

EMIGRATION



A BOARD GAME ABOUT MOVING ABROAD

GUIDEBOOK PROTOTYPE



2-6

Players



20-60

Minutes



12+

Ages

Version 0.0.7
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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 Tokens. Assurance Tokens 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 Tokens. The officers range from predictable and strict (requiring 6 or 7 Assurance Tokens) to unpredictable and lazy (requiring 3, 9 or 11 Assurance Tokens). 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 Tokens wins the game; or play cooperatively, where all players who emigrate win.

COMPONENTS



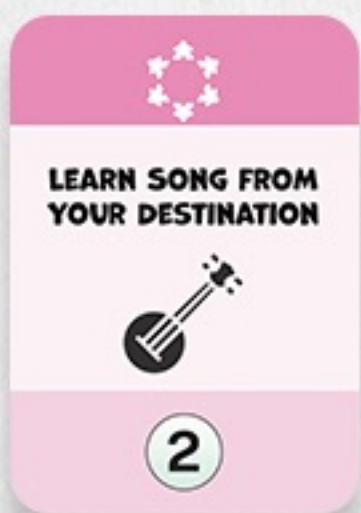
Destination Cards x9



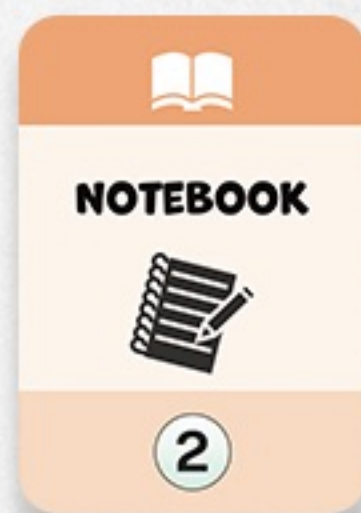
Nationality Cards x9



Career Cards x9



Connection Cards x21



Document Cards x21



Life Cards x28



Payday Cards x28



Passport Cards x6



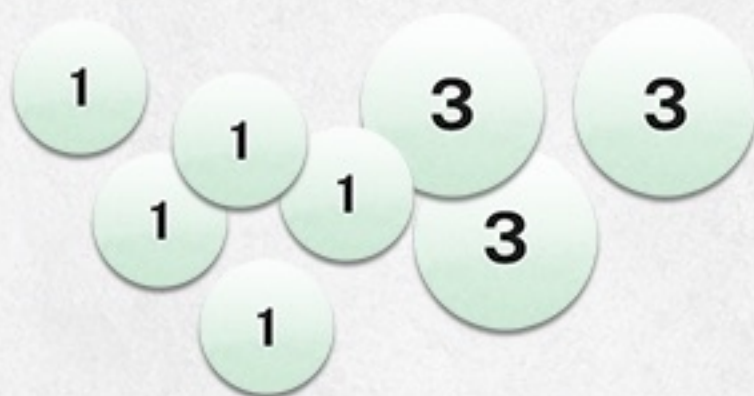
Ticket Cards x6



Entrance Lane Cards x5



Entrance Requirement Tokens x15



Money Tokens (1 x31, 3 x10)



Assurance Tokens (1 x10, 3 x15)



1 D6 Die

SETUP & DESCRIPTIONS

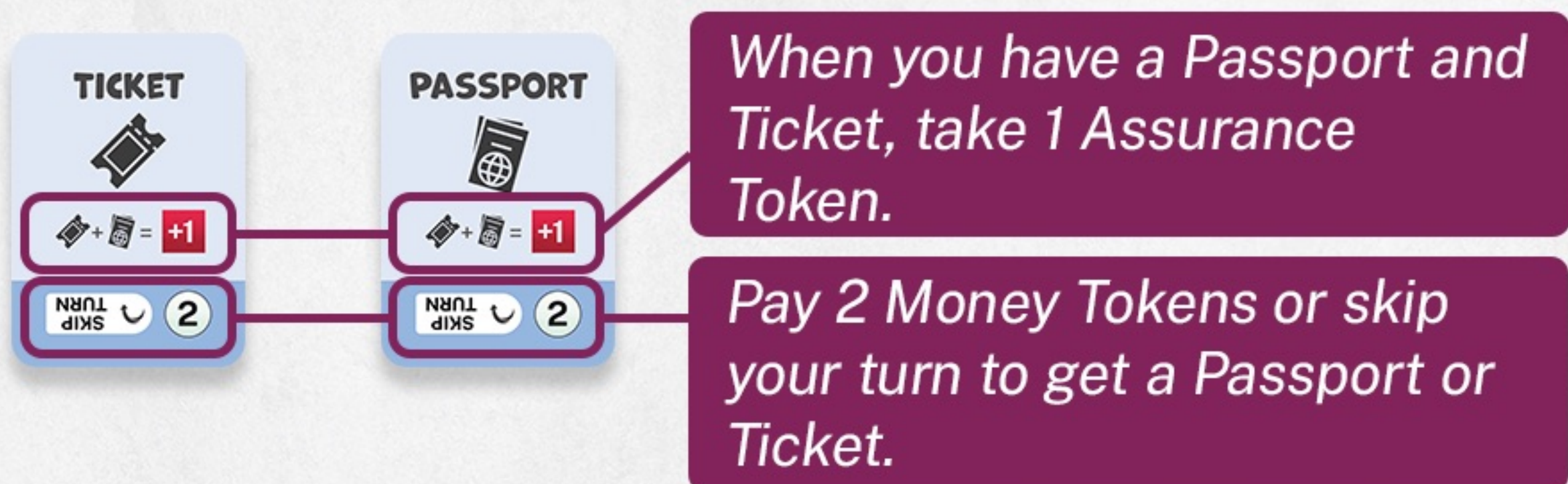
Step 1. At the top of the table, lay out the **Entrance Lane Cards** and **Entrance Lane Tokens** .



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.

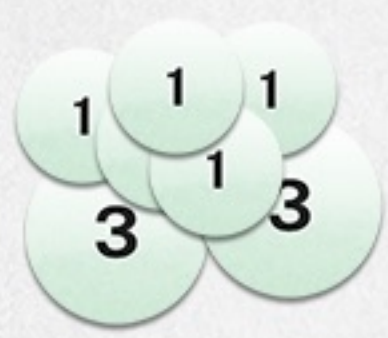
At the end of the game, you'll choose one of these lanes to try to enter your destination. (See Cross the Border on Page 19 and 20.)

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.



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

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



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



Assurance Tokens represent proof that you are qualified and prepared to enter your destination. You can collect some Assurance Tokens 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 Tokens.

These are the different ways you can get Assurance Tokens:

- Collect Documents, Connections, or Money Tokens. The amount of Assurance Tokens 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 Tokens, 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 Tokens.



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

Step 4. Each player draws a **Nationality Card**, a **Career Card**, and a **Destination Card**, and places the cards in front of them. If the nationality and the destination are the same, draw a different Destination Card. Each player takes the amount of Money Tokens shown on their Nationality Card.



Your Nationality Card shows how much money you start with, and your starting tuition for going to college.

Start with 5 Money Tokens. Your college tuition also starts at 5 Money Tokens.

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

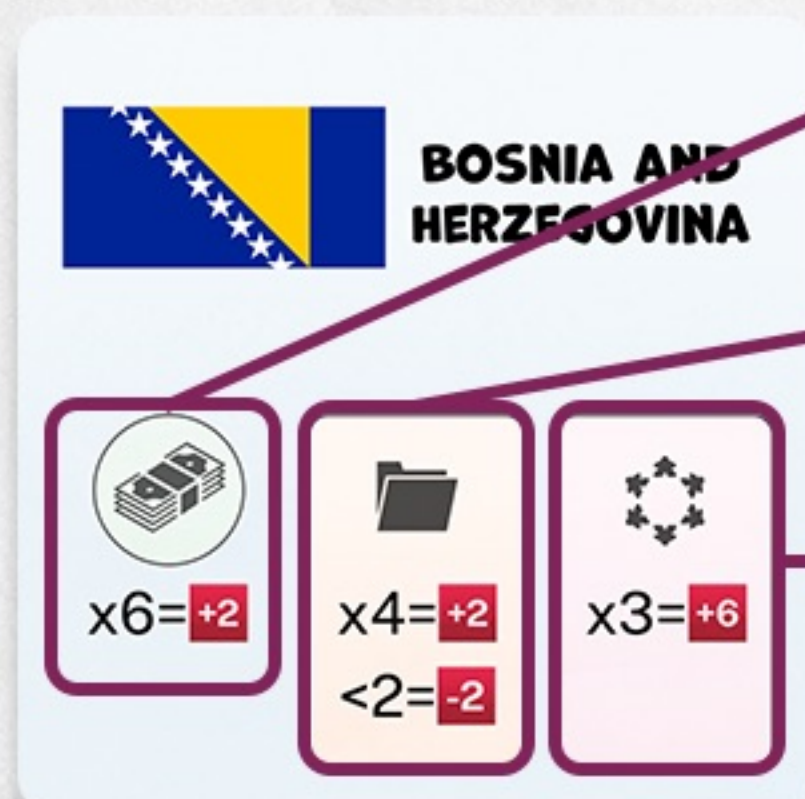


Your salary on Paydays starts at 1 Money Token.

If you graduate from college, place a Money Token on top of a Pay Raise slot, take 2 Assurance Tokens, 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 Tokens your Money, Documents, and Connections are worth at the end of the game.



6 Money Tokens = 2 Assurance Tokens

*4 Documents = 2 Assurance Tokens
< 2 Documents, = -2 Assurance Tokens*

3 Connections = 6 Assurance Tokens

Step 5. According to the chart below, shuffle the required number of **Documents**, **Connections**, **Life Cards**, and **Paydays** together. It doesn't matter which Documents or Connections you use, and you can choose any Life Card packs (sets of four Life Cards) or use the recommended packs 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: Augustine, Socrates

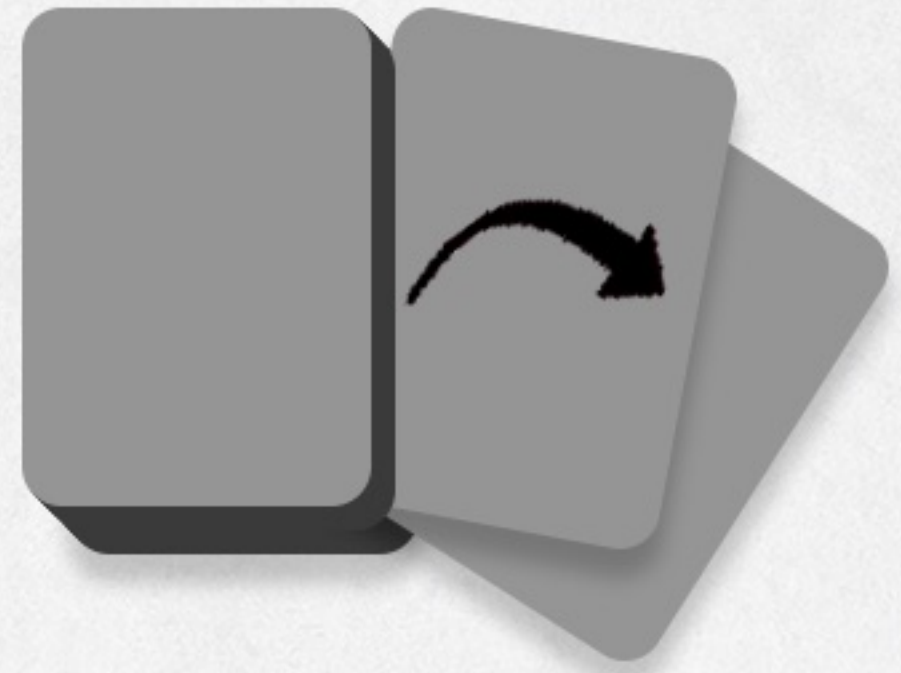
5 Players: Hippocrates, Hobbes, Kierkegaard, Plato, Socrates

6 Players: Hippocrates, Hobbes, Kierkegaard, Plato, Socrates, Thales

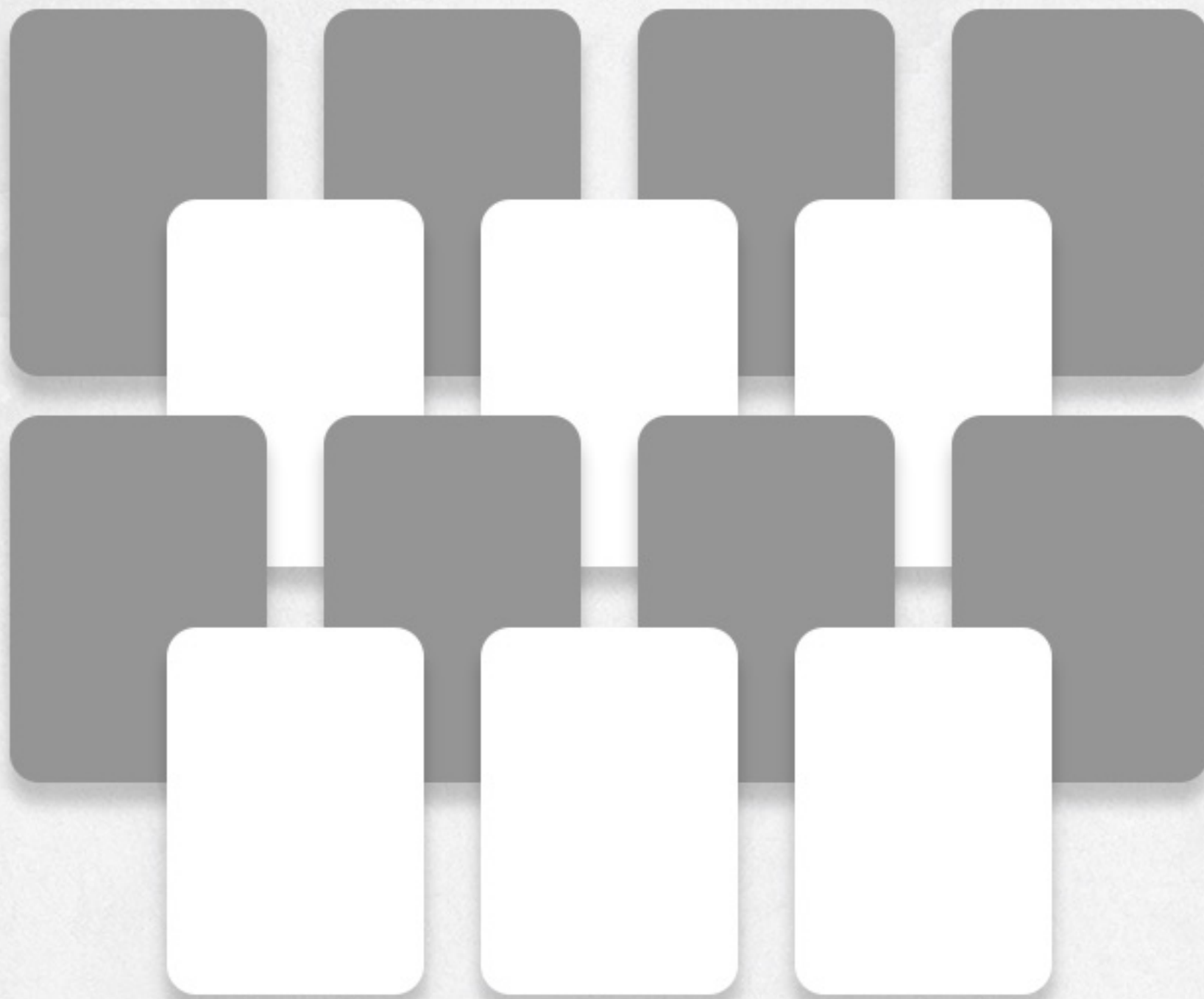
More recommendations coming later...



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 Personal Cards Layout diagram below.

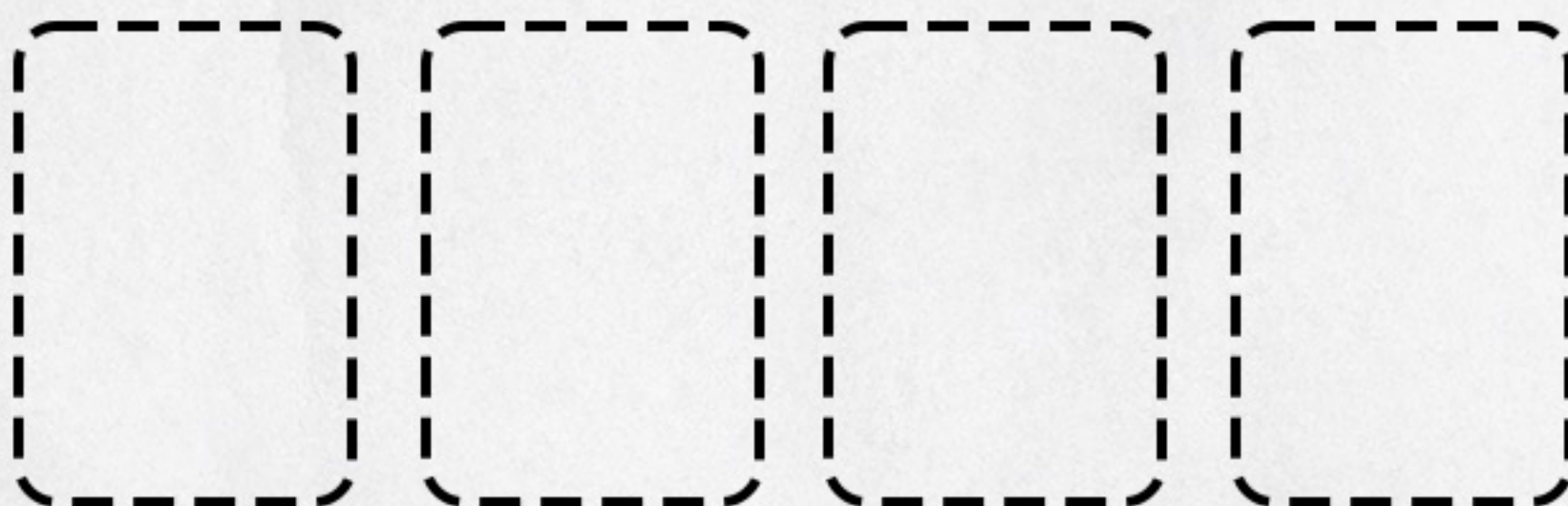


Personal Cards Layout



 = *Face-down*
 = *Face-up*

Card Stash



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

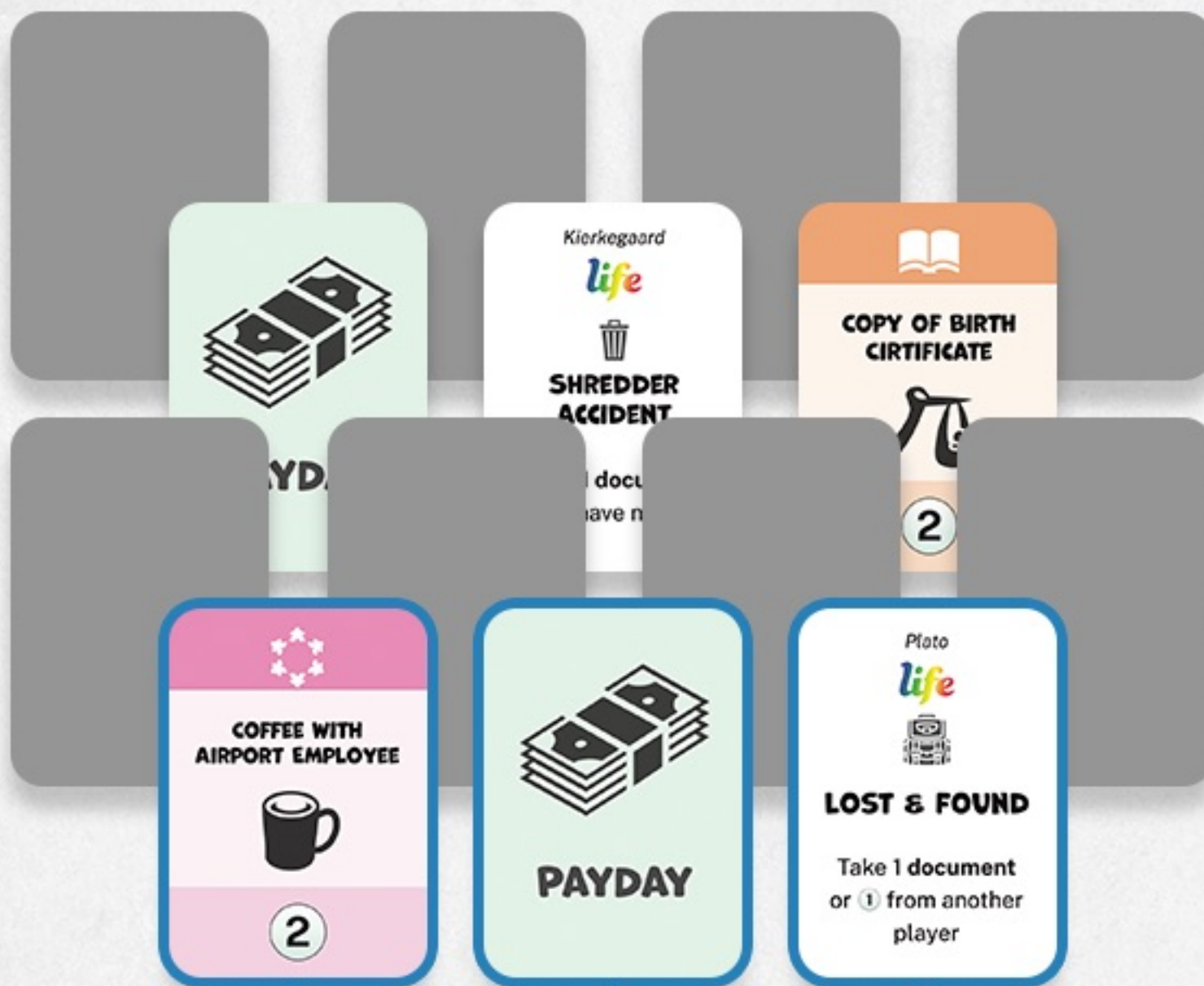
GAMEPLAY

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 a Passport or Ticket (unless it's the only one belonging to a player), or any other card in any player's Personal Cards Layout which is not covered.

Lee's Personal Cards Layout



Ivy's Card Stash



Public Resources

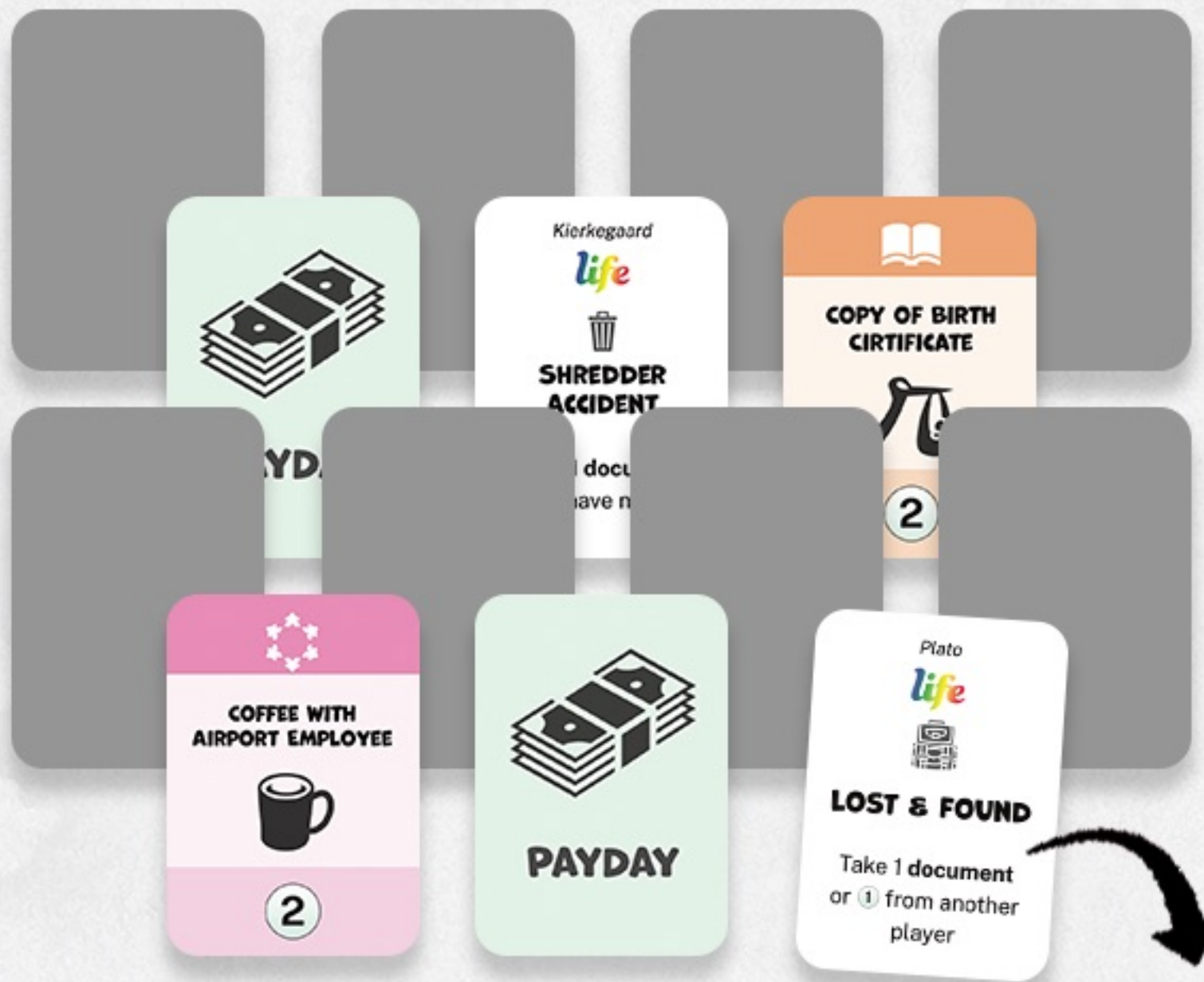


These are available cards, which a player may take on their turn.

All the other cards shown are not available (yet).

2) Paying Other Players. If you take a card which is in SOME-ONE ELSE'S Personal Cards Layout, pay that player 1 Money Token. You must have enough money to pay the player before you take the card (some cards give you money).

Lee's Personal Cards Layout

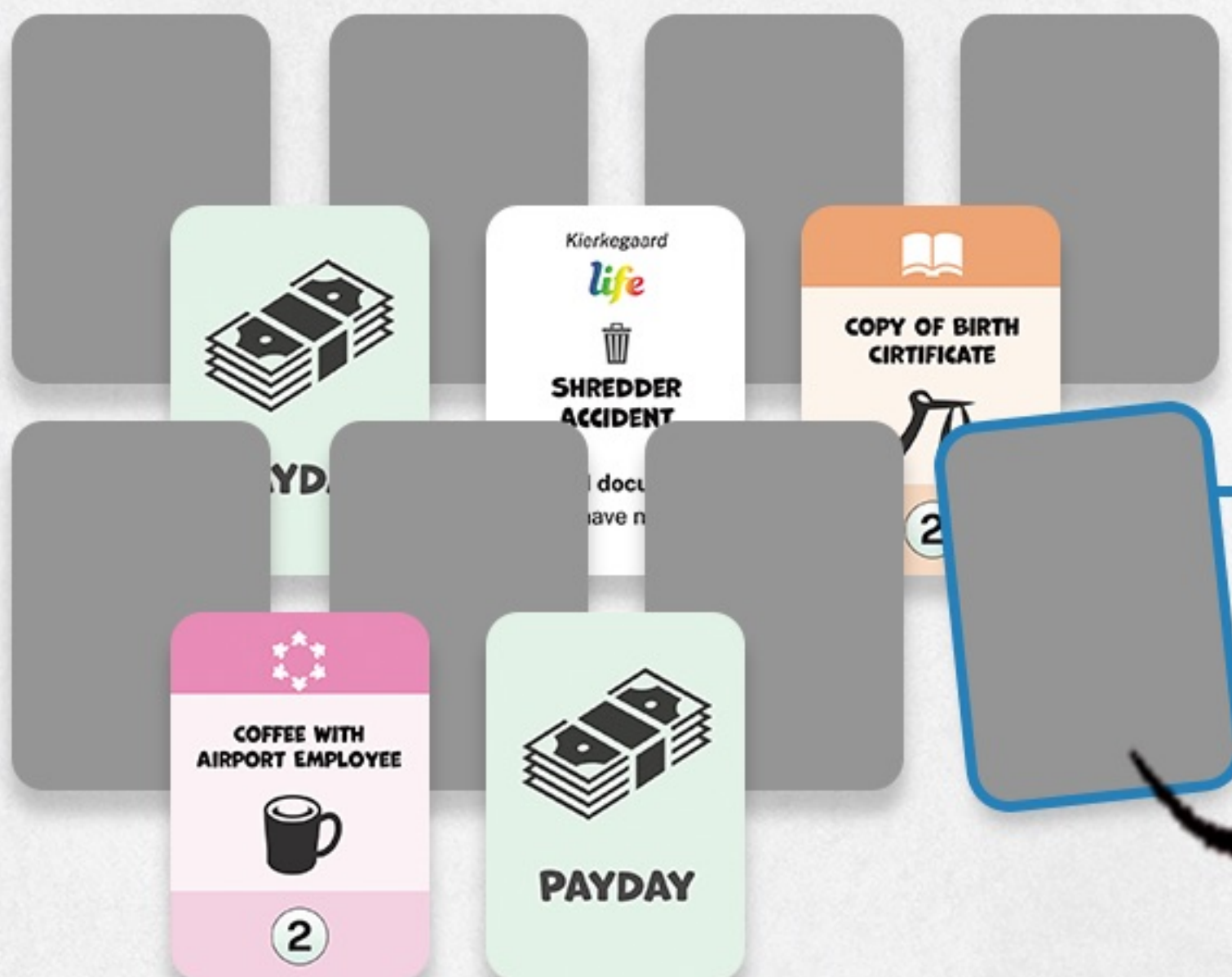


Lee does not pay to take a card from his own layout on his turn.

If Ivy takes a card from Lee's Personal Cards Layout on her turn, she pays Lee 1 Money Token.

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

Lee's Personal Cards Layout



Flip this card face-up.

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 Tokens listed on the bottom of the card, and place it in your Card Stash.

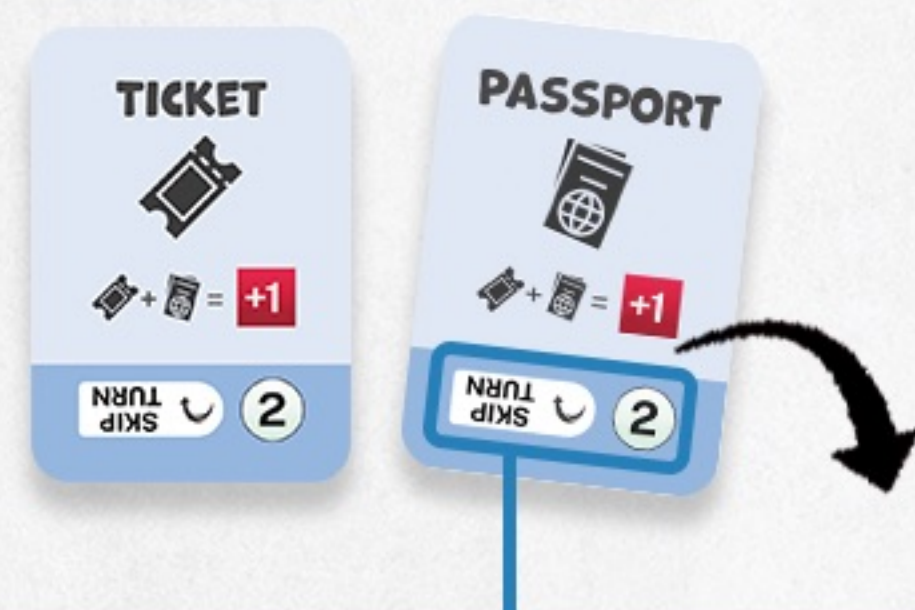
For Tickets and Passports, you have the option to SKIP YOUR TURN instead of buying them: rotate the Ticket or Passport upside-down and place it in front of you. On your next turn, instead of taking an action, place the Ticket or Passport in your Card Stash. You may have multiple Tickets and Passports, but you only receive an assurance token for your first set.

Your Personal Cards Layout



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

Public Resources

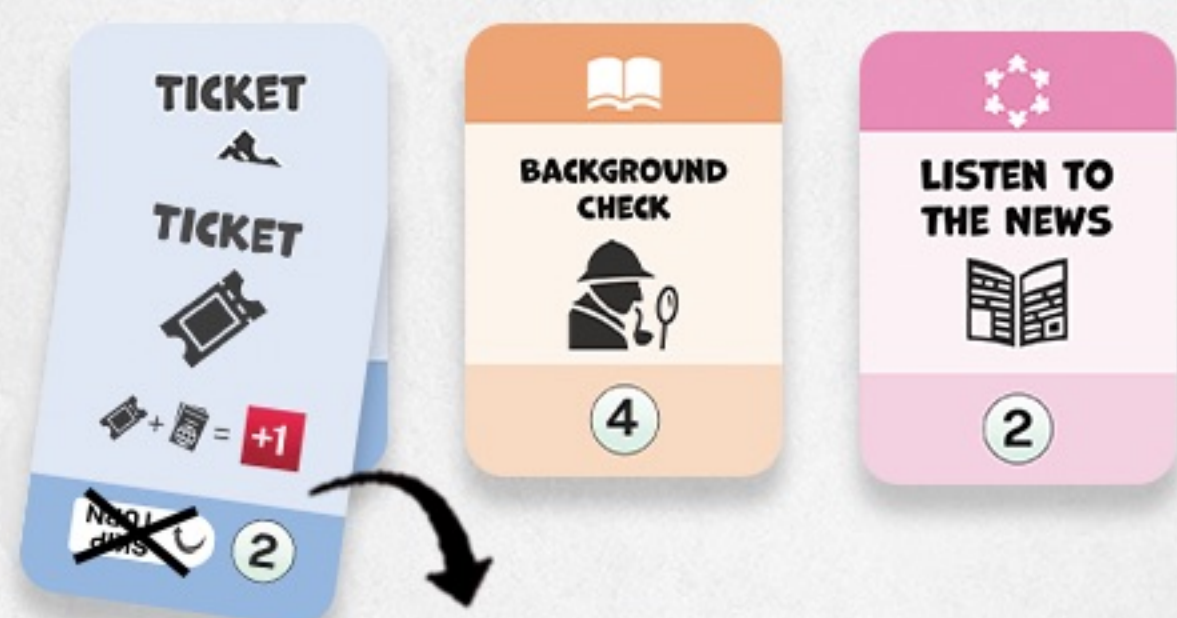


On your turn, you may buy the Passport, place it upside-down in front of you and skip your next turn, OR pay 2 Money Tokens and immediately place the card in your Card Stash.

On Lee's turn, he may buy the Document: he pays the bank 4 Money Tokens AND ALSO pays you 1 Money Token (because it is in your Personal Cards Layout).

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 1 extra Money Token. You may not SKIP YOUR TURN and take the card. You may not take a player's only Passport or Ticket.

Ivy's Card Stash



On your turn, pay Ivy 3 Money Tokens, 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 Tokens. You cannot discard Paydays, Life Cards (unless told otherwise), Passports or Tickets; ONLY Documents and Connections.

Your Personal Cards Layout

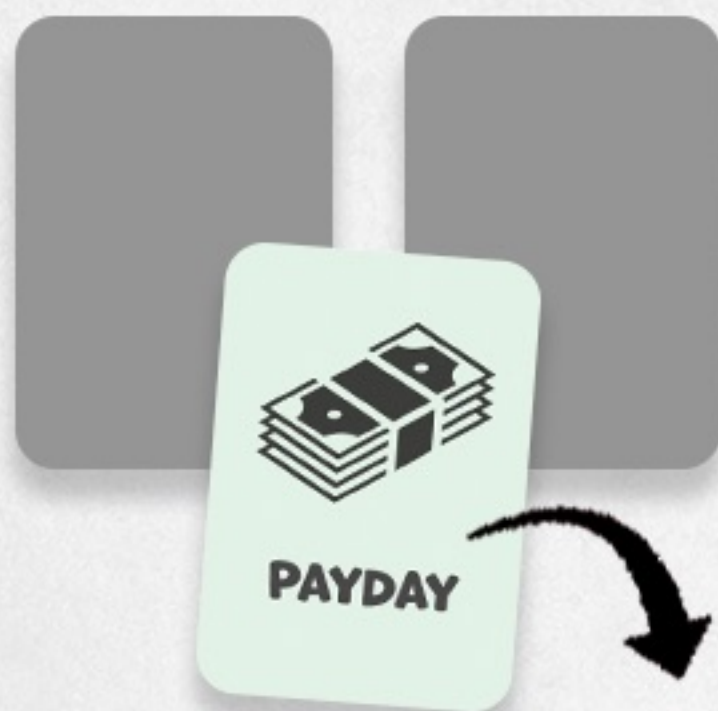


On your turn, take the Connection, place it in the Discard Pile, and take 2 Money Tokens from the bank.

If Lee takes the Connection on his turn, he takes 2 Money Tokens from the bank AND ALSO pays you 1 Money Token (because it is in your Personal Cards 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 Personal Cards 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 1 Money Token.

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

Your Career Card

You take 1 Money Token from the bank.

Lee's Career Card

Lee takes 2 Money Tokens from the bank.

Ivy's Career Card

Ivy is In College and takes no Money Tokens.

Go to College. To do this action you must have at least 1 more Money Token than what's on your Nationality Card, and you must have an available Pay Raise slot on your Career Card.

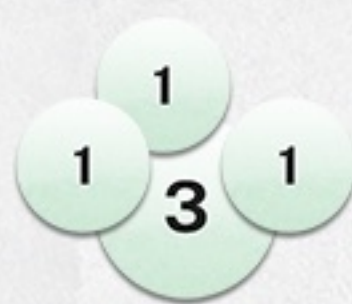
Roll the die. Your tuition equals the number rolled plus the amount on your Nationality Card. If you do not have enough Money Tokens for your tuition, you must FORFEIT your turn. Otherwise, pay the bank your tuition, and rotate your Career Card upside-down. Your job is now on hold, and you won't receive a salary on Paydays until you Graduate from College (See the next page).

Your Nationality Card



If you have 3 or less Money Tokens,

you cannot Go To College; choose a different Required Action.



If you have 4, 5, 6, 7, or 8 Money Tokens,

and you roll 6,

you do not Go To College; FORFEIT your turn.

and you roll 1,

If you have 9 or more Money Tokens.

and you roll any number,

Go To College; pay to the bank the number rolled plus 3 Money Tokens, and rotate your Career Card upside-down.



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 Tokens. Take a 1 Money Token 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 Token.) Your salary on Paydays is now the number of Money Tokens 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 Token on the first Pay Raise slot, and take 2 Assurance Tokens. Your salary on Paydays is now 2 Money Tokens.

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 Tokens.

Your Card Stash



Place your Connection in the Discard Pile, and take 2 Money Tokens 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 Token.

END OF PHASE 1

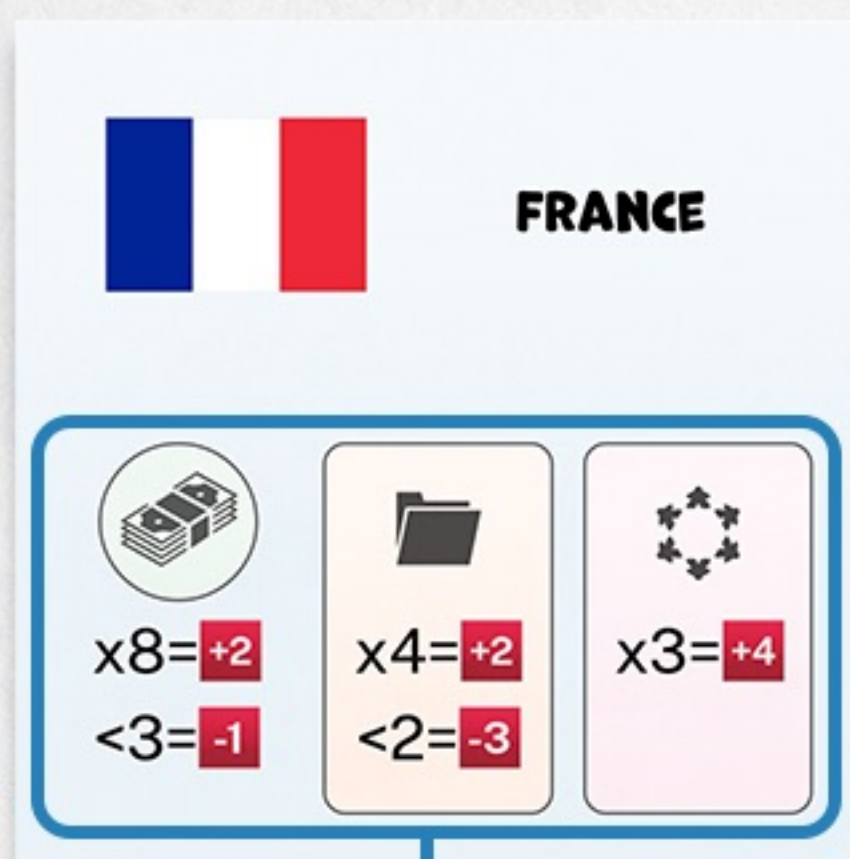
When there are no more available cards (Passports, Tickets, or cards in every player's Personal Cards Layout), the Preparation phase is complete. Continue from the last player who played into the final phase of the game.

PHASE 2: CROSSING THE BORDER

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

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

Your Destination Card



Your Card Stash



You have 17 Money Tokens

You trade 16 Money Tokens for 4 Assurance Tokens. You lose 3 Assurance Tokens because you only have 1 Document. You trade 3 Connections for 4 Assurance Tokens. So in total you gain 5 Assurance Tokens.

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 Tokens you must present to the officer (pay to the bank) in order to enter your destination. If you do not have enough Assurance Tokens, 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 you 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 Tokens, 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 Tokens. Lee has 6 Assurance Tokens. Ivy has 4 Assurance Tokens. (All players have a Passport and Ticket.)

Entrance Lanes



7

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



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 Tokens.



3

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

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

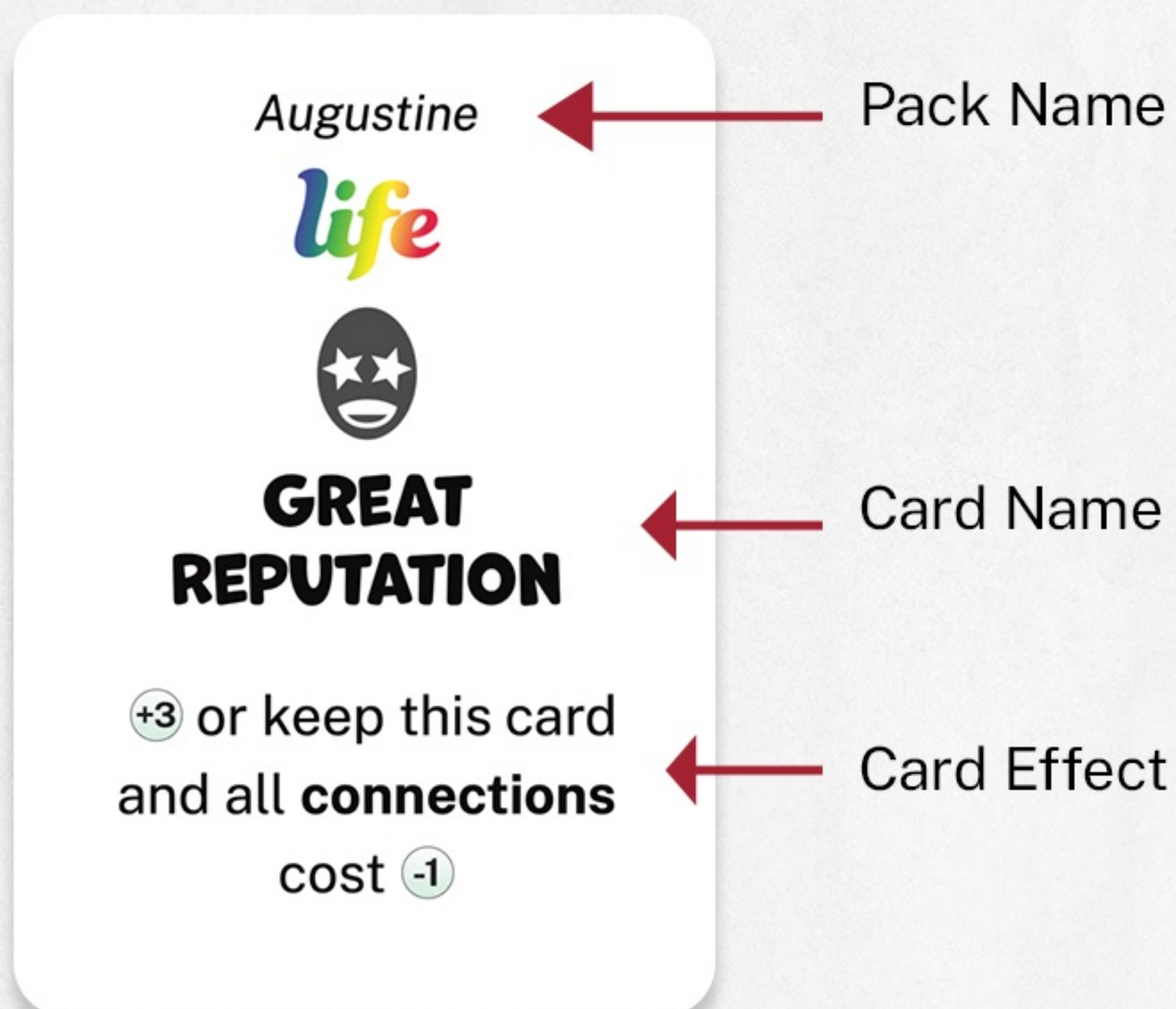
You can play this game competitively or cooperatively.

For competitive play, the player who BOTH enters their destination AND has the most remaining Assurance Tokens wins the game! If two or more players BOTH enter their destinations AND have the same amount of remaining Assurance Tokens, the player with the most remaining Money Tokens wins the game. If the players also have the same amount of Money Tokens, 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.



Socrates

life



**1ST: PANDEMIC
2ND: ECONOMIC
STIMULUS**

1st: Everyone lose

 **money**

2nd: Everyone gain

 **money**

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

Hippocrates

life



**JOIN ELITE
SOCIETY**

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

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

Socrates

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 Personal Cards Layout (as long as it is face-up).

CREDITS

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