

STANDING ROOM ONLY: THE SRO GAME

In the “SRO Game”, players represent people living in a city neighborhood: workers, professionals, property owners, the unemployed, and people who are homeless. All coexist in the same neighborhood and struggle to survive by acquiring status, economic stability, peace of mind, and health. The game is played in a series of rounds in which participants move around the room to “stations” representing community institutions, like a trendy restaurant, a homeless shelter, a grocery store, or a bar. At the end of the game, several people have ended up sitting on a blanket while other people have been able to fill their wallets with status, money, and other resources. The debriefing after the game allows participants to move from their individual experiences to see the variety of experiences that other people have and the ‘unwritten rules of the game’ that shape everyone’s experiences.

The SRO Game was originally developed by Beverly Ovrebo as a part of her dissertation about the Single Room Occupancy (SRO) hotel community in San Francisco’s Tenderloin District. SRO’s are a form of “affordable housing” – relatively inexpensive rooms without a private bathroom or full kitchen. Many SRO’s can be found in urban communities where those without enough money to live anywhere else struggle for survival on the same streets where economically secure people attend the opera or dine at famous restaurants.

The game is designed to demonstrate four main points about homelessness and poverty:

1. What you start out with, in a large part, determines what you end up with.
2. Society’s “unwritten” rules – the rules of the game about Status and Stigma – help perpetuate homelessness and other kinds of economic injustice.
3. Everyone is playing a different game. We each develop different rules that make sense to us – the things a police officer or a social worker or a homeless person might do are not so much irrational as they are a way of playing the game according to rules that fit the situation in which we find ourselves.
4. The struggle of the poor is not just a struggle to survive, but a struggle to retain identity and sense of self.

The SRO game is part of the Bay Area Homelessness Program’s [Homeless Education Kit](#), funded by the Evelyn and Walter Haas, Jr. Fund in San Francisco.

The game requires a minimum of 15 players and has been played with up to 80 players at one time. The game requires approximately 1 hour and 10 minutes to 1 1/2 hours total time. Included in that time is “playing time” and a debriefing afterward. **Do not play the game unless you have at least 20 minutes to debrief the participants.**

In this manual you will find:

1. Instructions for playing the game, including a script to read to the players.
2. Instructions for facilitating a debriefing of the game and reviewing major lessons from the game.
3. Instructions for Setting Up the Game.

PLAYING THE GAME

Note to Facilitator: This section includes a sample script. All of what you should SAY to the players is in regular font, including information about the game and instructions. What you should DO *is in italics*. **It is suggested that you read the script VERBATIM, slowly, demonstrating the “Stations” and “Status and Stigma” sections for the players (see the bold-face type).** Only read the script once, and do not answer very many questions. (Remember, the point is not what the rules are, but to play and make up some of the rules as the game goes along.) If there is time, the facilitator may repeat information in response to questions or can close questions by saying, “Well, no one starts life knowing the rules. You just have to learn them or make them up as you go along.”

Another note: At the end of this section is a list of questions or problems the facilitator might encounter during the game.

Introduction:

In this game, which we will play for 35 minutes, you will take roles as residents of the Tenderloin and try to figure out your own rules for the “game of life”. We will discuss the outcome of the game and its meaning afterward. What I am going to do now is briefly explain how the game is played. **(LOUDLY:) I WILL GIVE THESE INSTRUCTIONS ONE TIME ONLY. PLEASE LISTEN CAREFULLY.**

Neighborhood:

Welcome to the Tenderloin! Around you on the walls are some of the places in this neighborhood (*point to the various stations...*) When the game starts, you will get a chance to move around in the neighborhood.

Objectives:

(*Point to the “Objectives of the Game” chart.*) There are two objectives to this game:

- 1) Stay in the game
- 2) Preserve your reputation (get rid of stigma and gain status).

I’ll explain more about the objectives in a second.

Wallets:

Each person has received a wallet, and who received which wallet was randomly determined. In your wallets you may find some of the following: Health Cards, Peace of Mind Cards, Money Cards, Status “post-its”, Stigma “post-its” & Property Deeds.

You will also find a plastic name badge holder with a pin on the back -why don’t you put this on now....you’ll need it soon.

Each of the “Cards” has a point value (*refer to “Exchange Value” poster*); Peace of Mind cards, blue --like a tranquil ocean, are worth one point. Health Cards, red-- like blood, are worth 2 points. Money, green, is worth three points. If a wallet includes a property, this means that person is the owner of that property. Why don’t you count your cards now—see how many points you have in your wallet.

This next rule is very important: to stay in the game, you must have two cards at all times: you must have both a Health Card and a Peace of Mind Card with you at all times. If you run out of one of Health Cards and Peace of Mind Cards, then you have “dropped out of the game”, and you have to stop playing and sit or lie down on the blanket in the center of the room for the rest of the game.

Status & Stigma

Status: This is a plain post it note. You must wear your status so that everyone can see it. If you have status in your wallet, put it on now by sticking it to your name tag holder. Let’s see who has lots of status... why don’t you stand up. Wow! Look at them! They have status. Their goal in the game is going to be to get even more status. Status can be bought, but it is expensive. It takes 4 points to get status. You can also get status by going to stations that give you Status or associate with other people who have status.

Stigma: This is a post it note with a Ø sign. You must wear your stigma so that everyone can see it. If you have stigma, put it on now by sticking it to your name tag. Who has stigma? Stand up please. Let’s see who the troublemakers will be!. Good luck getting rid of it! Anyone can get stigma by going to stations with stigma or associating with others who have stigma. If you associate with a person who has stigma, you get stigma.

Pointing at the Status and Stigma Rules Chart: To get status you have to land on a station that gives status or associate with a person that has status. You get stigma when you land on a station that gives stigma or if you associate with a person that has stigma.

There is one important thing to remember about Status and Stigma: **“Get One, Lose One.” You cannot have Stigma and Status at the same time.** (*Demonstrate with the “Status and Stigma Rules” chart.*) If you

(*select someone from the group*) have two Stigma post-its and you get a Status post-it, then you could take off one of your stigma post-its, it cancels out the Stigma. Or (*select someone else from the group*) if you have a status post-it and go somewhere or associate with someone who has stigma—you get a stigma post-it too. That would cancel out your status post-it! You would not get to wear any status until you can gain another status post-it.

You must wear your status or stigma post-its at all times during the game. The police officer has an important job: The officer will make sure that people are getting status or stigma.

Property Owners

One more thing. Who has white **property deeds** in their wallets? Wave your property deeds in the air. Wow—look at these property owners! Look around the room to see what station you own.

- Property owners may stay at their station during each round without consequences except for getting stigma or status.
- **If you own a station you are responsible for it. Each station has an envelope and you control that envelope in addition to your own wallet. Property owners must stock their station at the beginning of a game.** You have to make sure that people who visit your station do what they are supposed to do.
- Or you can hire another player to run your station for whatever salary they agree to...then you can go travel to other stations. (Remember to watch out for people with stigma!—if you hire someone with stigma, you'll get it too!)
- You are responsible for using **your own cards** (Health, Money, Peace of Mind) to conduct any transactions on your station. If you are going to run out of cards, you can trade for necessary cards with other players or you can go to the bank to buy the necessary cards. For example: if you are supposed to give out Peace of Mind in exchange for Money, you may need to buy more Peace of Mind cards at the bank. **If you don't keep your station working, the police officer can jail you!** So make sure you are taking care of your station.

Rounds:

The game has ten rounds, each will last about 2 minutes. I will start each round by blowing a whistle and will announce what will happen during that round. During a round, everyone—except those who have lost their health and peace of mind cards and are on the blanket-- can move around to various stations and do whatever you like...you can just walk around, you can make transactions at any stations, you can trade things or buy things from the bank.

The round ends when I blow a whistle. **At this point each of you has 20 seconds to be touching one of the stations. You can't loiter. You have to be touching a station and make the required transaction.** Loitering players are arrested by the police officer and spend the next round in jail. The beginning of a new round is signaled by when I blow the whistle again.

(*Note to facilitator: depending on your audience, you may want to start and finish rounds by turning on and off the lights, banging a drum or a gong, etc...*)

Stations & Transactions:

At each station you have to do something with your cards. Each time anyone stays at a station they must conduct the transaction posted at the station. Property owners must make sure that people visiting their station do the right transaction.

Let's do an example: Let's say you visited the Trendy Restaurant (*or facilitator may choose another example*). You have to pay 2 Money and you get 2 Peace of Mind cards and 1 health card and 1 status card. Got it? It is the responsibility of the property owner, or their employee or the police to make sure the transaction happens. Property owners can get free status or stigma post-its from the bank to re-stock their stations, but property owners have to buy or trade their cards to make sure they have enough cards to make the right transactions.

Police Officer

So far, I've given you a lot of rules. Who will enforce them? One wallet says that someone is the police officer. Who is that? (*Go to the player who is the police officer.*) You are in charge of the jail, and have four responsibilities:

1. You must jail anyone who is not on a station within 20 seconds after the end of a round
2. You must be sure that everyone has at least one Health card and one Peace of Mind card at all times—if you catch anyone who doesn't, put them on the blanket.
3. You must also make sure that people get Stigma and Status when they are supposed to.
4. You may respond to accusations of stealing or breaking the rules and penalize other players as you see fit.

NOTE: The police officer does not get Stigma for checking on people with Stigma or jailing them. But, if you go too easy on anyone with Stigma or are too harsh on those players with Status, I can give you Stigma. As the facilitator, I am the final judge when there are disagreements. Keep in mind, judges are not always fair.

Social Worker

One wallet says that you are the Social Worker. Who is that? (*Go to the player who is the social worker.*) You are in charge of all the public stations (*which are the public hospital, the public library, the soup kitchen and the shelter, depending on the number of players*), and you can give advice to other players. That's right, you are in charge of all of the public stations and have to make sure that all of them are running. You may use the cards in your own personal wallet if you want. Sorry, I don't have any advice to you about how to do this work.

Banker

(*Go to the banker, who is usually an assistant of the facilitator.*) This is the banker and s/he is available to all of you throughout the game to exchange Health, Peace of Mind, Money, or Status according to the points on the cards. You can trade any cards here. For example, if you have money you can buy Peace of Mind or Health or Status. If you have a lot of Peace of Mind you can buy Money or Health or Status. If a station or the social worker or police need more stigma or status post-its to complete a transaction, go to the banker—these are free. On paydays for unemployment checks or welfare, the banker also acts as the welfare/unemployment office.

Okay, are there any questions? ***Don't answer very many questions—you can repeat parts of the information above, but don't elaborate. You can say:*** well, no one starts life knowing the rules. You just have to learn them (or make them up) as you go along. Let's start the game!

THE FACILITATOR'S ROLE DURING THE GAME

During the game, the facilitator's job is to:

- indicate the beginning and end of each round (blowing the whistle to signal the beginning or end of a round)
- announce and initiate any events of each round
- help the police officer, especially by enforcing Stigma
- be the judge if a dispute arises and dispense punishment, but not necessarily to be fair
- help the banker (handing out additional stigma or status post-its...helping collect cards, if necessary)

Example of how to conduct the rounds:

Facilitator announces: This is Round Number 3! Because of inner city stress, everyone loses one peace of mind card! Each of you must give one POM card to me (*or to the Banker*). *Blow Whistle to start the Round!*

After 2-3 minutes, blow the whistle to end the round. Everyone must be touching a station within 20 seconds (except for the police officer). If there are people not touching a station, the police officer takes them to jail. Then announce the next round.....

Rounds of the Game:

1. There is no event. *Let people get used to the game.*

2. No event. *Let people play the game.*
3. *Facilitator starts round by announcing that* because of inner city stress, everyone loses 1 Peace of Mind Card (give to the bank).
4. *Facilitator starts round by announcing that* a storm hits. Everyone loses 1 Health Card (give to the bank).
5. *Facilitator announces* Pay Day for unemployment/welfare payments. (*At this point the banker can change hats and give out money as the welfare office*) Give 2 money cards and one stigma card to each player who is not an employee nor a property owner. Choose 3 people at random and do not pay them saying that they have not tried hard enough to get a job.
6. No event. (social worker is out to lunch—all public stations are closed: the library, the hospital, the soup kitchen, the shelter)
7. Lottery. Facilitator has players write their name on any card, collect all from people who want to play, draw a winner, and give that person all the cards collected. (*give cards to the banker who puts them in his/her hat and draws the winner*)
8. *Facilitator announces that* a major crime occurs in the neighborhood. Everyone loses 1 Peace of Mind Card. Pay to the bank.
9. Pay day. *Same as earlier.*
10. No event. Last round.

You might choose alternative rounds such as a round in which everyone has to go eat (all players must go to an eating station “Go buy lunch.”—the corner store, the trendy restaurant, the soup kitchen, the fast food joint, or the grocery outlet) or a round in which everyone has to sleep (must go to a sleeping station—the SRO Hotel, the Grand Hotel, the Shelter, or the Alley). Or you might want to start a round of “let me see your cards—to make sure that everyone has 1 Health card and one Peace of Mind card.

Some problems you might encounter during play time:

- It seems really chaotic and people don’t know what they are doing!!! That’s ok...don’t rush the pace and let the round keep going a little. Chaos during rounds is normal!
- People are stealing. This is okay as long as it does not get so out of hand that no one is really playing the game.
- The police officer or the banker is corrupt. This is okay, do not worry about it unless it really gets out of hand. Then suggest they tone it down.
- Anyone, but especially the police officer, starts “playing Robin Hood,” – that is, giving favors to people with Stigma or trying to take away status through any other means than by giving Stigma. Jail them and give them Stigma.
- People are “dropping out of the game” too fast. This is okay. Their frustration will help the discussion later. If you think too many people are dying before the game is really going, make the pay day round come sooner.
- No one is “dropping out of the game”. Usually only 1-3 people drop out of any game. If no one is dropping, have fewer paydays, and only pay *some* people. Tell the others that they do not deserve it because they have not been trying hard enough to get a job.
- People ask too many questions. Repeat the instructions if you have time, but do not give advice. Do not answer the questions by those who do so persistently.
- Noise gets out of hand. Have an extra long “night”—the time between the end of the round and the beginning of a new round-- and speak quietly as you explain the event for that round.
- The social worker will run out of cards. Give them more once or twice, but then refuse. Announce loudly that “there is a federal budget deficit and extra resources cannot be spared for the public stations. Anyone who wants to donate money or resources to the public station may do so.”
- People will have both Status and Stigma. This is not supposed to be possible, so take away both post-its, while explaining the rule.
- People will be out of the game and not notice it. Check folks’ wallets as you walk around and if they do not have one Peace of Mind card AND one Health card, put them on the blanket—they are out of the game.

INSTRUCTIONS FOR DEBRIEFING THE GAME

As important as playing the game is debriefing the game in group discussion. The purpose is to move people from their individual experiences to see the variety of experiences other people had and to help the participants analyze the message of the game. The designers of the game had four points to make, which you can try to bring out in the discussion:

1. What you start out with, in a large part, determines what you end up with.
2. Society's "unwritten" rules – the rules of the game like Status and Stigma – perpetuate homelessness and other kinds of economic injustice.
3. Everyone is playing a different game. We each develop different rules that make sense to us – the things a police officer or a social worker or a homeless person might do are not so much irrational as they are a way of playing the game according to rules that fit the situation in which we find ourselves.
4. The struggle of the poor is not just a struggle to survive, but a struggle to retain identity and sense of self.

The following is a list of suggested questions and exercises that you can ask everyone to bring out the above points.

1. What you start out with determines what you end up with: *Have the participants add up the contents of their wallets and compare it to what they started with (which should be written on the outside of the envelope already).*

- Who had the highest score? Who had the lowest score?
- Let's figure out what this game means... How did it feel when you realized that your envelope was different from other people's? In real life is your envelope different from others? Do you remember when you found that out? Does it matter that we don't have a "level playing field" in this country?
- Did you start and end with the same amount in your wallet? Who ended up better than when they started? Why do you think that happened?
- Who ended up "leaving the game" or on the blanket? Why do you think that happened? How did those of you who had to leave the game feel? Did those of you who stayed in the game notice those people who had dropped out?
- Did it matter if you were a woman or a man? Does that reflect real life? Would it matter if you were a person of color or elderly or had a disability?
- Who stayed in the game, but feels like they did not achieve "success"? What happened to you?
- Could any of the things that happened in this game happen in real life? What are some examples?

2. Society's "unwritten" rules – the rules of the game like Status and Stigma – perpetuate homelessness and other kinds of economic injustice.

- How hard or easy was it to get Status? Stigma?
- How did other players react to you if you had Stigma? If you had Status?
- In real life, how do you know someone has status? Or how do you know someone has stigma? What kind of things might give you stigma in real life?
- What about stigma contamination? Can you give me an example of this in real life?
- For those of you on the blanket, how did you get there? How did it feel to be out of the game?
- Did anyone beg?
- For those of you who were able to stay in the game, did you notice the people on the blanket? What did you think about them? How did it feel to walk over or around the people who were on the blanket?
- Is it true that status costs more than health or peace of mind? Are there things that matter more than money and health? What are they? What kind of things might happen in real life that tell you people value those things more than money or health? (*you are looking, in part, for some of the reasons why people who can't have success in the game might turn to drugs or alcohol...*)

3. Everyone is playing a different game and struggles to hold onto their identity. We each develop different rules that make sense to us – the things a police officer or a social worker or a homeless person might do are not so much irrational as they are a way of playing the game according to rules that fit the situation in which we find ourselves. _

- What were the social worlds people traveled in? What were the rules that each social world had?
- How did it feel to be the social worker? What happened to you? How did it feel to be the police officer? What happened to you?
- Do you agree that this point system reflects real life? Is status really worth more than money? Is health really worth less? Are there things that matter more than money or health? What are they? What kind of things might happen in real life that tell you people value those things more than money or health? (You are looking, in part, for some of the reasons why people who cannot have success in the game might turn to drugs or alcohol. This is what many homeless people describe as necessary peace of mind.)
- Did anyone cheat? Describe what you did. Did the cheating get you ahead? Is there a real life parallel to this type of cheating? In real life do people get ahead by cheating? (Take some time here – the answers Yes and No both apply – ask why and for who?)
- Did anyone think about giving away their money?
- What other things did you notice that happened in the game and were realistic? What was not realistic? Why? How is it really?

CONCLUDING POINTS

What do you think the lesson is? What is the moral of this story? The designers of this game had four main points to communicate:

- **What you start out with, in a large part, determines what you end up with.** We do not have a level playing field in this country. If you are born without wealth, it is difficult to obtain it. Do you think that is true? How do you know? The way we distributed property and money in envelopes was actually much better than reality. In reality, over 50% of the families in this country have no wealth – that is, their debts exceed the value of their assets. Over 70% of the wealth is owned by just 10% of the families in the U.S. Can you imagine what it would look like if we made the envelopes show this reality?
- **Society’s “unwritten” rules – the rules of the game like Status and Stigma – perpetuate homelessness and other kinds of economic injustice.** So, for example, our unwritten rules against dealing with people who have Stigma prevent those people from getting access to opportunities. Can you think of some examples from the game or real life to illustrate this? (Examples: the unfairness of police, the unwillingness to talk to a homeless person – remember, most jobs are gotten through personal contacts, women get stigma and lose peace of mind more than men.) We do not talk about status and stigma very often, but they motivate us. The pain of stigma, for example, can drive us to do many things. Can you think of any? (Examples: drugs, alcohol, violence in revenge.)
- **Everyone is playing a different game.** We each develop different rules that make sense to us – the things a police officer or a social worker or a homeless person might do are not so much irrational as they are a way of playing the game according to rules that fit the situation in which we find ourselves. Is that true? Can you think of a way in which living under a bridge instead of in a shelter might be rational? Can you think of a way in which making people stand in line for hours to get a meal might be rational? One definition of justice might be when we can all play the same game.
- **There is a struggle on the streets not just to survive but to retain identity and a sense of self.** Look at the property owners who have money but still have stigma. Who gets labeled? “The homeless” obscures the identity of a person.

This game is not designed to make you feel hopeless. It is designed to make you more aware of how people start out with different envelopes, develop different “rules of the game” or strategies to play the game, and of the way that stigma and status plays out in our society to perpetuate poverty. It’s really important for everyone to be aware of all the dynamics that this game illustrates so that we can build lasting and appropriate policies and actions to end homelessness and build community without stigma and hopelessness.

SETTING UP THE GAME

The game requires a minimum of 10 and a maximum of 30 players. It takes approximately 1 hour and 10 minutes to 1 and a half hours. Including “playing time” and a discussion afterward. **Do not play the game if there is no time to debrief the game with participants.** If there is less time available, you may “short” the wallets so that players run out of cards sooner and the number of rounds may be cut.

Model Agenda:

Read aloud “Playing the Game”	10 minutes
Answer questions/clarify points	5 minutes
“Playing Time”	35 minutes (10 rounds of 2 minutes each and extra time between rounds)
Debriefing and processing	20-30 minutes

NOTE: There are two options for preparing for the SRO Game:

1. Purchase the SRO game box from the Bay Area Homelessness Program. This game box contains all the pieces and posters needed for almost instant preparation
2. Use the Templates provided on the Bay Area Homelessness Program web-site to create your own posters, charts, transaction cards, etc... This will include using a photocopier to enlarge the station posters and charts, and make copies of the transaction cards. Estimated additional preparation time: 2-3 hours.

Playing Pieces Provided (in box or as templates from the website):

1. 15 Station posters
2. 3 Flip charts – Objectives of the Game, Exchange Values of the Cards, Status and Stigma Rules
3. Peace of Mind, Health, and Money Cards
4. 9 Property Deeds
5. Labels for the Wallets and for Station Envelopes

Playing Pieces You Need to Gather & Create:

1. Several packets of Post-its notes– half of the post-its should have a Ø drawn on it to represent *Stigma*; the clean post-its represent *Status*
2. Plastic name badge holders with pins on the back (one for each player) – these are recommended for easily attaching the Status and Stigma Post-its to players during the game
3. Masking tape
4. Two badges –one each for the police officer and the social worker.
5. “Wallets” for each player – A regular small envelope –one for each player-- will serve as a “wallet” for the player. Pre-stuff these “wallets” according to the “SETTING UP THE WALLETS” chart. Include one plastic name badge per wallet. These badges will make it easy to stick status or stigma post-its on players.
6. Envelopes for each station –Each station must have its own envelopes stuffed according to the SETTING UP THE STATIONS chart.
7. Blanket (for players who “drop out of the game” to sit on)
8. Whistle or a party favor that makes noise
9. Bag or box for a lottery drawing
10. Banker’s hat (and other hats that you are able to collect....a facilitator’s hat, several hats for participants...it makes the game even more fun!)

GAME PREPARATION

1. Prepare the stations posters. Attached to this list of instructions are a series of “stations” templates which are photos with the name of the station and the transaction instructions. Photocopy them onto 11 1/2 x 17 paper so that they can be easily read. If you are unable to use the templates, create your own station posters using the chart below to include transaction instructions. You may choose to laminate these station posters for future use.

2. Prepare transaction & deed cards, and the 3 charts--all based on the templates.
Transaction and deed cards can be photocopied onto cardstock paper
 - Peace of Mind cards blue stock 20 sheets for 30 players
 - Health cards red stock 25 sheets for 30 players
 - Money cards green 10 sheets for 30 players
 - Deeds white one sheet for each deed

3. Prepare the three charts. Photocopy the Chart Templates onto 11 1/2 x 17 paper so that they can be easily read. If you are unable to use the templates, create your own charts with the following text:
 - Chart #1. **Exchange Values of Cards**

Peace of Mind	1 point
Health	2 points
Money	3 points
Status	4 points

 - Chart #2 **Reputation Policy**
 - **To Increase Status (Lose Stigma):** Land on a Station that gives Status, or Associate with another person that has status
 - **To Lose Status (Increase Stigma):** Land on a Station that gives Stigma, or Associate with another person that has stigma

 - Chart # 3. **Game Objectives**
 1. To Stay in the Game (You must have 1 Peace of Mind & 1 Health Card at all times)
 2. To acquire Status & to avoid Stigma

The Day Before

1. Choose a room large enough to comfortably hold all the players with space for them to walk around and for a blanket to be placed in the middle. Chairs and tables should be cleared from the room or set aside along the walls.
2. Stuff and label **player wallets**—one wallet per player. Each player’s “wallet” (envelope) is stuffed with Status or Stigma post-its, one name badge holder, the appropriate property deeds, and number of Peace of Mind, Health, or Money Cards that corresponds with that wallet. Use the “Setting Up the Wallets” chart. Each player’s wallet should be labeled with its contents so that during the discussion players can compare what they started out with to what they end with. The SRO Game Box contains the labels for 30 players’ wallets.
3. Stuff **station envelopes**. Use the “Setting Up the Stations” chart to determine how many Stations you will set up. Each Station has one envelope and that envelope will store the necessary transaction stigma and status for that station. Public stations will also have transaction cards. Use the “Setting up the Stations” chart to determine how to stuff the station envelopes. (The SRO Game Box contains the labels for each station envelope.)
4. Make sure that the three game charts (Reputation Policy, Exchange Policy, and Game Objectives) are ready. (The SRO Game Box contains these charts.)

30 Minutes Before the Game

1. Set up stations (tape up the station posters and firmly tape the station envelope beside the corresponding station)
2. Put up charts for instructions
3. Set up the bank with several dozen money, peace of mind, health cards, plus stigma and status cards.
4. Set aside props for facilitator (whistle, lottery drawing bag)

- Put down blanket in the center for people who “leave the game” to sit on

5 Minutes Before the Game

- Give wallets to participants
- Decide if you want to pre-select the players who will be a police officer and social worker. If you want to pre-select those and give them their wallets and badges (otherwise, these roles can be randomly selected by the wallets)

SETTING UP THE STATIONS

1. DETERMINE HOW MANY STATIONS you will need to play the game. The number of stations depends upon the number of players in the game. Below is a suggested chart for which stations to use. Remember to post the stations around the room at eye level. Group the stations in the room according to how one might find them in a urban neighborhood. For example, municipal and social services may be located in close proximity. One would not find a shelter next to a Grand Hotel.

2. Each station will have an envelope taped to the wall beside it. The chart below indicates how many of each type of card should be in the station’s envelope **before** the game starts. There should be at least 15 “status OR stigma” post-its in each station as described in the chart.

For up to 15 Players, use these 7 stations:

<u>Station</u>	<u>Peace of Mind (POM)</u>	<u>Health Cards</u>	<u>Money Cards</u>	<u>Reputation Post-its (20 each)</u>	<u>Transaction Required</u>	
					<u>Pay</u>	<u>Receive</u>
City Jail	0	0	0	Stigma	1 POM (male), 2 POM (female)	1 Stigma
Public Hospital	20	25	0	Stigma	Nothing	1 POM, 1 Health, 1 Stigma
Public Library	20	0	0	Stigma	Nothing	1 POM, 1 stigma
Corner Store	0	0	0	0	1 money	1 health
Trendy Restaurant	0	0	0	Status	2 money	2 POM, 1 health, 1 status
SRO Hotel	0	0	0	Stigma	1 Money	1 Health, 1 Stigma
Bar/Cocktails	0	0	0	Stigma	1 Health, 1 Money	2 POM, 1 stigma (male), 2 stigma (female)

For 15 to 25 players, use the 7 stations above and add these 3 stations:

Soup Kitchen	0	20	0	Stigma	Nothing	1 health, 1 stigma
Fast Food	0	0	0	0	1 Money	1 Health
Grand Hotel	0	0	0	Status	3 money	2 POM, 2 health, 2 status

For 25 or more players, use the 10 stations above and add these 5 stations:

Symphony Hall	20	0	0	Status	2 money	1 POM, 1 Status
Shelter	0	0	0	Stigma	1 health, 1 POM (f)	1 stigma
Porno Palace	0	0	0	Stigma	1 money	1 POM, 1 stigma (male), 2 stigma (female)
The Alley	0	0	0	Stigma	1 health, 1 POM (male), 2 POM (female)	1 stigma
Grocery Outlet	0	0	0	0	1 money	1 health

Setting Up the Wallets

Below is a suggested guide for filling the wallets. For example, wallet number 3 should include 10 Health Cards, 8 Peace of Mind Cards, 1 Money Card, and a property deed for the SRO Hotel. These contents should be written on the outside of the envelope for the players' reference during the discussion. The roles of police officer and social worker may be predetermined by the facilitator or left to chance assignment by the wallets. Note: if you have more than 30 people, make sure to add another police officer and social worker. Note: the owners of property control both the property envelope, located at their stations, and their personal wallet.

<u>Player #</u>	<u>Health Cards</u>	<u>Peace of Mind</u>	<u>Money Cards</u>	<u>Reputation</u>	<u>Property Deed/ Role</u>
1	16	8	2	1 Status	Corner Store
2	1	3	2		Bar
3	10	8	1		SRO Hotel
4	2	1	2	1 Stigma	Police Officer
5	2	2	1		
6	4	2	2	1 Stigma	
7	1	6	2	2 Status	
8	1	1	2		
9	5	3	5	2 Stigma	
10	2	4	2		
11	2	1	12	2 Stigma	Social Worker
12	1	2	1	1 Stigma	
13	10	7	3	2 Status	Trendy Restaurant
14	8	4	2	1 Status	
15	4	2	2	2 Stigma	
16	1	2	1		
17	1	1	2		
18	12	6	1	1 Stigma	Fast Food
19	3	2	3	2 Stigma	
20	2	3	1	1 Stigma	
21	8	8	3		Grand Hotel
22	2	3	1	1 Stigma	
23	1	3	2	2 Status	
24	2	1	2	1 Stigma	

25	12	6	3	1 Status	Grocery Outlet
26	6	4	2	2 Stigma	Porno Palace
27	2	5	4	1 Status	Symphony Hall
28	1	3	1	1 Stigma	
29	1	2	0	1 Status	
30	6	3	4		