

HOSTILE ARCHITECTURE!!!

A sad board game by Jacob Surovsky

Hostile Architecture is the act of making a public space purposefully uninhabitable to keep specific members of a population out of that space. Some examples include:

- Installing bumps on handrails to keep skateboarders from skating on them
- Turning on sprinklers in a part at night to prevent teens from loitering or people from sleeping there
- Playing loud music outside storefronts to stop people from congregating
- Removing comfortable benches to prevent people from sitting for too long
- A lack of public bathrooms that are free to use
- And of course, anti-homelessness spikes and rocks installed under shade and shelter

This game explores the relationship between property development, homelessness in public spaces, and the tools we have at our disposal to combat homelessness...namely Hostile Architecture.

You play as a property developer, and your goal is simple: build the most valuable neighborhood and eradicate homelessness in your community.

RULES

SETUP

Place the center board down in the middle of your table.



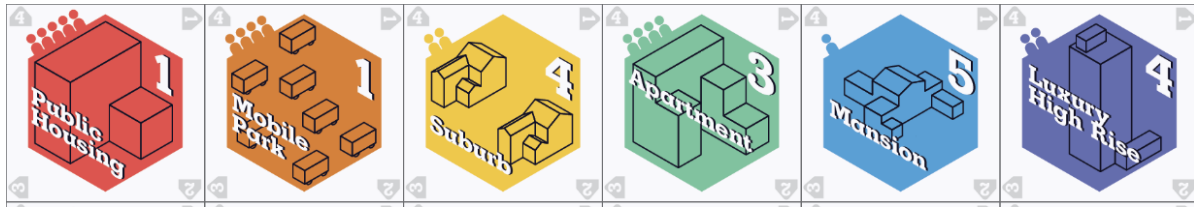
This center board has 4 neighborhoods branching off from it, each with unique starting property. If playing with 2 players, players must both play for 2 districts on opposite halves of the board.

Each player has a Fate Tile to place homeless citizens at as the game progresses



The deck is shuffled and set somewhere all players can reach the tiles. The top 5 tiles are drawn and placed where all players can access them (Community Approval Board).

PROPERTY TILES:



There are 6 kinds of property tiles

1. **Mobile Park:** Low Income, Low Density
2. **Suburb:** Mid Income, Low Density
3. **Mansion:** High Income, Low Density
4. **Public Housing:** Low Income, High Density
5. **Apartment:** Mid Income, High Density
6. **Luxury High Rise:** High Income, High Density

Properties may only be built next to properties that are either the same or 1 adjacent density or income level.

For example, a **Luxury High Rise** (high income, high density property) may only be built next to an **Apartment** (mid income, high density property) or a **Mansion** (high income, low density property).

Property	Can Be Built Next To
Mobile Park	Public Housing, Suburb
Suburb	Mobile Home, Mansion, Apartment
Mansion	Suburb, Lux Apartment
Public Housing	Mobile Home, Apartment
Apartment	Suburb, Public Housing, Lux Apartment
Lux High Rise	Apartment, Mansion

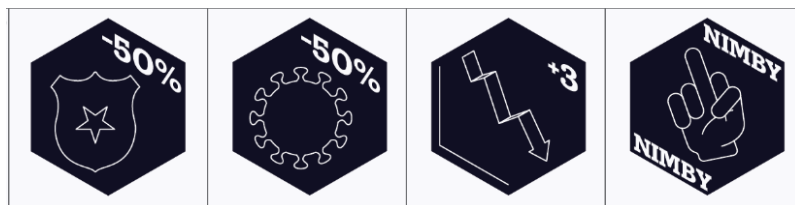
	INCOME			
DENSITY		LOW	MED	HIGH
	LOW	Mobile Home	Suburb	Mansion
	Capacity	4	2	1
	Value	1	4	5
	HIGH	Public Housing	Apartment	Lux Apartment
	Capacity	5	4	2
	Value	1	3	4

ON EACH TURN

- BUILD:
 - Place 2 properties
 - One from the community approval board (5 visible properties)
 - One from the draw deck (no choice, luck of the draw.)
 - You can place the properties anywhere on the board, you are not limited to your neighborhood.
 - If you cannot place the properties anywhere on the board due to zoning laws, you may flip the tile face down and use it as green space.
 - Green space has a capacity of 0, but any property can be built on any side of it.
 - If you draw an action tile, you must play it here
 - Add Hostile Architecture
 - You may take one piece of hostile architecture from the pit of spikes, if you so desire, and protect a property on the board in your neighborhood.
 - You cannot place Hostile Architecture on a tile where a homeless person currently resides.
 - Hostile Architecture cannot be removed once it has been added.
- REACT: (On players first turn, skip the react portion of the turn.)
 - Add/remove homeless people to the board
 - Neighborhood expansion grows at the rate of 3 people per tile
 - Compare that with the capacity of the properties you just developed. Then going in a circle to your right, your opponents can take turns adding one meeple at a time to your neighborhood on any unprotected tile.
 - (For example, if you built 2 mansions that's a capacity of 2 people compared to an expected growth of 6)
 - If you built one or both properties out of your neighborhood this turn, too bad, you still have 6 people who need to be housed.
 - However if you place properties with excess capacity (For example: two apartments = 8, so an excess capacity of 2), you may remove that

- number of homeless people from the board.
- Move the homeless people in your neighborhood
 - Roll a 4 sided dice
 - Whatever number you roll, all homeless meeples move in the direction on the tiles. Each tile has arrows labeled 1 - 4 pointing in a direction.
 - Decide people's fates
 - If homeless people are directed to a property with hostile architecture, roll the 4 sided dice again (once per individual meeple)
 - If 1: Shelter
 - If 2: Jailed
 - If 3: Hospital
 - If 4: Dead
 - Place those meeples on your fate tile in the appropriate zone

ACTION TILES: Action tiles are shuffled into the deck and may come up randomly during the game. They must be played on the player's turn immediately after being drawn.



- Police Crackdown (A police badge)
 - Half the homeless people in your district go to jail! (*Round up if necessary*)
- Disease Outbreak! (Virus symbol)
 - Half of the homeless people in your district are hospitalized. (*Round up if necessary*)
 - (Plus Sign)
- Job Shortage (Graph pointing down)
 - Add the number of homeless people on the tile to your neighborhood.
- NIMBY! (Middle finger)
 - Remove all low income housing (Public Housing and Mobile Park) from the community approval board and replace them with new tiles.

END OF GAME

Once the neighborhood is fully built the game is over!

So...how did you do?

First, add up the value of all the properties in your neighborhood...but if a homeless person is on that property at the time of counting, it's worth 0 points.

NIMBY bonus! Go ahead and give yourself 1 bonus point for each piece of Hostile Architecture you managed to squeeze into your community.

But then, deduct the fates of all the homeless people in your neighborhood.

- For each person that died, minus 5
- For each person that was hospitalized or jailed, minus 3
- For each person that was sheltered, minus 1

The player with the highest score is the winner!

-End of Rules, Brainstorm stuff below-

- OTHER TILES:
 - GREEN SPACE
 - Capacity 0
 - Value 0
 - Possibly green space is just the backside of the tiles. If you don't want to build a property you can just put green space?
-

Each tile's score is calculated by:

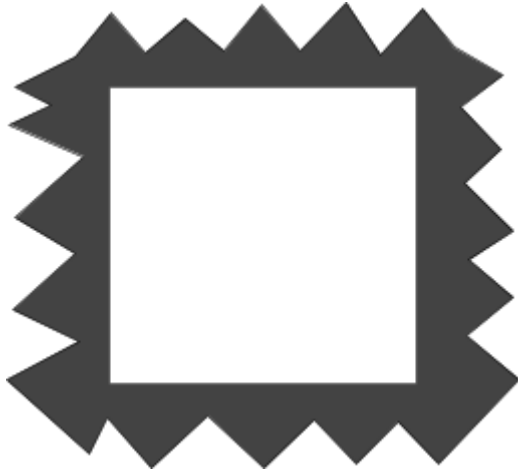
$\text{Income} \times (5 - \text{density}) = \text{value}$

(the higher the income and the lower the density)

How does Hostile Architecture work?

Piece that goes over existing tile

Would be cool if it was a spiky frame piece like this:



https://www.currytbcenter.ucsf.edu/sites/default/files/product_tools/homelessnessandtbtoolkit/docs/background/Factsheet/Homelessness%20is%20Expensive.pdf

So you can always just pay some money to make the homeless people go away

I think the rule can be if there's a property of lower value adjacent to you with Hostile Architecture, you have to also become hostile

Cost of jailing/hospitalizing homeless people: \$1000

Cost of housing homeless people: \$500\

You're playing as the developer

City Planner

Resident?

Maybe we use dice rolling to represent voting?

D20 + number of homeless people on property or value modifier of property, anything above a 10 is make hostile

Place property tiles

Add hostile modifiers to them

48 tiles per set 2 inch square:

<https://www.boardgamesmaker.com/print/square-game-tiles-small-2inch.html>

15 tiles per set 1.5 x 2 inch triangle:

<https://www.boardgamesmaker.com/print/triangle-game-tiles-small.html>

Hostile pieces go on top of existing architecture, big ugly spikes

Maybe you're playing collaboratively, building the city together?

A la Pandemic or Carcassone

Making the argument here that the main cause of homelessness is a lack of affordable housing.

We're going to give players a sandbox to build a city in.

- Park
- Hospital
- Jail
- Mall

Low income housing can't be built next to high income housing. There must be a buffer zone.

One player places amenities

With the goal of getting homeless people off the streets

We're going to give them the tool of hostile architecture.

Low income housing can generally hold more people per plot of land than high income housing.

Let's say a ratio of 5:1

Each low income housing block can hold 5 times as many people as each high income housing block.

And the population grows at a linear rate, maybe 3 people per tile?

So for every tile placed, you're expecting to have homes for 3 people.

So if you place 3 high income housing blocks, that's $(3 \times 3) - (3 \times 1) = 6$ people without homes.

If you place 3 low income housing blocks, that's $(3 \times 3) - (3 \times 5) = 6$ open spots for people to live in.

But there are rules about where you can place housing.

I think the way to make this game live up to its potential is to play up the cruelty of it.

Think about what just happened in LA at Echo Park

The system as is is really bleak.

Homeless people leave the street when they're hospitalized, arrested, die, or find housing.

The goal is to trap homeless people on the map and then roll a dice to decide their fate.

Hostile architecture is the only way to keep homeless people off a tile.

There should be some tally tiles that keep track of the homeless people's fates

- Hospitalized
 - Estimated cost
- Jailed
 - E
- Dead
- Sheltered
 -

<https://www.kcrw.com/news/shows/greater-la/unhoused-angelinos-canine-training/echo-park-displaced-homeless-project-roomkey>

Are we giving people something for nothing

The american backlash against doing that

"I don't want to put affordable housing near me, it will lower my property"

NIMBYs

There needs to be a competitive element -- maybe each person has their home, and everything else is built as a team

You have ownership over your district

You don't want to lower property values in your district

HOA's voting on stuff

Council Districts making decisions and agreements on these permitting of areas

Nobody wants homeless people in their neighborhood, but if it's easier to put them somewhere else than house them, then that's fine.

Somebody else

IF THE HA IS TRIANGLE SHAPED, IT CAN POINT IN THE DIRECTION THE HOMELESS PEOPLE ARE SUPPOSED TO GO

Do we want to give the players the ability to create flow diagrams?

If each tile has a number on its side, then a 4 sided dice could decide direction more easily

ENDGAME:

Certain number of tiles placed?

Or after a certain number of tiles are placed, whoever eradicates homelessness first

If you can convert high income housing to low income housing, then you can house people and take them off the board

FREEWAYS

Building freeways as little fuck you blockers in a neighborhood

They act like walls

They stop the spread of a neighborhood and also homeless people

Low/High income

Low/High density

The game is not about solving the problem, it's about demonstrating the complexity of the problem

The game is showing it's not a simple problem, there's no high level plan, and the incentives lead to things that are good for them and bad for everyone else



NIMBYs be like