

THE MONOPOLY ALLEGORY

COOPERATION AS A POWERFUL LEVER AGAINST SPECULATION

LET'S PLAY THE GAME



IT TAKES A VILLAGE The challenge of protecting a village is not to prevent evolution through common and cooperative action.

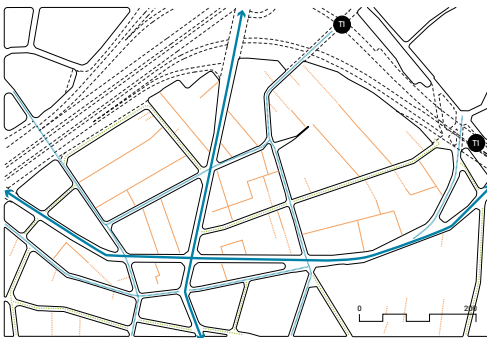
HERITAGE The neighborhood of Les Ormes, a landscape to be preserved, a unique feature of the metropolitan area.

SHARED ACTION Right-sizing the interventions and the players in charge by shifting responsibilities from the individual to the collective, to the public.

PREVENTION

ANTICIPATING METROPOLITAN DEVELOPMENT TO FIND A PLACE IN IT

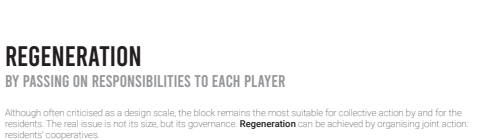
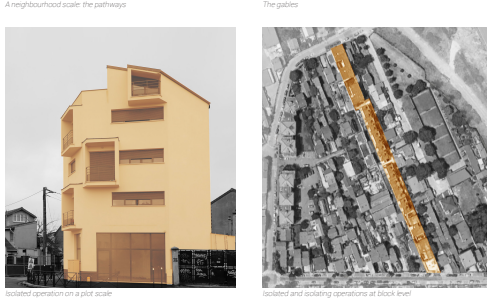
A diversity of road networks to be preserved and strengthened, enabling a rapid transition from the roadway to a calm and peaceful village centre. Exceptional urban depth that needs to be preserved while integrating into the metropolitan project and reducing the areas isolation.



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- THE VILLAGE STREET - A LANDSCAPE CHARTER**
Streets used mainly for services, grouping all forms of mobility on the street (current practices) and parking government thicknesses to provide comfort and livability.
- NEIGHBOURHOOD ROUTES - THE KEY TO DAILY LIVES**
A district that is not easy to experience, which preserves it but isolates its residents. Connecting intimacies by restoring pathways restoring a physical link that supports social cohesion.
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A LANDSCAPE RESOURCE WITH A DISCREET YET ASSERTIVE IDENTITY

LES ORMES: A METROPOLITAN VILLAGE



- FROM BOUNDARIES TO BONDS - WALLS AS A CONNECTION TOOL**
The renovation of walls and low walls can be carried out directly by residents. The aim is to fulfill one of the following criteria: to become a medium for gestures or artistic expression, or to make the necessary improvements to encourage the passage of small fauna.
- THE GABLES - FROM BLIND TO SPOTTED**
The appropriation of the gables can be the subject of collective work, both in the design and in the implementation of its enhancement. It is proposed that local residents get together on a block-by-block basis to decide which gables should be publicly displayed, as landmarks along the various routes and as symbols of a collective identity.
- BUILDINGS AND PLAYS - A LOGIC OF ADJUSTMENTS**
The district has inherited a narrow, longitudinal agricultural parcel of land that forms multiple aggregates. This typology is at the origin of the architectural diversity of Les Ormes. Today, however, it needs to be questioned in terms of the comfort and livability of the architecture that has been built.
- PUBLIC LAND - A LIMITED POTENTIAL**
Four mastered sites to be developed as part of an interlocking strategy. The first is a driving force for urban renewal, the second is strategic in terms of rebuilding social ties, and the last two are opportunities to develop social services at the neighborhood level.
- THE BLOCK - A SCALE OF OPERATION TO BE REORGANIZED**
A scale of operation that seems relevant to the concerns of speculation and neighborhood preservation. What if the issue was not the scale but the governance of the operation?



SIMPLIFIED RULES

Originally invented in 1902 by Elizabeth Magie under the name The Landlord's Game, Monopoly was conceived as a political tool — a critique of land rent systems. Magie devised two sets of rules: one promoting cooperation and mutual aid, the other celebrating accumulation and the elimination of opponents. The version known today is, of course, the latter.

OBJECTIVE OF THE GAME

- ◆ In this reimagined version, residents play not against each other, but against a powerful opponent: the Gentrifier. The Gentrifier begins with four times more capital. To resist, the residents must pool resources and organise collectively. They are free to form teams — called Housing Cooperatives — in order to regain control over their neighbourhood's future.

WINNING THE GAME

- ◆ At this point, the players have already won — by exiting the speculative property market. In a few rounds, or a few years, they benefit from:
 - ◆ Revalued properties — stock
 - ◆ Stabilised land prices
 - ◆ Preservation of the area's working-class population
- ◆ Resident-led improvements, funded through cooperative savings (shared gardens, guest rooms, communal kitchens...)
- ◆ An overall rise in quality of life, grounded in what the community chooses to share

THE INFRASTRUCTURE TILES

- ◆ Infrastructure spaces provide the collective tools necessary to scale up the cooperative vision: meeting rooms, DIY workshops, shared tools, waste materials, and any function requiring a supra-cooperative scale.

KEY RULES AND MECHANISMS

- ◆ **Exiting the System:** Cooperative shares are indexed to inflation, not speculative market values. In the event of death, inheritance fees remain stable, preventing forced sales to the Gentrifier. In this way, the cooperative model safeguards intergenerational transmission — a key lever against gentrification.
- ◆ **Voluntary Departure:** Members wishing to leave can either sell their shares back to the cooperative (if sufficient reserves exist), or to a new member approved by the existing group — ensuring alignment with the shared values enshrined in the charter.
- ◆ The longer a cooperative exists, the more attractive it becomes. Thanks to price stability and a strong sense of community, welcoming new members is rarely a challenge.

LET THE GAME BEGIN

- ◆ Each member contributes a monthly fee equivalent to one third of the local market rent. The cooperative is non-profit and operates at financial equilibrium. Contributors cover:
 - ◆ Maintenance costs (reduced through shared services and economies of scale)
 - ◆ A savings fund for future projects
 - ◆ Administrative and operational expenses of the cooperative

It's through play that we understand... and through understanding that we begin to care.

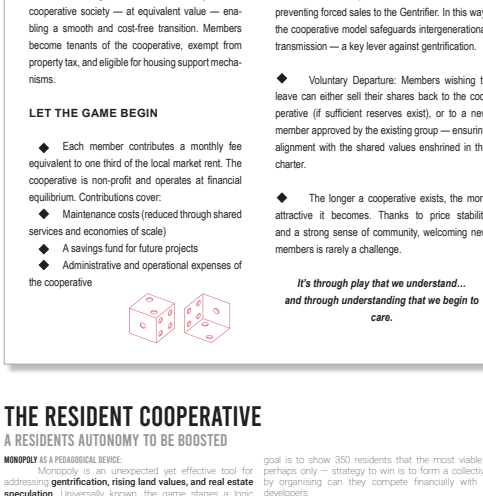
THE RESIDENT COOPERATIVE
A RESIDENTS AUTONOMY TO BE BOOSTED

Monopoly is an ill-recognized yet effective tool for addressing gentrification, rising land values, and real estate speculation. Universally known, the game allows a logic of property accumulation, evicting of the vulnerable, and rentier profiteering.

Cooperation as a Strategic Response

In Switzerland, cooperative housing has existed since the 1920s as a response to high property prices. Today, it remains broad access to affordable housing. In France, such initiatives were largely constrained until the Act of 2014 that key barriers.

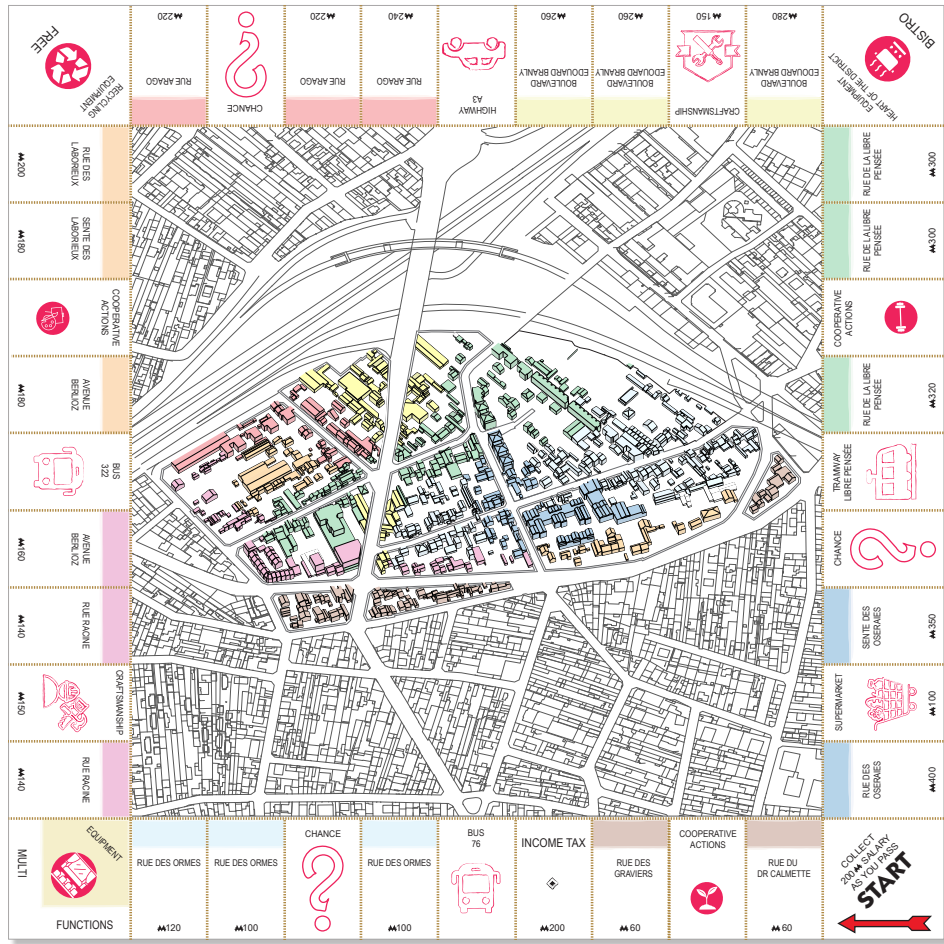
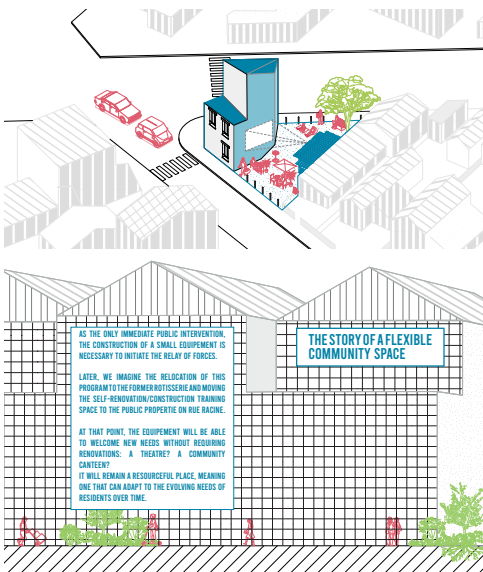
For Romainville, Ormes' neighbourhood, we believe that fostering collective ownership through cooperatives is the most robust answer to the challenges at hand — gentrification, growing precarity, and preserving the area's unique landscape character. In this version, the board is adapted to reflect the streets of Romainville, encouraging players to cheat the system.



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A RESOURCE FACILITY FOR LONG-TERM PUBLIC STRATEGY

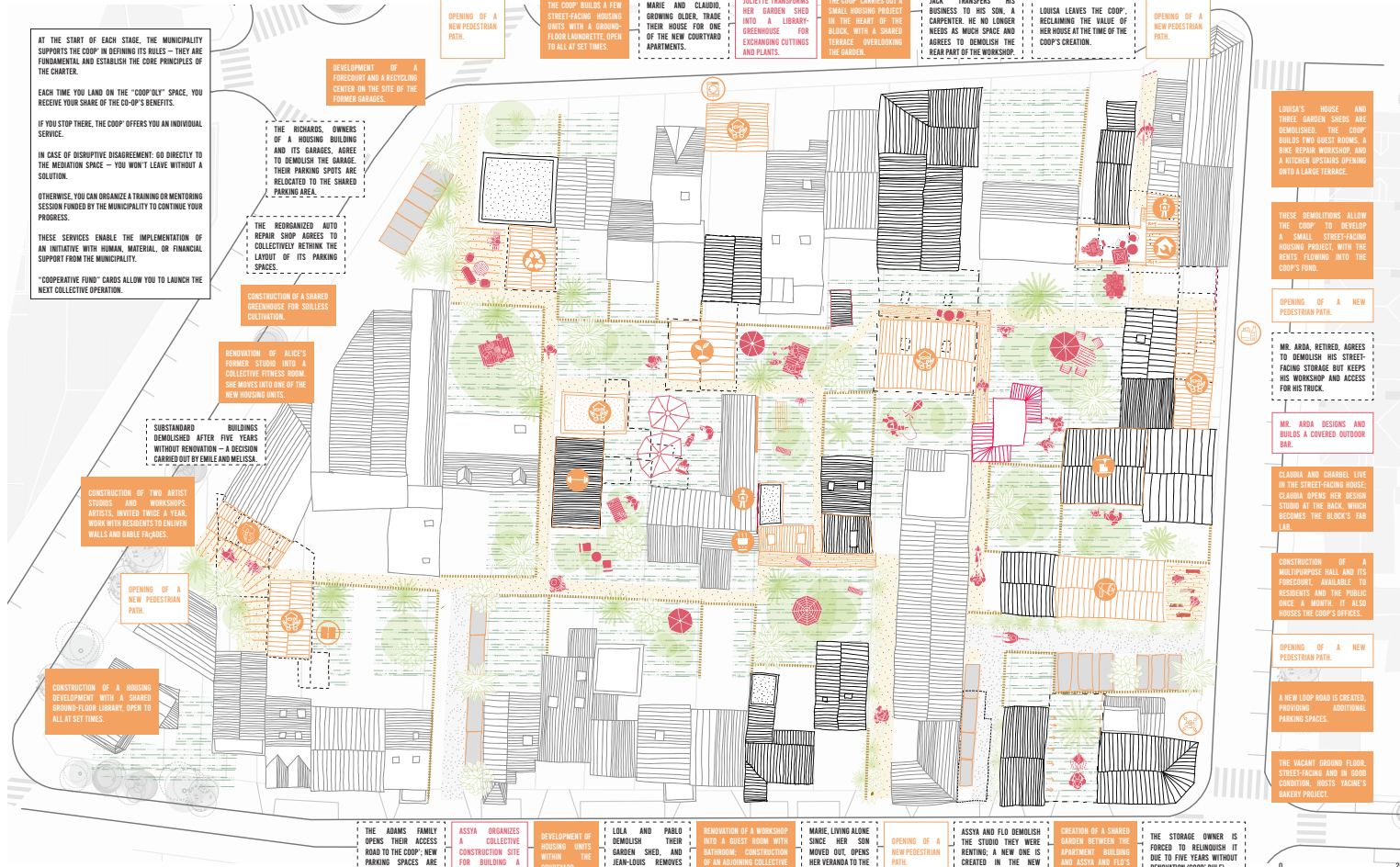
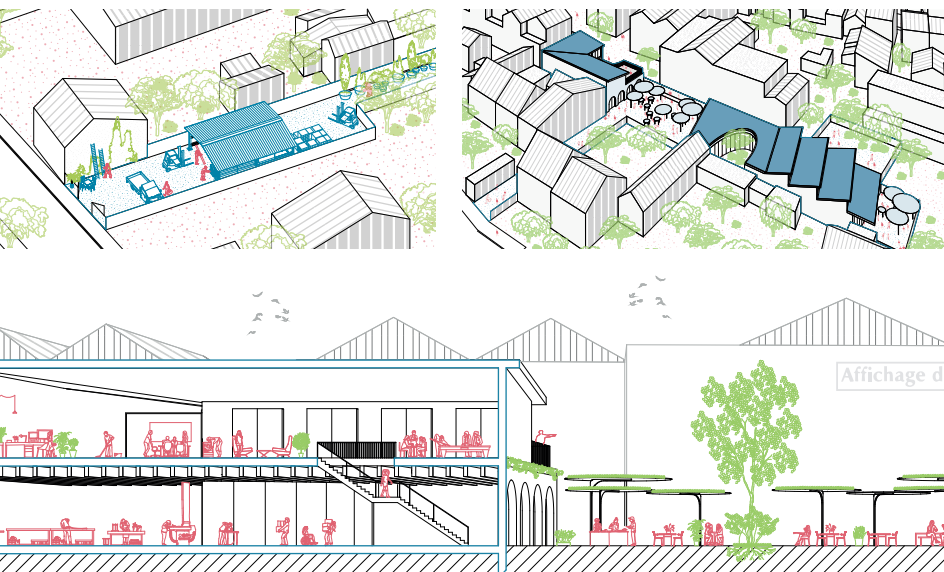
PROVIDING A FLEXIBLE EQUIPMENT SUPPORT STEP BY STEP THE COLLECTIVE DYNAMICS



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EQUIPPING RELAYS IN A FAIR AND CONCERTED MANNER



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