

MoPoS – A Monetary Policy Simulation Game

MoPoS (short for: Monetary Policy Simulation Game) is a computer game which lets the player act out the role of a fictitious central bank by implementing monetary policy in a simple virtual economy. The purpose of the game is to give the player a feel for the options and limitations of monetary policy. There is, however, no connection whatsoever between MoPoS and the monetary policy conducted by the Swiss National Bank.

On the one hand, no special background knowledge is necessary to play the game, which has been designed for interested lay persons as well as pupils and students. Since, on the other hand, it allows the model specifications (monetary policy regulation, parameter values, shock characteristics) to be altered at will, informed users will also find numerous forms of application. MoPoS was developed by former National Bank economist Yvan Lengwiler.

The programme requires Microsoft Windows 95 (or better) and Microsoft Excel 97. The programme has not been tested with Excel 2000. No MacIntosh version is available. If you want to play the MoPoS game, download the file "MoPoS.exe" (a self-extracting ZIP file) onto your hard disk. Then run the file and select "unzip". This will download all the required files of the game onto your hard disk.

Version with directions for playing in English only	EXE [1645 kb]
Version without directions for playing	EXE [410 kb]
Version with directions for playing in English, German and French	EXE [4099 kb]
Alternative version without directions for playing	EXE [165 kb]

The MoPoS programme has had difficulty with some Excel configurations. Users experiencing such problems are kindly asked to use the alternative version of MoPoS below.

Directions for playing the game are also published in the Quarterly Bulletin of the Swiss National Bank: [MoPoS - A Monetary Policy Simulation Game PDF \[1511 KB\]](#)