

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

You have arrived safely and legally.

Finish



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



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



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



The red 9
You were arrested. Return to start. If you quit the game, it is time to study the #MMN Field Guide Section on 'Alternatives to Migration'.



Shortcut
The migration experience is going well. Take a shortcut.

Think carefully, move safely

You received a visa! Roll the dice again.

Your ship capsized in the Mediterranean Sea and you drowned! Game over.

You found a job and apartment! Go 3 steps forward.

You were arrested! Return to start.

You posted correct information on social media! Go 3 steps forward.

An agent never showed up. You are stuck until you roll a 6.

You found a job and apartment! Go 3 steps forward.

You were arrested! Return to start.

You got tricked by a fake travel agent! Go 5 steps back.

You were kidnapped and are trapped until you roll a 6.

You were arrested! Return to start.

You were arrested! Return to start.

You ran out of cash! Go 5 steps back.

You found info on studying abroad! Go 2 steps forward.

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

You were arrested! Return to start.

Your documents were stolen! Sit out two rounds of play.

You broke a leg! Go 2 steps back.

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

You received help! Go 5 steps forward.

Truth or Lie?

START

Finish

regular path **irregular path**

Migrant Media Network

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

How to play:

- 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.
- The oldest player goes first, then each player takes a turn.
- Roll one dice. The number you roll determines the how many steps forward you move.
- If you roll a six, you get a bonus and get to roll again.
- Pay attention to instructions along the path.
- 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.