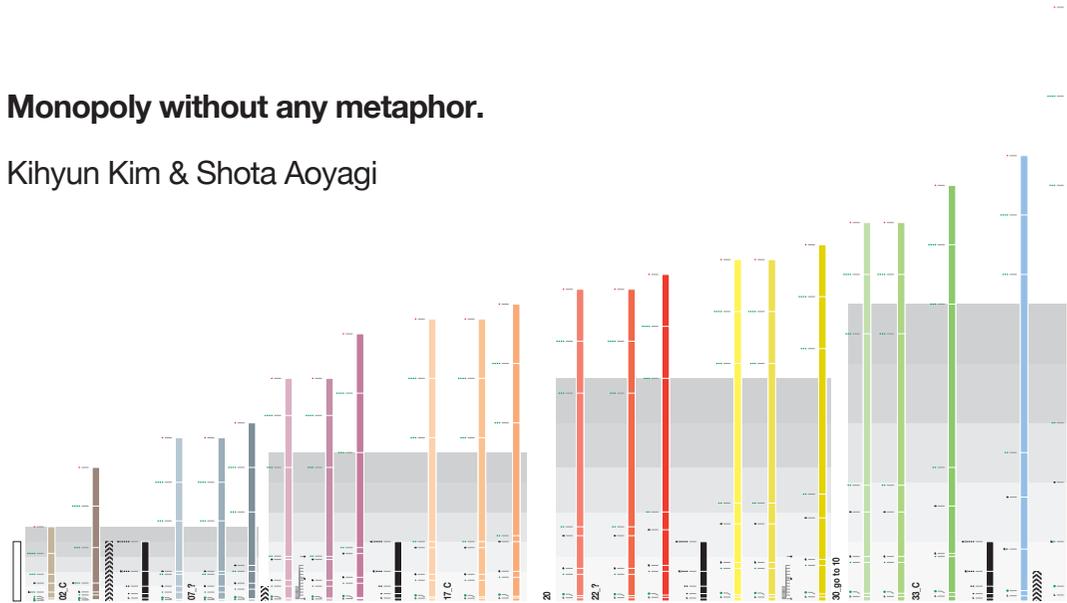


Monopoly without any metaphor.

Kihyun Kim & Shota Aoyagi



Analysis Table of Monopoly

Monopoly is an economic competition which is based on trading properties to increase financial value. However, this project was purposed to redesign Monopoly as a physically understandable mechanism without any symbolic components, such as cash.

We simplified the concepts of property; ownership, rental and tax (in original game) and replaces them with physical volume representations relating the concept of gain and loss, but removing the principles of real estate management.

 GO

**COLLECT
A CUP OF WATER
AS YOU PASS**

Instead of currency and property, water provides a primitive standard of volume as a value. Each player starts the game with 5 cups of water in each own container.

Different potential, place to place

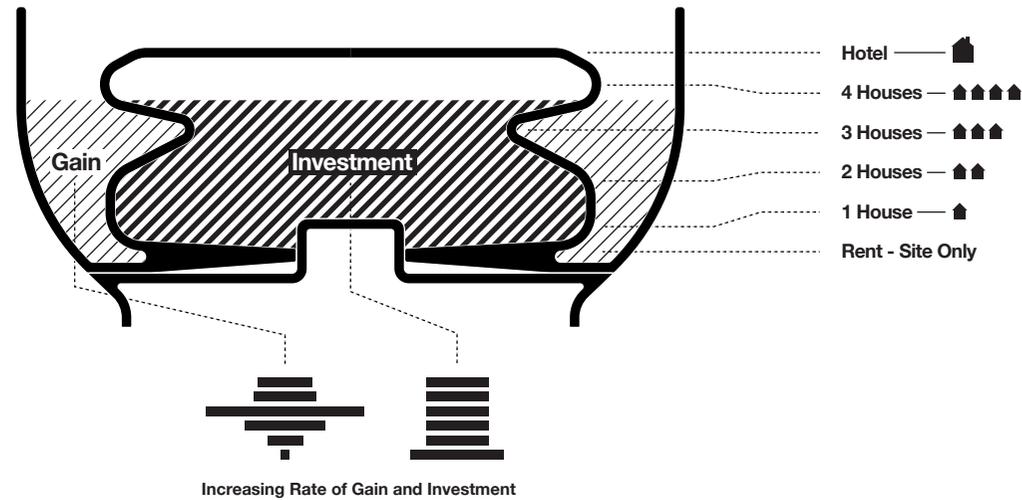
There are eight different containers which represent eight zones as a board of the game. They keep accurate balance of increasing value.



Ownership
Buying/Mortgage



Map
Gain/Investment

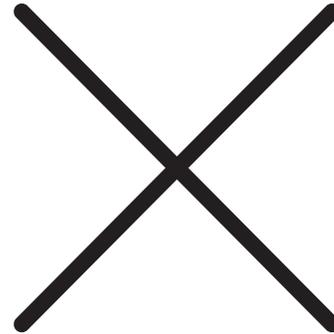


It translates **map, cash, house & hotel, title deed for ownership (in original game)** with a set of containers, which exactly scale the ratio of investment & gain of Monopoly. When you place on the container which has a cap on it, you can buy it by pouring your water into the cap, then you will get the cap as a ownership and be able to make the top of the container opening. You can invest in your container from the underneath of it. When other player is placed on your container, you can gain water in same level with your investment.

extra units



TOKEN: 4 Players available

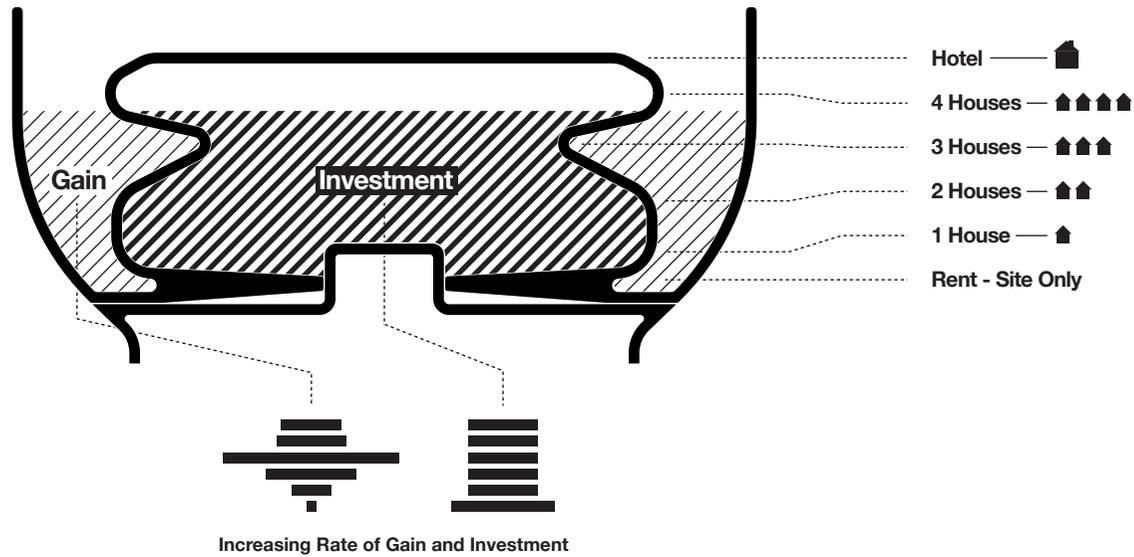


FREE PARKING: 0mL

Ownership
Buying/Mortgage



Map
Gain/Investment



It translates map, cash, house & hotel, card for ownership (in original game) with a set of containers, which exactly reflect the ratio of investment & gain from Monopoly. When other player is placed on your container, you can gain water in same level with your investment.