

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

# Finish

You have arrived safely!

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

**Information Points**  
Pick a Truth or Lie card and discuss the question on the card.

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

## Think carefully, move safely

You broke a leg!  
Stay here for 2 turns.

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

You received a visa!  
Roll the dice again.

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

You were arrested by the police!  
Return to start.

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

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

Your visa has been denied!  
Start over.

You were kidnapped!  
You are trapped until you roll a 6!

You spread misinformation on social media!  
Stay here for 2 turns.

You got tricked by a fake travel agent!  
Stay here for 1 turn.

You ran out of cash!  
Stay here for 1 turn.

You received help!  
Go 5 steps forward.

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

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

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.

### Choose your path

# START

regular path

irregular path