

Make a mini-London

Round 1

Information

You are going to create your own mini London! The team with the most cards at the end wins the game. There are 13 rounds.

Instruction

Each team starts with three cards. Talk to your teammates to decide which three cards you want to choose and why. *Example: I think we should choose the Science Museum because it will be popular with residents and tourists.*

Roll a dice to decide which team is first to choose!

Put your three cards in front of you so that the other players can see your attractions.

Round 2

Event:

There are a lot of school tours this year and the museums are very popular. They are receiving a lot of money from all the ticket sales.

Instruction:

If you have a 'museum' building (this includes all cards with 'museum' in the name and also Madame Tussauds), you win ONE extra card from the central pile (so close your eyes and take a new card).

Round 3

Event:

Prince Harry has decided to get married! It's a good year for the royal family.

Instruction:

If you have a 'royal' building (this includes Buckingham Palace, Tower of London and any building with 'royal' in the name), you win ONE extra card from the central pile (so close your eyes and take an extra card).

Round 4

Event:

It's a very hot summer, so the residents need to save water. It's a bad year for attractions which have a lot of water and fountains. The high temperatures are also very bad for the wax figures at Madame Tussauds.

Instruction:

If you have an attraction which needs a lot of water (this includes London Aquarium, Piccadilly Circus, London Zoo, Boat House Hyde Park, Trafalgar Square), you must return this card to the bottom of the central pile. If you have the Madame Tussauds card, you must also return it to the central pile.

Round 5

Event:

The economy is very bad. Tourists don't have much money to spend this year, and a lot of the residents don't have money for fun activities.

Instruction:

If you have an attraction which has an entry fee of more than £20, you must return this card to the bottom of the central pile (look at the Entry Fee information on every card).

Round 6

Event:

The economy has recovered! All of the attractions are getting a lot of tourists and this is bringing a lot of money to the city. Every team can select two new cards!

Instruction:

Turn over the cards in the central pile so you can see the attractions. Each team selects which two cards they want. Roll a dice to decide which team goes first.

Talk to your teammate to decide which cards to choose. *Example: I think we should choose the Science Museum because it will be popular with residents and tourists.*

When you have chosen your cards, put them in front of you so that the other teams can see.

Round 7

Event:

There is an international theatre festival in the city. The theatres are full of people every night!

Instruction:

If you have an attraction which is a theatre, (this includes West End Theatres, Shakespeare's Globe and Royal Albert Hall), you win ONE extra card from the central pile (so close your eyes and take an extra card).

Round 8

Event:

The city is having a lot of problems with electricity. It's a bad year for attractions which have a lot of neon signs and escalators.

Instruction:

If you have an attraction which needs a lot of electricity (this includes Piccadilly Circus, West End Theatres, The Shard, Wembley Stadium, London Eye), you must return this card to the bottom of the central pile.

Round 9

Event:

Because of the problems with electricity, the residents are very angry with the political institutions. It's a bad year for everything connected to politics, especially the royal family and the Prime Minister.

Instruction:

If you have an attraction which is related to the Prime Minister or the royal family (this includes any building with 'royal' in the name, Buckingham Palace, Tower of London, 10 Downing Street, Big Ben), you must return this card to the bottom of the central pile.

Round 10

Event:

The residents were so angry with the Prime Minister that they elected a new one! Now there is a new Prime Minister and she wants to make all the residents happy! Every team can choose two new cards.

Instruction:

Turn over the cards in the central pile so you can see the attractions. Each team selects which two cards they want. Roll a dice to decide which team goes first.

Talk to your teammates to decide which cards to choose. *Example: I think we should choose the Science Museum because it will be popular with residents and tourists.*

When you have chosen your cards, put them in front of you so that the other teams can see.

Round 11

Event:

The new Prime Minister has decided to give more money to public transport. This includes trains, buses, roads and bridges.

Instruction:

If you have an attraction which is related to transport (this includes HMS Belfast, London Transport Museum, Tower Bridge, London Bus), you win ONE extra card from the central pile (so close your eyes and take an extra card).

Round 12

Event:

There is a festival about the history of London, and millions of tourists have come to visit the city's historical buildings.

Instruction:

If you have an attraction which was established before the year 1900 (look at the Year Established information on the card), you win ONE extra card from the central pile (so close your eyes and take an extra card).

Round 13 (final round)

Event:

The residents are angry because there are too many tourists in the city. They are having protests at the most popular attractions. It's a bad year for attractions which are very popular with tourists.

Instruction:

If you have an attraction which has more than three million annual visitors (look at the Annual Visitors information on the card), you must return the card to the central pile.

That's the end of the game!

Now count your cards.

The winners are the team who have the most cards!