



A BOARD GAME ABOUT MOVING ABROAD

GUIDEBOOK

PROTOTYPE



2-6

Players



20-60

Minutes



12+

Ages

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em·i·gra·tion

Noun - The process of leaving a country permanently and going to live in another one.

You're moving to another country! Scramble to collect documents, make valuable connections, and manage your money as the ups-and-downs of life happen. When you get to the border, pick an entrance lane and hope the officer lets you in!

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OVERVIEW

During the game you'll need to get a Passport, Ticket, and at least 3 Assurance. Assurance represent proof that you are qualified and prepared to enter your destination; having more means you're more likely to get into your destination. You gather these necessities by earning money and buying cards.

When all the available cards are gone, go to the border and pick an entrance lane. The officers in different lanes require different numbers of Assurance. The officers range from predictable and strict (requiring 6 or 7 Assurance) to unpredictable and lazy (requiring 3, 9 or 11 Assurance). If you can pay the requirement, you can emigrate (move into your destination).

You can play competitively, where the player who emigrates and also has the most remaining Assurance wins the game; or play cooperatively, where all players who emigrate win.

COMPONENTS



**Destination
Cards x9**



**Nationality
Cards x9**



**Access Fee
Cards x6**



**Career
Cards x9**



**Connection
Cards x21**



**Document
Cards x21**



**Life
Cards x28**



**Payday
Cards x28**



**Passport
Cards x6**



**Ticket
Cards x6**



**Entrance Lane
Cards x5**



**Entrance Re-
quirement
Tokens x15**



Money
(1 x31, 3 x10)



Assurance
(1 x10, 3 x15)



1 D6 Die

SETUP & DESCRIPTIONS

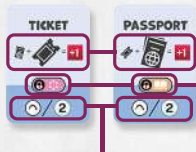
Step 1. At the top of the table, lay out the **Entrance Lane Cards** and **Entrance Lane Tokens**.



The bottom of the Lane 5 card shows 3, 9 and 11, so place the 3, 9, and 11 Entrance Lane Tokens just below the Lane 5 card. Shuffle and place the Entrance Lane Tokens number-side down. Do the same for each of the other lanes with their matching tokens.

At the end of the game, you'll choose one of these lanes to try to enter your destination. (See *Cross the Border* on Page 19 and 20.)

Step 2. In the center of the table, lay out a deck of **Tickets** (1 for each player) and **Passports** (1 for each player). These are Public Resources, available to any player.



When you have a Passport and Ticket, take 1 Assurance.

You cannot buy a Passport until you have a Document, and you cannot buy a Ticket until you have a Connection.

RESERVE and take for free as your next turn, or pay 2 Money to buy a Passport or Ticket.

You must have a Ticket and Passport to enter your destination.

Step 3. In the middle of the table, lay out the **Money** and **Assurance**, and make a space for a Discard Pile.



Buy cards with Money, or save them to go to college or to get Assurance at the end of the game.



Assurance represents proof that you are qualified and prepared to enter your destination. You can collect some Assurance during the game, but you'll get most of them at the end (after all the cards are gone), when you trade in your cards and money for Assurance.

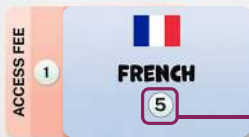
These are the different ways you can get Assurance:

- Collect Documents, Connections, or Money. The amount of Assurance you can get for these at the end of the game depends on your Destination Card.
- Go To College and level-up your career. This gives you a Pay Raise as well as Assurance, but you can only do it twice.
- Get BOTH a Passport AND a Ticket. (You must have these to Cross the Border, but they also give you an extra Assurance Token).
- Some Life Cards give you Assurance.



Make a space for a discard pile for all used cards.

Step 4. Each player draws a **Nationality Card**, a **Career Card**, **Destination Card**, and **Access Fee Card**. If the nationality and the destination are the same, draw a different Destination Card. Each player tucks their Access Fee Card behind their Nationality Card (with 1 Money showing), and takes the amount of Money shown on their Nationality Card.



Your Nationality Card shows how much money you start with (it also affects your College Tuition—explained later).

Start with 5 Money.

Your Career Card shows how much money you get on Paydays, and if you are In College.



Your salary on Paydays starts at 1 Money.

If you Graduate from College, place a Money on top of a Pay Raise slot, take 2 Assurance, and increase your salary on Paydays.

If you are In College, rotate this card upside-down and receive no salary on Paydays.

Your Destination Card shows how many Assurance your Money, Documents, and Connections are worth at the end of the game.



For 6 Money, gain 2 Assurance

For 4 Documents, gain 2 Assurance. If you have less than 2 Documents, -2 Assurance.

For 3 Connections, gain 6 Assurance

Step 5. According to the chart below, combine and shuffle the required number of **Documents**, **Connections**, **Life Cards**, and **Paydays**. Use random Documents and Connections. Choose any Life Card packs (sets of four Life Cards) or use the recommended packs listed below.

Players	Documents & Connections	Life Cards	Paydays	Total Cards
2	7 each	8 (2 packs)	8	30
3	10 each	12 (3 packs)	12	44
4	13 each	16 (4 packs)	16	58
5	16 each	20 (5 packs)	20	72
6	19 each	24 (6 packs)	24	86



Recommended Life Card packs

2 Players: Friendship, News

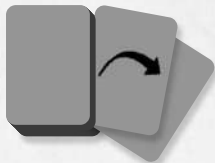
3 Players: Vacation, News, Downtown

5 Players: High Society, Downtown, Emergency, Vacation, News

6 Players: High Society, Downtown, Emergency, Vacation, News, Charity

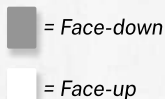
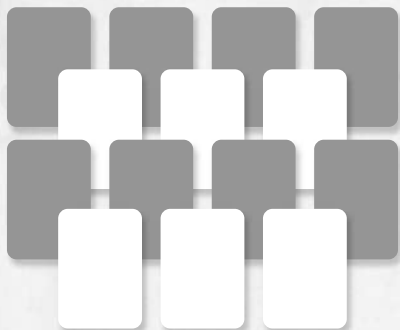
More recommendations are welcome via your feedback.

Step 6. From the combined deck of cards, choose 2 cards without looking at them and remove them from the game.

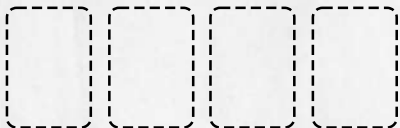


Then deal 14 cards to each player. Each player randomly arranges the cards in front of them according to the Card Layout diagram below.

Card Layout



Card Stash



Each player also makes a Card Stash space in front of them, where they put their acquired cards during the game.

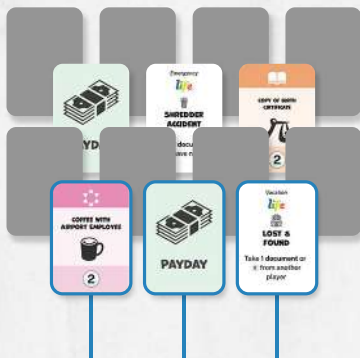
GAMEPLAY

IMPORTANT CONCEPTS

Before starting, let's get familiar with 3 important concepts. They'll help you understand how to play the game.

1) Available cards. On your turn, you may only take an available card. An available card is any Passport or Ticket (unless it's the only one belonging to a player), or any completely uncovered card in any player's Card Layout.

Lee's Card Layout



Ivy's Card Stash



Public Resources



These are available cards, which a player may take on their turn.

All the other cards shown are not available.

2) Paying Other Players. If you take an available card from another player's Card Layout, pay them your Access Fee in Money (starting with 1 Money). Then, slide your Access Fee card left, revealing your new increased Access Fee (the maximum is 5 Money). You must be able to afford the Access Fee before taking the card.

Lee's Card Layout



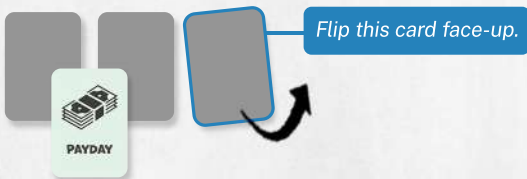
If Ivy takes a card from Lee's Card Layout, she pays Lee 1 Money (her current Access Fee). Then Ivy increases her Access Fee by sliding her Access Fee card to the left. Her new Access Fee is now 2 Money.

Ivy's Access Fee and Nationality Cards



3) Revealing Cards. After any action, a face-down card may become uncovered in a Card Layout. If so, turn it face-up. It now becomes an available card. Finish an action (if applicable) before revealing the card.

Lee's Card Layout



STARTING THE GAME

To begin, each player rolls the die. The player who rolls the highest number starts, and play continues clockwise through the entire game. The game is played in 2 phases: Preparation and Crossing the Border.

PHASE 1: PREPARATION

When you are preparing to move abroad, you must do ONE of the following required actions on your turn:

- **Buy** a Document, Connection, Ticket, or Passport
- **Procure** an extra Ticket or Passport from another player
- **Discard** a Document or Connection
- **Activate** a Payday or Life Card
- **Go to College**

You may also do ANY of the following Optional Actions BEFORE your Required Action:

- **Graduate from College**
- **Sell** a Document or Connection

These Required and Optional Actions are explained in detail on the next few pages.

REQUIRED ACTIONS

Buy any available Document or Connection; or any Passport or Ticket in the Public Resources. Pay to the bank the amount of Money listed on the bottom of the card, and place it in your Card Stash.

Special note for Tickets and Passports:

You must have a Connection in your Card Stash before buying a Ticket, and a Document in your Card Stash before buying a Passport. To buy a Ticket or Passport, you can RESERVE it or pay 2 Money. If you RESERVE it, your Required Action on your next turn must be moving the Ticket or Passport into your Card Stash for free. You may have multiple Tickets and Passports, but you only receive an Assurance Token for your first set.

Your Card Layout



If it's your turn, you may buy the Document: place it in your Card Stash and pay the bank 4 Money.

If it's Lee's turn, he may buy the Document: he pays the bank 4 Money and also pays you his Access Fee (because it is in your Card Layout).

Public Resources



On your turn, if you have a Document in your Card Stash, you may buy the Passport by paying 2 Money and placing it in your Card Stash, or you may reserve the Passport by placing it in front of you (your next turn's Required Action must then be to place it in your Card Stash for free).

Procure a Passport or Ticket from another player. Take a Passport or Ticket from a player who has more than one, and place it in your Card Stash. Instead of paying the bank the price of the card, pay the other player (also pay the other player your Access Fee). You may not RESERVE the Passport or Ticket. You may not take a player's only Passport or Ticket.

Ivy's Card Stash



On your turn, if you have a Connection in your Card Stash, pay Ivy 2 Money (plus your Access Fee), take her extra Ticket, and place it in your Card Stash.

Discard any available Document or Connection. Place the card in the Discard Pile, and take from the bank 2 Money. You cannot discard Paydays, Life Cards (unless told otherwise), Passports or Tickets; ONLY Documents and Connections.

Your Card Layout



On your turn, take the Connection, place it in the Discard Pile, and take 2 Money from the bank.

If Lee discards the Connection on his turn, he takes 2 Money from the bank and also pays you his Access Fee (because it is in your Card Layout).

Activate any available Payday or Life Card. Do the card's action (if applicable), then place it in the Discard Pile (unless it tells you otherwise). See **LIFE CARDS** on Page 22.

Your Card Layout



On your turn, take the Payday, place it in the Discard Pile, and every player takes their salary from the bank.

If Lee takes the Payday on his turn, every player takes their salary, and Lee also pays you his Access Fee.

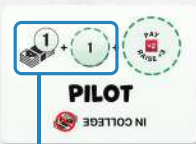
When a Payday is activated, every player takes their salary from the bank. Your salary is the amount of Money shown on your Career Card (including the amount of any Money placed on Pay Raise slots).

Your Career Card



You take 1 Money from the bank.

Lee's Career Card



Lee takes 2 Money from the bank.

Ivy's Career Card



Ivy is In College and takes no Money.

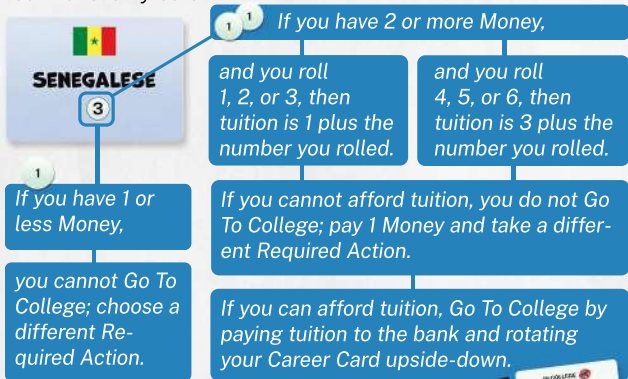
Go to College. To do this action you must have an open Pay Raise slot on your Career Card and enough money to potentially afford tuition.

Rolling a die determines the cost of tuition: rolling a 1–3 grants financial aid, making tuition the number you rolled plus half the number on your Nationality Card (rounded down), while a 4–6 means tuition equals the number you rolled plus the full value of the number on your Nationality Card.

If you cannot afford the minimum cost of tuition (1 + half the number on your Nationality Card) *before* rolling, you must choose a different Required Action.

If you roll and find you cannot pay tuition, you must pay 1 Money to the bank and take a different Required Action. Otherwise, Go To College by paying the bank your tuition and rotating your Career Card upside-down. Your job is now on hold, and you won't receive a salary on Paydays until you Graduate from College (See the next page).

Your Nationality Card



OPTIONAL ACTIONS

You may do ANY optional action(s) before your required action.

Graduate from College. You must be In College to do this action. Roll the die. If you roll numbers 1, 2 or 3, you graduate and get a Pay Raise: rotate your Career Card right-side-up, and take 2 Assurance. Take a 1 Money and place it on the matching Pay Raise slot on your Career Card. (If you Graduate from College again later, do the same thing but with a 3 Money.) Your salary on Paydays is now the number of all the Money shown on your Career Card. If you do not roll a 1, 2, or 3, you do not graduate. Whether or not you Graduate from College, do a Required Action.



If you roll 1, 2, or 3, rotate your Career Card right-side-up, place a 1 Money on the first Pay Raise slot, and take 2 Assurance. Your salary on Paydays is now 2 Money.

Sell one of your Documents or Connections. You may take one of your Documents or Connections from your Card Stash, place it in the Discard Pile, and take from the bank 2 Money.

Your Card Stash



Place your Connection in the Discard Pile, and take 2 Money from the bank.

EXCEPTIONS

If you cannot do one of the Required Actions, you FORFEIT your turn. You might be able to do an Optional Action and still not be able to do a Required Action. If you can do a Required Action, you must. If no player can do a Required Action, every player takes 1 Money from the bank and the next player takes their turn.

END OF PHASE 1

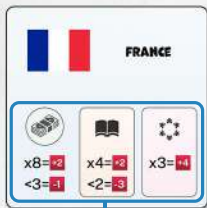
When there are no more available cards (Passports, Tickets, or cards in every player's Card Layout), the Preparation phase is complete. Continue from the last player who played into the final phase of the game.

PHASE 2: CROSSING THE BORDER

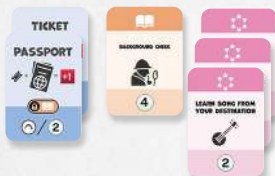
Each player must do BOTH the following actions on their turn.

1. Withdraw Assurance. Trade with the bank your Documents, Connections, and Money for Assurance according to your Destination Card. You can trade multiple sets of items, but you don't have to. When trading Money for Assurance, do not use any Money placed on Pay Raise slots on your Career Card.

Your Destination Card



Your Card Stash



You have 17 Money

Money: You trade 16 Money for 4 Assurance.

Documents: Since you only have 1 Document, you are penalized -3 Assurance for having fewer than 2 Documents.

Connections: You trade 3 Connections for 4 Assurance.

Total Assurance: $4 - 3 + 4 = 5$ Assurance gained. Since you already had 1 Assurance Token from getting your Passport and Ticket, you end up with 6 total Assurance.

2. Cross the Border. Without looking at it, take the top Entrance Requirement Token from one of the 5 Entrance Lanes. Flip the token over. The number on the token is the number of Assurance you must present to the officer (give to the bank) in order to enter your destination. If you do not have enough Assurance, OR if you do not have both a Passport and Ticket, you do not enter your destination.

You must take an Entrance Requirement Token on your attempt to Cross the Border, even if you know you won't get in. (For example, even if you don't have a Passport, or if you only have 2 Assurance, you still must take an Entrance Requirement Token on your turn.)

You may not choose a lane if it has no Entrance Requirement Tokens.

See an example of crossing the border on the next page.

Example of Crossing the Border

You have 7 Assurance. Lee has 6 Assurance. Ivy has 4 Assurance.
(All players have a Passport and Ticket.)

Entrance Lanes



On your turn, you take the top token from Lane 1. It shows 7. You pay the bank 7 Assurance: you successfully emigrate! Lane 1 now has only 2 Entrance Requirement Tokens (the 6 and the 7).



On Lee's turn, he takes the next token from Lane 1. It shows 7. He cannot emigrate because he does not have enough Assurance.



On Ivy's turn, she takes the top token from Lane 5. It shows 3. She pays the bank 3 Assurance: she successfully emigrates, and has 1 extra Assurance!

In this example, Ivy wins if you are playing Competitively; both you and Ivy win if you are playing Cooperatively. (See Winning the Game on the next page.)

END OF PHASE 2

When every player has attempted to Cross the Border, the game is finished.

WINNING THE GAME

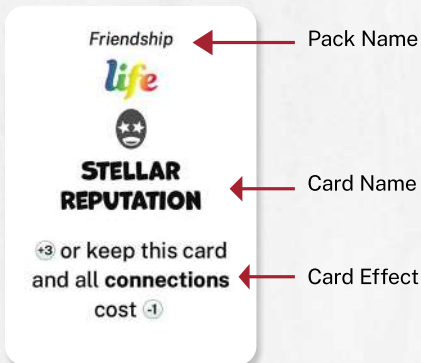
You can play this game competitively or cooperatively.

For competitive play, the player who BOTH enters their destination AND has the most remaining Assurance wins the game! If two or more players BOTH enter their destinations AND have the same amount of remaining Assurance, the player with the most remaining Money wins the game. If the players also have the same amount of Money, there is no winner; the joy is in the journey.

For cooperative play: all players who enter their destinations win.

LIFE CARDS

Life Cards come in packs of 4 cards. Each pack adds a different type of experience to the game. You can choose to play with whichever packs you like. Each card describes its effect. A few more detailed explanations are provided here.



News



1ST: PANDEMIC
2ND: ECONOMIC
STIMULUS

1st: Everyone loses



money

2nd: Everyone gains



money

There are two of these cards. When the FIRST of them is Activated, roll the die. Every player **LOSES** the number of Money equal to the number on the die. When the SECOND card is Activated, roll the die. Every player equal to the number on the die.

High Society



VIP

+1 for every **2** of the
player with the most
money

Example: Player 1 Activates this card. Player 3 has the most Money with 9 Money. Player 1 takes 4 Money from the bank.

News

life



MENTAL FOG

① and you may
discard any **life card**

You may Discard a Life Card in any player's Card Stash (including your own). Or you may discard a Life Card in any player's Card Layout (as long as it is face-up).

CREDITS

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