Games have been used in classrooms and math circles as a fun way to actively engage students. They can also be used as a more comfortable way to ease into a conversation about a difficult topic. In this talk, we will present the first iteration of a new game which invites participants to think about the effects of stigma on the opioid crisis. This game was first run at a Math Teachers’ Circle and is based on Bezier Games’ One Night Ultimate Werewolf. We will describe the details of the design to connect mathematical thinking with a sociology model of stigma (Goffman 1975) as well as SIAM’s guidelines for teaching math modeling (GAIMME 2019). In addition, we will discuss participant reactions and comments. Lastly, we will present ideas for future work to modify this game for nursing education. (Received September 10, 2019)