

# Double Your Money

## Equipment:

- Packs on Monopoly money in denominations of \$1, \$5, \$10, \$20, \$50, \$100, \$500.
- A pack of \$1,000 Monopoly look-a-like money.

## Method of Play:

Each player is given a \$1 bill at the start of the game. The players must then find the very generous leader with the \$5 bill who will swap a \$1 for \$5. The players can then go on to find and swap their currency with other generous leaders going from \$5 to \$10, \$20, \$50, \$100, \$500, up to \$1000.

You can award points to the first players with a \$1000 bill, or total the money held by a team after a certain time limit.

It is easier to have one leader give one type of note but it is workable to have a leader give out 2 different notes as long as there is a few steps between them e.g. \$5 and \$100, or \$50 and \$1000. It requires much agility from the leaders who need to deal with several handfuls of notes coming and going but it is well worth while.

The cubs who have played this game really love it. The idea of being handed large sums of cash for nothing really got them running around, even when the money wasn't real. A few cubs asked 'Why don't you use real money?' - obvious really, you wouldn't see the leaders for dust.

With leaders spread around an open field, the game took about 10 minutes to complete. It would be better, and would run for a longer period of time, if the leaders were hidden and the Cubs had to go around trails to find the leaders so they couldn't see who had gone where.