You have arrived, but without correct documentation. You are in danger of deportation.

Finish

You have arrived safely and legally.

Think carefully, move safely

Intersections
At these intersections, players on the regular route can decide if they want to switch to the irregular route.

Information Points
If you land on this symbol, pick an A6 flash card and discuss the topic listed on the card.

Unforeseen events are (negative) things that are not planned for, but happen. Go 2 steps back.

Truth or Lie?

The green path is the regular path. The red path is the irregular path.

How to play:
1. Each player starts by throwing both the red & green dice. If the red dice is higher, you take the red path. If the green is higher, you take the green path.
2. The oldest player goes first, then each player takes a turn.
3. Roll one dice. The number you roll determines the how many steps forward you move.
4. If you roll a six, you get a bonus and get to roll again.
5. Pay attention to instructions along the path.
6. Once the first person reaches the goal, the game is over.

The aim of the game is to engage in conversation.

For info, go to migrantmedia.network to learn about the dangers of irregular migration.

Unforeseen events

Regular path
Irregular path

Truth or Lie?

You received help! Go 5 steps forward.

You shared correct information on the visa process! Go 2 steps forward.

You spread misinformation on social media! Go 5 steps back.

For info, go to migrantmedia.network to learn about the dangers of irregular migration.

Intersections
At these intersections, players on the regular route can decide if they want to switch to the irregular route.

Information Points
If you land on this symbol, pick an A6 flash card and discuss the topic listed on the card.

Unforeseen events are (negative) things that are not planned for, but happen. Go 2 steps back.

Truth or Lie?

The green path is the regular path. The red path is the irregular path.

How to play:
1. Each player starts by throwing both the red & green dice. If the red dice is higher, you take the red path. If the green is higher, you take the green path.
2. The oldest player goes first, then each player takes a turn.
3. Roll one dice. The number you roll determines the how many steps forward you move.
4. If you roll a six, you get a bonus and get to roll again.
5. Pay attention to instructions along the path.
6. Once the first person reaches the goal, the game is over.

The aim of the game is to engage in conversation.

For info, go to migrantmedia.network to learn about the dangers of irregular migration.