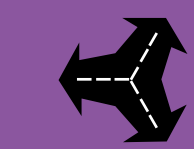


You have arrived, but without correct documentation.
You are in danger of deportation.

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 spread
misinformation on
social media!
Go 5 steps back.

You found a job
and apartment!
Go 3 steps
forward

You broke a leg!
Go 2 steps back.

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

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

You were arrested!
Return to start.

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

You ran
out of cash!
Go 5 steps
back.

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

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

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 were
kidnapped
and are
trapped until
you roll a 6.

You received
a visa! Roll the
dice again.

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

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.

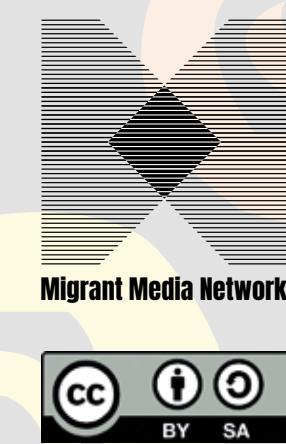
The aim of the game is to engage in conversation.

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

START

regular path irregular path

You received help!
Go 5 steps
forward.



Truth or Lie?