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Homeless

A Struggle to Survive Each Day

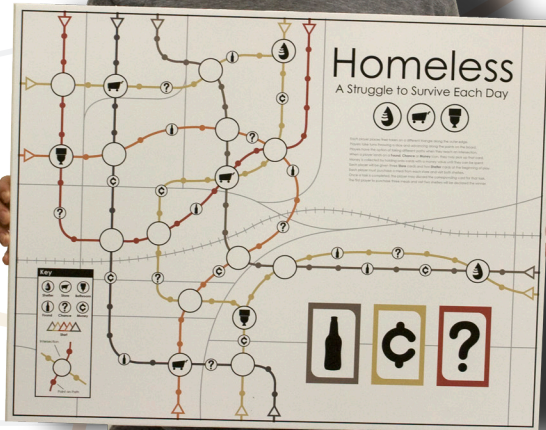


Intro

Homeless: A Struggle to Survive Each Day is a game based on the struggles homeless people are forced to deal with each and every day. For many, the task of buying lunch, or using the rest room is taken for granted, players will learn that these are just some of the challenges many people face each day. The game board itself is designed after a typical subway map. By using a map of a city rather than an aerial view, icons and paths are more clearly viewable. As with the game board, the icons were created to be quickly recognizable and distinguishable. The game play is different than other games with a typical path, players are able to travel throughout the map on different paths. Enjoy.

Rules

Each player places their token on a different triangle along the outer edge. Players take turns throwing a dice and advancing along the points on the board. Players have the option of taking different paths when they reach an intersection. When a player lands on a Found, Chance or Money icon, they may pick up that card. Money is collected by holding onto cards with a money value until they can be spent. Each player will be given three Store cards and two Shelter cards at the beginning of play. Each player must purchase a meal from each store and visit both shelters. Once a task is completed, the player may discard the corresponding card for that task. The first player to purchase three meals and visit two shelters will be declared the winner.



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