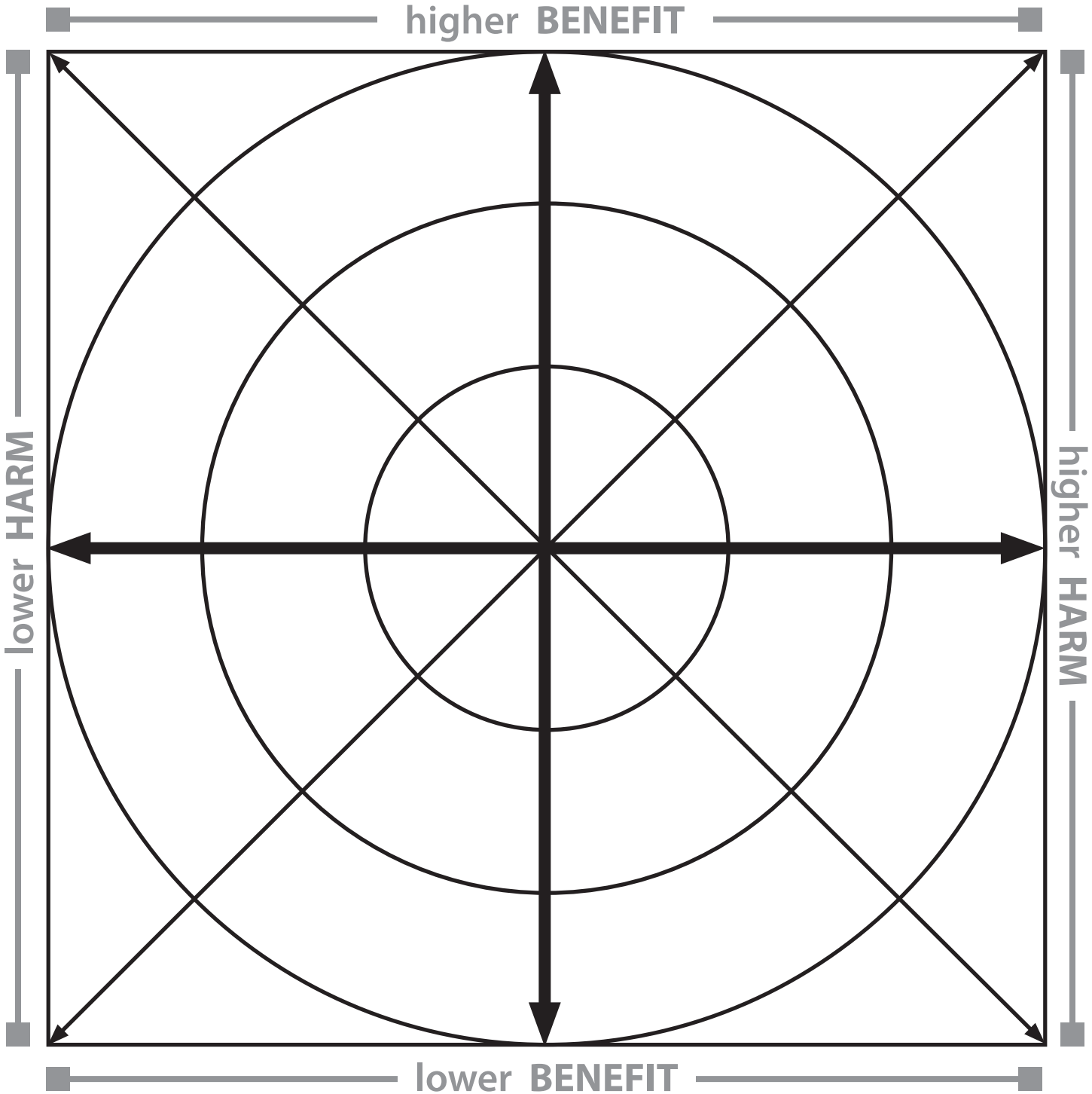


Instructions:

1. Randomly sort the Factor Cards and place face down in a pile.
2. Player 1 constructs a modern gambling scenario involving a **person** or persons **gambling** in a particular **context**, and then places a marker on the board representing their estimation of the potential for benefit and harm involved.
 - *e.g., Player 1 imagines a teenager playing online poker in his room on a Saturday night and places a marker indicating low-medium potential for harm and low-medium potential for benefit.*
3. All players discuss the placement and come to a consensus on final placement.
 - *e.g., Players debate the level of risk and agree to move the marker slightly higher in terms of potential for harm.*
4. Player 2 turns over a factor card, proposes a change in the scenario related to that factor, and moves the marker to reflect the change in potential for benefit or harm involved.
 - *e.g., Player 2 picks up a Gambling card, changes the type of gambling to buying a lottery ticket and moves the marker to indicate lower potential for both harm and benefit.*
5. All players come to consensus on the placement, and then the process continues.
 - *e.g., After some debate, players agree with the placement.*
6. Game ends when time runs out, or when each player has had several chances to modify a scenario.



Factors: a game (gambling)



Factors: a game (gambling)



FACToR CARD

Gambling

type, frequency,
amount, method



FACToR CARD

Person

age, gender, mental health,
personality, job, cultural orientation



FACToR CARD

Context

peers/friends, location, situation,
access, gambling laws, culture



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Gambling

type, frequency,
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