COURIER-JOURNAL Wednesday, March 20, 1974



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Something was fishy about the fact that one of the participants started out with three cents, bought enough materials to attain the object of the game and managed to end up with two cents cents.

March Donatelli of St. Am-brose Church discovered he had brose Church discovered he had to become a type of Robin Hood during the parish sponsored Poverty Game. The object was to make a collage depicting justice, dignity and respect. Having been allotted only three cents in spending money, Donatelli "stole" a magazine from a rich player, fashioned a collage from it and gave what was left to a poorer player.

Millions of people play the real game of poverty everyday. The 30: participants in the simulation game found that they had to do.

almost anything to get ahead.

A Game for Fam

The game was part of St. Ambrose's Family Enrichment program where parents employ unique ways to investigate various problems. Their children are occupied elsewhere making are occupied ensewhere making artwork to correspond with the parents theme. The groups later are united at the Offertory of the Family Mass that climaxes each program.

Exploring the theme "Law and Love," the participants learned to experience "the anger! frustration and hopelessness of what it means to be poor in the midst of affluence," explained Denise Mack, who was conducting the program program.

In the game there were "A to M" and "N to Z" lines to wait in for supplies at the General Store.

Leading the families in song are two sisters, Beth [I.] and Jean Merenda.



Carol and Bob Hinkleman were so caught up i the needs of the poor pe