**Homeless System Simulation Game**

**Assembly Instructions**

**Game Boards**

Each game receives one each of the following game boards:

* Intake/Diversion
* Emergency Shelter
* Rapid Re-Housing
* Outreach
* Transitional Housing
* Permanent Supportive Housing
* Extra

We recommend keeping the boards in this order as this is the order the boards will be used when playing. Include one copy of the Homeless System Simulation Instructions sheet and the Game Scorecard.

**Game Event Cards**

Each game receives a one of each of the following game cards:

* System Event
* Intake/Diversion
* Emergency Shelter
* Rapid Re-Housing
* Outreach
* Transitional Housing
* Permanent Supportive Housing

When the game is distributed to players, the player in charge of the Game Scorecard will also be given the System Event cards to read. The Extra game board does not have corresponding cards.

**Game Beads**

Each game should receive a plastic bag full of game beads for each round (a total of five), plus one bag labeled Game Start up Beads. The Game Start up Beads bag receives exactly 25 red and 49 clear beads. The remaining 5 bead bags receive roughly 50 beads each.

**Market Housing and Unsheltered Bins**

Finally, you’ll need two plastic bins, one labeled “Market Housing,” and another labeled “Unsheltered Homeless.”