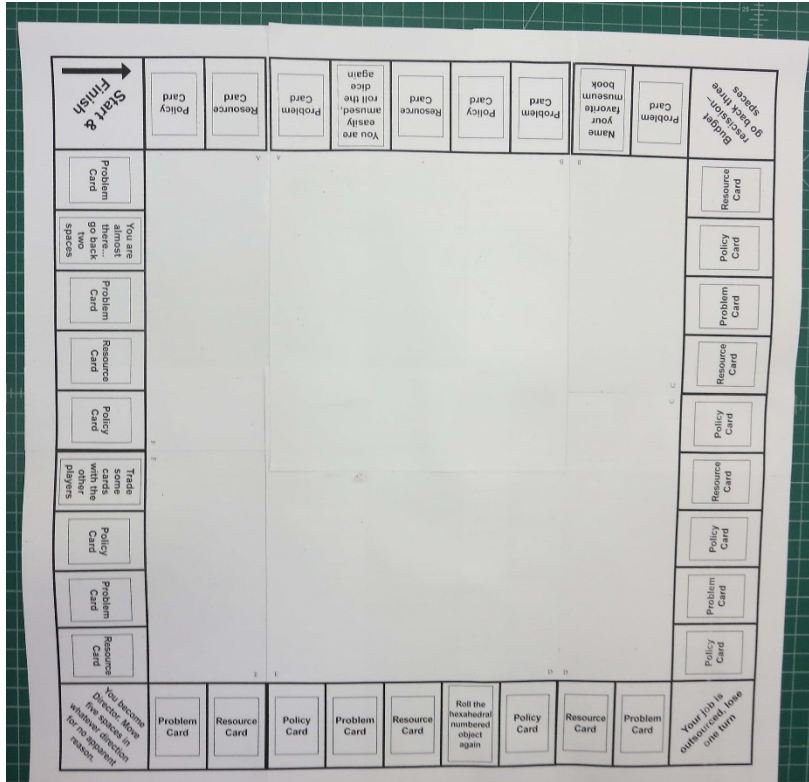
Glue the sheets together with a glue stick (or use clear tape):



Carefully align the game sheets and attach them together:



The game board with all six sheets glued attached together:



The completed gameboard—let the play begin!

