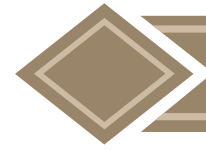


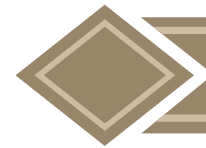


CREATED BY: LYDIA GU



BACKGROUND

Outcast is a game that addresses the issue of dehumanization of homeless people--the view that they're simply objects on the street to be avoided or lazy, incompetent people. The hope is that through a simulation of a potential time in their shoes, people would begin to change this perception and develop a greater desire to help them.



OBJECTIVE

How to win: Be the first person to finish their deck of life cards and maintain their health.

OBJECTIVE (cont.)

- ◆ In this game, each player begins with a set number of items, which represents your health.
- ◆ Once they're all gone, it'll be game over.
- ◆ As you go through your deck of cards, be cautious of how you spend your money and accept /reject offers that affect your items.

PLAYER SETUP

- ◆ Each character starts with a different set of items:



John

\$10

1 sleeping bag
2 cans of food



Janet

1 can of food
1 sleeping bag
1 water bottles



Susan

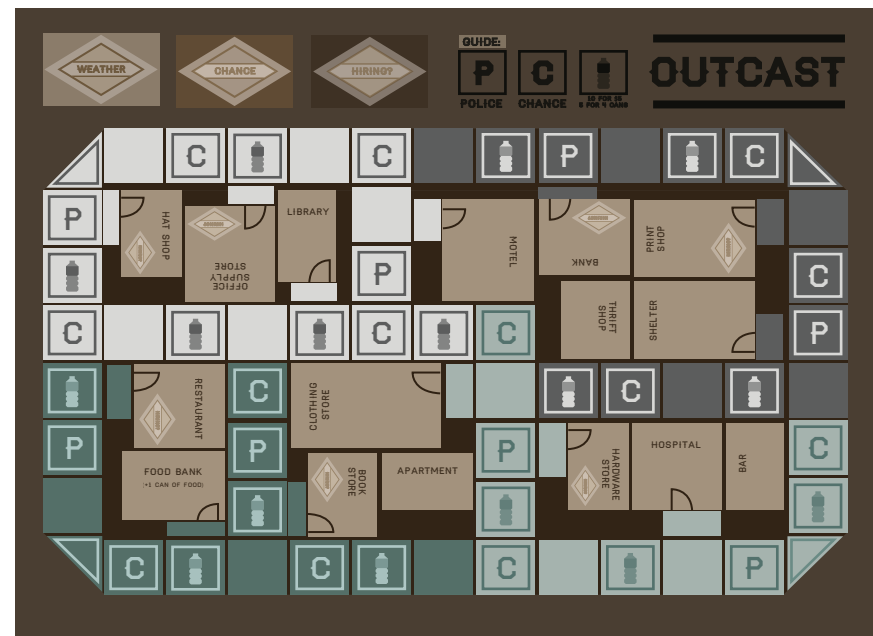
1 can of food
1 sleeping bag
2 water bottles



Ron

\$15
3 cans of food

GAME BOARD



- ◆ Players each start out in the triangular corner that corresponds with their character's color.
- ◆ They may move in any direction (left, right, up, down) as long as they don't back track within the same turn.
- ◆ The area that corresponds with each character's color is known as their "turf". When players move onto each other's turf, they may trade with or purchase items from other players.

GAME BOARD (cont.)

◆ Special spaces:

Police: Their role is to make sure all the players are moving along on the board. **If you land on a police space and you've been on the same turf for 3 turns, you'll be fined \$10 or give up an item.**

Water Bottles: These spaces allow players to collect 1 empty water bottle and in turn, exchange it for cash or cans of food. (10 bottles for \$5 or 5 bottles for 4 cans of food).

LIFE CARDS

1

JOHN



MEET JOHN, A 67 YEAR OLD FORMER CHESS CHAMPION. HE'S INTELLECTUALLY BRILLIANT, BUT LIVING AND FINANCIAL CIRCUMSTANCES FORCED HIM INTO HOMELESSNESS.

CURRENT SITUATION:

JOHN RECENTLY WENT TO THE ER FOR HEART COMPLICATIONS AND NEEDS MONEY TO CONTINUE BUYING MEDICINE AND TO PAY OFF HIS MEDICAL BILL.

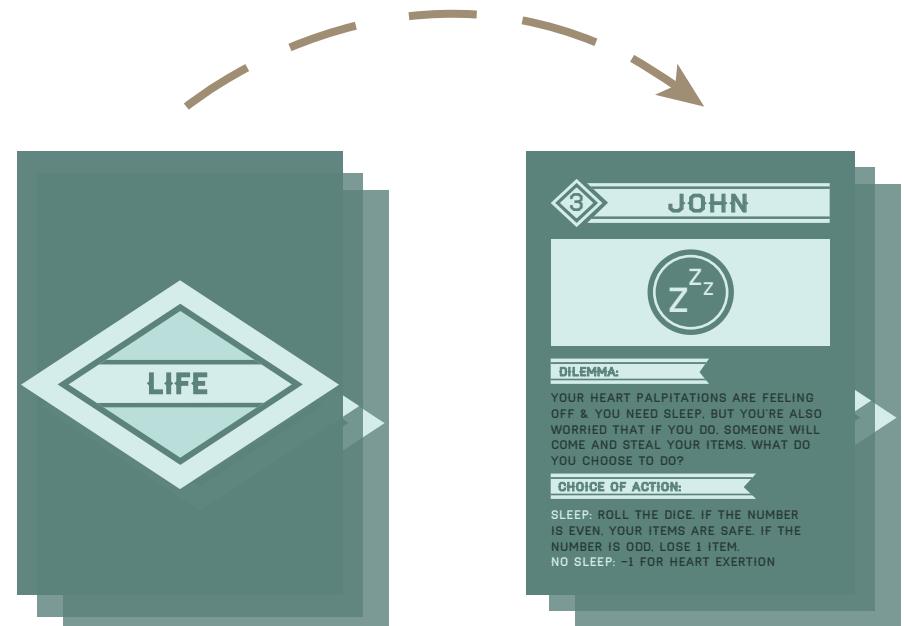
PERSONAL LOSE CONDITION:

DUE TO JOHN'S POOR HEART CONDITION, IF HE OVEREXERTS IT 3 TIMES, IT'LL BE GAME OVER FOR HIM...

- ◆ In addition to the game's overall lose condition, each character has a personal lose condition written on their card.
- ◆ If either of the two are met, it'll be game over for the player.

LIFE CARDS (cont.)

- ◆ Life cards present choices that can either help or hinder you, depending on luck and your decision.
- ◆ They also contain a storyline and small steps to reach each character's goal.
- ◆ **Place your life cards face down in a deck. You may only flip over the next card after you've completed the task on the top card.**



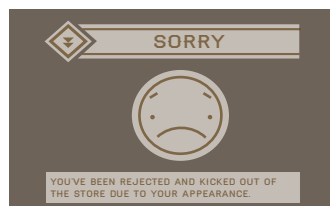
CHANCE CARDS

- ◆ Chance cards provide opportunities to either gain or lose items and money.
- ◆ They're drawn whenever a player lands on a chance spot on the board.



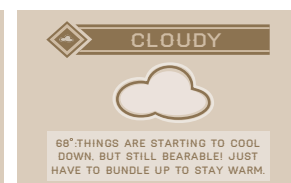
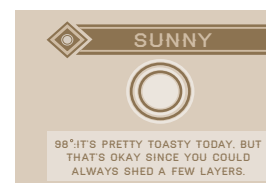
HIRE CARDS

- ◆ Each character starts out trying to find a job. Once they reach a destination that has a "Hiring?" symbol, they may draw a card from the Hire pile and follow the instructions on the card.



WEATHER CARDS

- ◆ Weather is always a tricky element that the homeless have to deal with. In this game, sunny and cloudy days are safe, but rainy days force you to run for cover.
- ◆ **Flip over weather cards every round (after each person has finished their turn). If the card displays a rainy day, players must choose between spending money for a motel room or losing an item to deduct their health.**



THIEF

- ◆ The thief is a character controlled by all players. During each player's turn, he or she will roll the dice for the thief and move it around the board. **The thief may only move forward and turn right.**
- ◆ If caught, the player is forced to lose 1 item.