**Homeless System Simulation Instructions**

**Object**

The object of the game is to place as many beads into permanent housing as possible and to prevent beads from exiting your system into unsheltered homelessness.

**Points**

Your team should aim to have the lowest score possible. Points will be added to your score for the following reasons:

* The number of beads on the Transitional Housing and Emergency Shelter sheets at the end of each round
* The number of beads in the Unsheltered Homelessness bin at the end of the game.

Points will be subtracted from your score for the following reasons:

* The number of beads in the Market Housing bin at the end of the game
* The number of beads on the Rapid Re-Housing sheet at the end of the game
* The number of beads on the Permanent Supportive Housing sheet at the end of the game

The group with the lowest points at the end of the game time wins.

**Player Roles**

Each player is responsible for following instructions to replace, exit, and accept beads within the parameters on their cards.

The scorekeeper will read the System Event card at the beginning of each round, and fill out the Game Scorecard at the end of each round.

**Game Setup**

At least seven players sit in a circle. Distribute game boards, beads from the “Game Set up Beads” bag, and accompanying cards to each player. These must be distributed in the order listed below. Only one bead can occupy a slot, but they may be placed in any order.

* Scorekeeper: Scorecard and System Event cards
  + No beads
* Player 1: Intake board and cards
  + No beads
* Player 2: Emergency Shelter board and cards
  + 6 red beads
  + 14 clear beads
* Player 3: Rapid Re-Housing board and cards
  + 1 red beads
  + 9 clear beads
* Player 4: Outreach board and cards
  + 2 red beads
  + 6 clear beads
* Player 5: Transitional Housing board and cards
  + 4 red beads
  + 12 clear beads
* Player 6: Permanent Supportive Housing board and cards
  + 12 red beads
  + 8 clear beads

**Game Play**

Step 1: The scorekeeper reads a **System Event** card.

Step 2: If the System Event card allowed for a conversion or addition, the group should decide what, if anything, to add or convert. If the group fails to decide on a change during the allotted time they forfeit the opportunity.

Adding a Program

If your System Event card allows you to add a program, and your group chooses this option, use the Extra game board. The player who is currently managing the program you selected to add should be given this Extra board to manage. For example, if your group decides to add a new Emergency Shelter program, the player with the Emergency Shelter board will be in charge of the Extra game board as well.

Opening the Diversion Column

If your System Event card allows you to open the Diversion column, and your group chooses this option, you should utilize column F on the Intake board and follow the instructions on the Intake cards in regards to this column.

Converting a Program

If your System Event card allows you to convert a program, and your group chooses this option, simply cross out the title of the program you wish to convert on that game board and write the new program name. The number of slots will stay the same, and the beads currently in the program will remain. The player with the converted board will now follow the same instructions as the other player with that board. For example, if your group decides to convert Transitional Housing to Rapid Re-Housing, the player with the Transitional Housing board should write Rapid Re-Housing on top of their board and follow the Rapid Re-Housing game cards. Additionally, the newly converted program will now take their turn when the original Raid Re-Housing player does.

Step 3: Each play should read their **Program Event** card.

Step 4: Starting with Intake, each player should carry out the actions listed on their card, taking note of any Program Rules. The game will go a little faster if the player with the Intake board starts setting up for the next round while other players are completing their turns.

Step 5: Once every player has taken their turn, players with the Emergency Shelter and Transitional Housing boards should report to the scorekeeper how many beads remain on their boards.

**Concluding the Game**

When all the rounds are completed, the scorekeeper will need to record the number of beads:

* In the Unsheltered Homelessness bin;
* In the Market Housing bin;
* On the Rapid Re-Housing board; and
* On the Permanent Supportive Housing board.