

# THE NEIGHBORHOOD



## Game Instructions Document (4.07.2015)

# Game Setup

## The Educator

The Educator's most important responsibilities are to **lead and moderate** the game activity, explain the **rules** to the players, and to operate the **Neighborhood app** by following on-screen instructions.

*Multiple Educators: While the Neighborhood can be run by having a single educator present, some groups may prefer to have two or more educators participate to make the game run more smoothly and quickly. Throughout these instructions, look for these blue text boxes for our recommendations on ways to divide responsibilities when running the game with multiple educators.*

## Game Setup

### 1. Find a suitable play space

You'll need to find a room large enough to facilitate playing the game. The general size of space needed will depend on the number of players, but a typical classroom should suffice for a standard-sized game. A good guideline is this: *Find a room where all the players could comfortably split into four separate groups, without being so cramped together that it's difficult to distinguish which participants are in which group.*

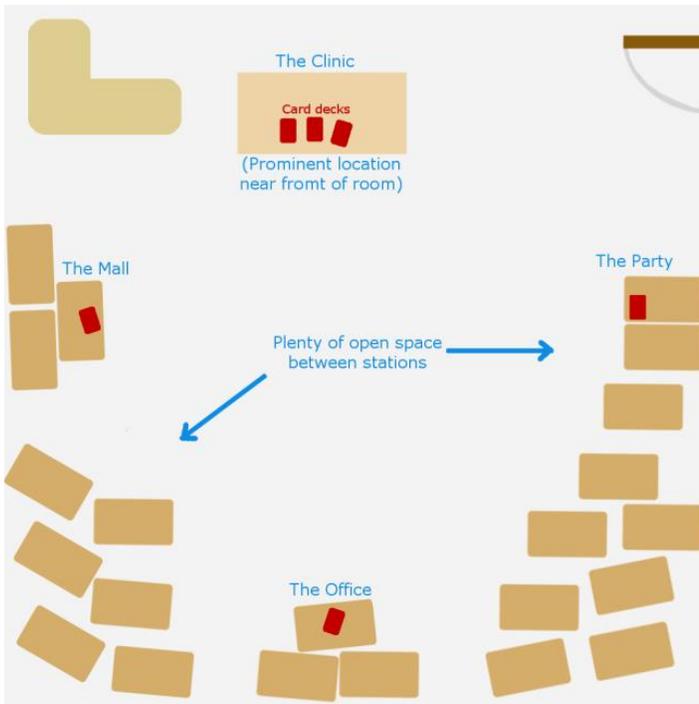
Having a little extra space for intermingling between rounds is great, and will help things run smoothly. Players will be moving around a lot, so you don't want people bumping into each other the whole time.

### 2. Set up the four stations at opposite sides or corners of the room

There are four "stations" that players can visit during the game. These include: **The Mall, The Office, The Party,** and **The Clinic.** Each of these stations features at least one deck of cards, which players draw from when they visit that station. For now, set up four stations at opposing sides or corners of the room. (See **Figure 1** for a setup example)

At each station, shuffle and place the corresponding card decks face-down on the provided placemats. Each station placemat includes an outline for setting down a card deck, as well as some brief instructions for players visiting the station. (See **Figure 2** for example)

When choosing where to put each station, it's best to place the clinic at a place of importance, as this is where the teacher will stand while running the game and directing the players. For instance, in a typical classroom, you might place the clinic at the front of the room, either at the location of the teacher's desk, lectern, etc.



**Figure 1 – Example classroom layout: Lots of open space, 4 distinct station spots at cardinal corners of the space.**

It helps to have a clear open space between the four stations, so that players can move freely through the space without having to climb over or around furniture or other obstructions. If there are desks, tables, or chairs in the way, it may be worthwhile to push them to the edges of the room before starting.



**Figure 2 – Station setup example for the Party, as it would appear after some cards have been discarded during the game.**

3. Give each player a hand of matched identity cards

Each player should receive a hand of 10 matching numbered identity cards. The way the numbers are assigned doesn't matter, as long as each player has his or her own unique identity in the game.

For instance, if Johnny is player #1, he receives a hand of all 10 of the "Player #1" identity cards. Suzie, if she's player #15, receives a hand of all 10 of the "Player #15" identity cards, etc.

4. Start up the app, enter the number of players, and follow the instructions, reading the designated text aloud to the players.

That's it! You're ready to play The Neighborhood. It still might be worthwhile to tap your way through a test run of the app, and to read the explanation of game features given below in order to better familiarize yourself with the game before starting.

**A Friendly Reminder:**

*The Neighborhood is a teaching tool made to illustrate the importance to HIV treatment, testing, and awareness. It's not a substitute for a well-informed educator who can answer students' questions and ensure that they are well informed.*

# Gameplay

## Getting Started

The Neighborhood is played over a series of turns. The number of turns is scaled based on the number of players in a game, and ranges from 8 turns (for 24 players) to 10 turns (for 12 players). After inputting the number of players on the app, the total turns will be shown near the top of the screen. Note that the “Number of Players” setting (Figure 2) **does not include the Educator** herself.



Figure 2 – The starting screen, where the Educator selects the number of players for the game.

After following the instructions for Setup above, the Educator should take her place at the Clinic station for the remainder of the game. There is never a reason throughout the game to leave the Clinic, since each station contains instructions for the players to perform actions there.

## Playing the Game

Each game turn consists of a series of three distinct phases, which repeat throughout the game. The following section breaks down the anatomy of a game turn, and gives details about what happens at each step.

### Phase I – The Station Phase

During this phase, all players must choose one of the four stations to visit around the room.

Players may not visit more than one station in a turn. As a reminder, the four stations are The Clinic, The Mall, The Office, and The Party. After choosing a station, each player performs an action, which differs from station to station. The placemat at each station includes reminder text explaining what players may do when they visit, but more detailed explanations are given here:

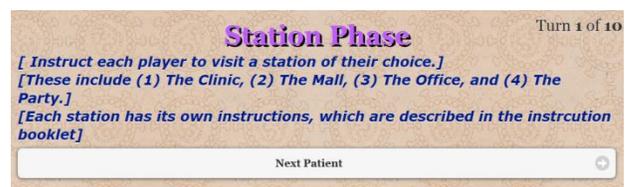
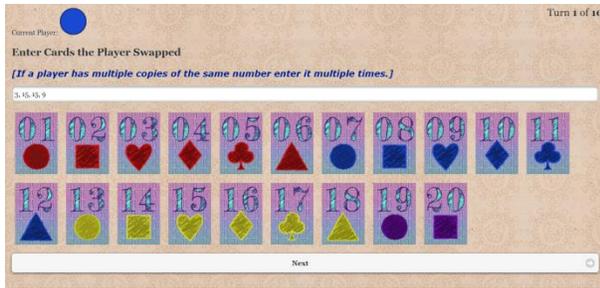


Figure 3 – The Station screen. Follow the instructions for each patient until everyone in line for the Clinic has completed the phase.

### The Clinic Station

- Players who visit the Clinic must turn in their hand of acquired ID cards to get tested for HIV. All visiting players must form a queue in front of the Educator’s desk, and follow the Educator’s instructions one at a time.
- For each player, the Educator must read the on-screen instructions and collect all ID cards a player has acquired that do not match her own personal ID number. The Educator then inputs the visiting player’s ID number, followed by the ID numbers of all the cards she handed in.



**Figure 4 – The Clinic input screen. Note that the symbol for the current player is shown at the top of the screen as a reminder.**

- The app tells the educator the player’s diagnosis, either HIV + or HIV -. The Educator hands the visiting player the corresponding “Diagnosis” card, so that other players do not know the results of the diagnosis.
- Each visiting player picks up a free condom card after their visit to the Clinic is completed, and is offered the option of paying for additional treatment by the Educator.

#### The Mall Station

- Players visiting the Mall may purchase items there using money. Players may discard any number of money cards, then draw an equal number of cards from the “Mall” deck.
- Cards purchased at the Mall are generally worth more points than money cards, and so will increase players’ scores when collected.

#### The Office Station

- The office is the simplest of all the stations. Players visiting the Office simply “get paid” by drawing one card from the Office deck. This may give the player insurance, or money to spend.

#### The Party Station

- Players visiting the party take no actions unless they choose to swap one of their identity cards with another player.
- Any player at the party who swaps with at least one other player may draw a reward card from the “Party” deck. These reward cards always represent friends/relationships, which are worth a large number of points.
- Players may not draw if they do not swap.
- Players may swap more than once if they wish, but they may not draw more than one card from the party in a single turn.
- Players who discard a condom card may avoid swapping at the party, as normal, and still collect the reward.

*Multiple Educators: The station phase is by far the most complex phase of the game, and just running the Clinic can require a great deal of attention. Additional educators who are not running the clinic should move around the room, answer player questions about the various stations, and help the players in line for the Clinic to make sure they have their “swapped” cards ready to hand over.*

#### Phase II – The Trivia Phase

During this phase, all players must gather in the center of the room in a large group.

The Educator draws a trivia card and reads a true-or-false statement, then indicates a side of the room where players should stand if they believe the answer is “true”, or the opposite side of the room for “false”. It doesn’t really

matter which side is which, as long as the distinction is clear

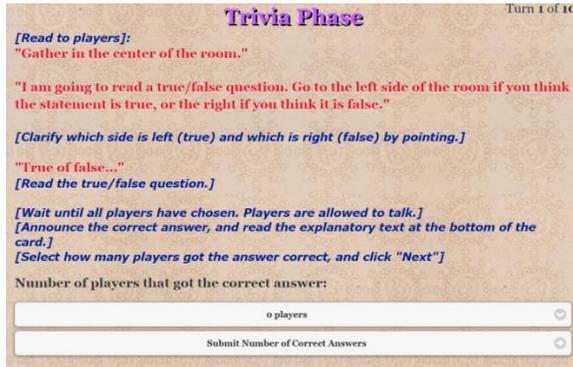


Figure 4 – The Trivia screen. Use the dropdown menu to enter the number of players who answered the trivia question correctly before proceeding.

Players are allowed a limited amount of time (approximately 30 seconds) to separate, before the Educator reveals the correct answer and reads the corresponding explanatory text. There is no rule that players cannot talk during this time, and it's perfectly fine if players discuss or campaign to get others to agree with a given answer.

The Educator next enters the number of "correct" answers on the app screen, which influences the class-wide "awareness" score. Awareness raises or lowers the infection rate in the class based on their group performance on trivia questions. Higher scores will lower the infection rate, while lower scores will raise the infection rate. The infection rate is simply the percentage chance that a given player will become infected after swapping with someone who has HIV.

Depending on the game length, number of players, and version of the app, there may be multiple trivia questions asked in a single turn.

In these cases, the app will prompt the educator whenever a question should be read.

Note: Infection rate is entirely handled by the app simulation, and the Educator never needs to worry about it or perform any calculations. However, it's important to understand that the answers to trivia questions have an impact on the odds of transmission. It's also important to make sure that that is clear to the players.

*Multiple Educators: The Trivia Phase is a great opportunity for additional educators to move around the room and tidy up card decks, sort identity cards at the clinic, and answer any questions on the rules the players may have. Another option is to have a secondary educator read trivia questions while the Clinic operator takes a breather. Running the Clinic is hard work, and sometimes having a minute to look up rules clarifications can be a life saver.*

### Phase III – The Swapping Phase

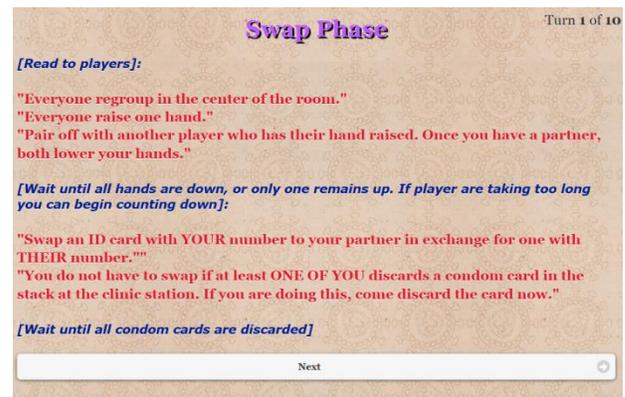


Figure 5 – The Swap Phase screen. You should read the indicated text aloud, but also feel free to skip it after the first few turns, if it seems like players understand what to do without your help.

During this phase, each player must partner up with another player and swap one of their own ID cards with that player, unless a rule or card says otherwise.

- (1) The Educator asks all players to raise one hand, and only lower it when they have chosen a partner to stand next to. Once all students have paired off (or only one unpaired player is left over), move on to the next step.
- (2) Each player with a partner must trade one of their own numbered ID cards for one of their partner's.
- (3) If a player discards a condom card, then instead of swapping, **neither** player of the pair needs to give or receive an ID card.
- (4) If a player has no partner (due to an odd number of players in the game), then that player does not need to swap this turn.

*Multiple Educators: During the swapping phase, additional educators can mediate the group and help match up players who have not yet swapped. They can also help to signal the main educator once the group is done swapping and ready to move on.*

### Special Turn: Testing Day

At the halfway point in the game, there will be a special event called "testing day". On this day, there is a special reward for all players who visit the clinic to get tested.



**Figure 6 – Read the text aloud so players know how Testing Day works. Try to encourage all the players to visit the Clinic on this turn, but you don't have to force them.**

Testing Day operates like any other turn, except as follows:

- (1) During the Station phase, any player who visits the clinic may choose to be treated for free, without spending any money or showing insurance.
- (2) After completing actions at the Clinic, each visiting player may draw a single random "reward" card from the Clinic station rewards deck.

## Ending the Game

### Final Clinic Update

After the last standard game turn ends, there is a final Clinic step. This is just like an ordinary station phase, except that all players with ID cards belonging to other players must visit the Clinic, and no one may visit any other stations. This step exists so that the simulation can be updated for all the remaining card swaps that have happened.

Unlike during normal clinic visits, players do not receive a condom card for visiting. Any player who doesn't have ID cards to turn in does not need to visit the Clinic, and may instead stand to one side and wait for the step to complete.

### Results Screen

After all the swapped ID cards have been turned in, the Educator will be given a summary screen to read aloud to the players. This screen

includes information about class-wide infections, spreads, and awareness score.

The results screen will call attention to players who have contracted or spread the disease. These specific players must draw penalty cards from the Clinic station, as indicated in the app. Some players may be required to draw multiple penalty cards, if they spread or contracted the disease on multiple occasions.



**Figure 7 – Results. You should read aloud any indicated text, so players understand what they did right and wrong.**

### **Final Scoring**

Ask each player to total up the value of cards in her hand, and announce the score. The highest total points value at the end of the game wins. Keep in mind that penalty cards give negative points, and so will subtract from players' totals. It is possible for players to have negative scores in some cases.

### **After the Game**

Be sure to dedicate some time to discussing the outcome of the game after the fact. Ask players what they learned, what they feel they did right, and what they wish they had done differently. Drive home the point that HIV is a preventable disease if proper care is taken, and that it pays to be aware of your status so that you do not cause harm to others.