



"Policeman" Hank White [l.] chastises one of the "poor" players, Nick Marshall, who was sent to jail.



He's heavy, he's my brother, Danielle Morgan seems to muse as she hefts her brother Patrick.



Father Thomas Burr prepares to sell a dab of glue.

Family Enrichment

Prices were subject to change without prior notice. For those without money, hope was provided by a welfare department (if the participants could find it and if the welfare workers weren't out to lunch.)

~ Sporting a huge orange bow tie, Father Thomas Burr, associate pastor at St. Ambrose, and Agnes Crumb manned the store that was accused of having high prices, inferior merchandise and poor service.

Baffled by his predicament, Nick Marshall found himself one of the penniless. He wound up in jail. "I was accused of taking other people's materials," Marshall protested. His social worker, played by Jim Kane, was overloaded with cases and could only visit his client occasionally. "How come the poor people can't

get a lawyer?" Kane asked.

Gil Morelli, as one of the policemen, decided to "help" Marshall and offered to release him, for a small fee. Morelli managed to make four and a half cents from his illegal dealings.

Working for the underdog only led to constant harrassment for a parishioner cast as an organizer of the poor. "I stole a few things and got away with it fine. But as soon as I put up signs about justice, I was followed everywhere," he said. "I felt helpless; I couldn't fight the establishment."

Complacency seemed to affect the players who were given enough money to make a collage: "I had enough money and I was going to give it to the poor but I

spent too much time with my own welfare," Carol Hinkleman reflected. Players were given only 20 minutes to complete their project. No rules were set; players could be honest or beg, borrow or steal to finish the game.

Poverty came to mean more than "being without material things," and many of the participants felt uncomfortable with the roles they were assigned. Mrs. Mack said. She concluded the program by urging the players "to put their zeal" into projects such as the Judicial Process Commission or the Right to Life Campaign.

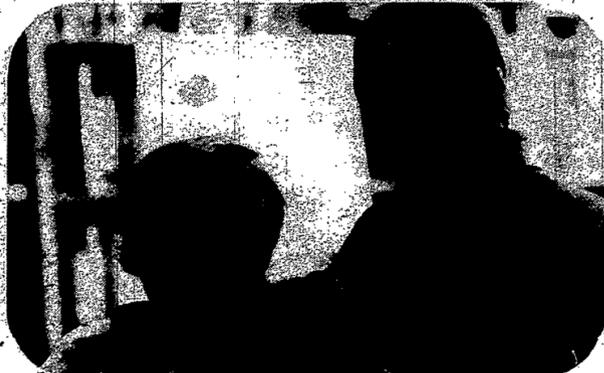
At Mass, each adult was asked to write one of his failings on a heart-shaped piece of paper. The hearts were set afire during the penitential rite, and Mrs. Mack led the group in prayer.



A gesture of peace is extended by Agnes Crumb [l.] to her friends Jean and John Dealy during Mass.



Father Thomas Burr



Surrounded by the comforting arm of his father, Ronald Mack [right], Steve listens to the Mass.



Denise Mack

Photos By Susan McKinney

Text By Pat Petraske



ere so caught up in their roles they "didn't realize eds of the poor people" in the game.



Playtime means hide and peek to Anne Dealy.