

EMIGRATION



A BOARD GAME
ABOUT MOVING ABROAD

2-6 Players | 20-60 Minutes | Ages 12+

PROTOTYPE

Version 0.0.1
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OVERVIEW

You're moving to another country! Scramble to collect documents, make valuable connections, and manage your money as life happens. Then pick a border control line and hope the officer lets you in!

OBJECTIVE

Gain enough **Assurance Tokens** to enter your destination. There can be multiple winners! If you have the most **Assurance Tokens**, you're the the Ultimate Winner.

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



Border Control Lane Cards x5



Border Control Tokens x15



Money Tokens
(1 x31, 3 x10)



Assurance Tokens
(1 x10, 3 x15)

1 D6 Die

SETUP

BOARD SETUP



3 Border Control Tokens on top of each of the **5 Border Control Lane**



Discard
Pile



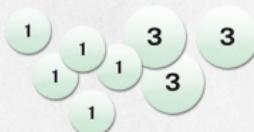
Tickets



Passports



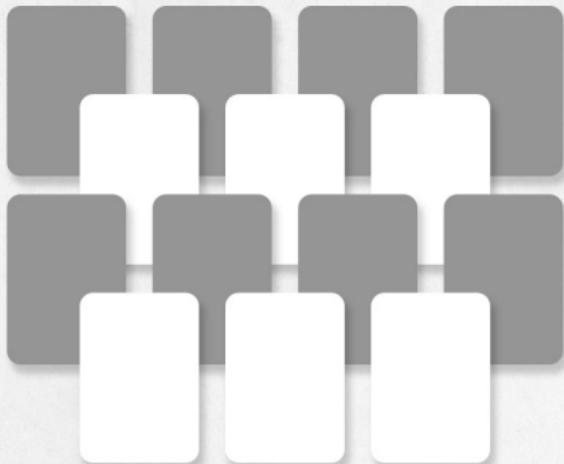
Assurance Tokens



Money Tokens

PLAYER'S SETUP

Cards Layout



Nationality Card

IN COLLEGE

AUTHOR



Career Card



Destination Card

= Face-up

= Face-down

Card Stash



A player's bought Documents, Connections,
Life Cards, Passport, & Ticket

SETUP STEPS

- 1.** Lay out the 5 **Border Control Lane Cards** in order, and place the matching **Border Control Tokens**—face down and shuffled—on top of each corresponding card.
- 2.** Lay out a deck of **Passports** (1 for each player) and **Tickets** (1 for each player).
- 3.** Each player:
 - A.** Draws a **Nationality Token** and **Destination Card**. If the countries are the same, draw a different **Destination Card**.
 - B.** Draws a **Career Card**.
 - C.** Takes the amount of **Money** shown on their **Nationality Card**.

Required Number of Cards

Players	Documents & Connections	Life Cards *Recommended Packs	Paydays	Total Cards
2	9	8 (2 packs) <small>*Augustine, Socrates</small>	8	30
3	10	12 (3 packs)	12	44
4	13	16 (4 packs)	16	58
5	16	20 (5 packs)	20	72
6	19	24 (6 packs)	24	86

- 4.** Shuffle the required number of **Documents**, **Connections**, **Life Cards**, and **Paydays**

together. Then choose 2 cards without looking at them and remove them from the game.

It doesn't matter which **Documents** or **Connections** you use, and you can choose any **Life Card** packs (sets of four **Life Cards**).

- 5.** Deal 14 cards to each player. Each player arranges the cards in front of them as shown in the diagram labeled *Cards Layout* in the *Player's Setup* on Page 4.

GAMEPLAY

To begin, each player rolls the die. The player who rolls the highest number starts, and play continues clockwise through the entire game.

PHASE 1: PREPARATION

Required Action: When you are preparing to move abroad, you must do ONE of the following Required Actions on your turn.

- **BUY** any AVAILABLE Document, Connection, Passport or Ticket. Pay to the bank the amount of Money Tokens listed on the bottom of the card. See PASSPORTS & TICKETS on Page 15.

AVAILABLE CARDS are Passports, Tickets, or any other cards
1) in a Card Layout,
2) face up, and
3) not covered.

- **DISCARD** any AVAILABLE Document or Connection. Place the card in the Discard Pile, and take from the bank 2 Money Tokens.

- **ACTIVATE** any AVAILABLE **Life Card** or **Payday**. Do the card's action (if applicable), then place it in the Discard Pile (unless it tells you otherwise). See PAYDAYS and LIFE CARDS on Page 16 & 17

Important: If you **BUY**, **DISCARD**, or **ACTIVATE** a card which is in SOMEONE ELSE'S Card Layout, pay that player **1 Money Token**.

- **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 (180 degrees). Your job is now on hold, and you won't receive a salary on **Paydays** until you GRADUATE FROM COLLEGE.

Example of GOING TO COLLEGE

Can you GO TO COLLEGE?

*It depends on your **Nationality**, how much **Money** you have and what number you roll.*

Your **Nationality Card** shows **3 Money Tokens**.

You have less than **4 Money Tokens**.

You have **4 to 8 Money Tokens**.

You have more than **8 Money Tokens**.

NO

You must choose a different Action.

You roll **5**.

You roll **2**.

You roll any number.

NO

And you FORFEIT your turn.

YES

Any you pay the number rolled plus 3.

Optional Actions: You may do ANY of these actions 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 FROM COLLEGE and get a Pay Raise.

You are in college until you roll a 1, 2, or 3. As long as you are in college, you don't receive a salary on Paydays.

If you GRADUATED, rotate your **Career Card** right-side up (180 degrees), and take 2 **Assurance Tokens**. Take a **1 Money Token** and place it on the matching Pay Raise space 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**. Whether or not you graduate, do another Action.

• **SELL** one of your **Documents** or **Connections**. You may place one of your PREVIOUSLY BOUGHT **Documents** or **Connections** in the Discard Pile, and take from the bank 2 **Money Tokens**. Do another Action.

EXCEPTIONS

- If you can not 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**.

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.

END OF PHASE 1: PREPARATION

When there are no more cards in every player's Cards Layout, the PREPARATION phase is complete.

PHASE 2: CROSSING THE BORDER

When all the Layout Cards are gone, it's time to attempt to enter your destination! Each player must do ALL 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 cards for **Assurance Tokens**.

Example of WITHDRAWING ASSURANCE TOKENS

Your **Destination Card** shows:



$x8 = +2$
 $<3 = -1$



$x4 = +2$
 $<2 = -3$



$x3 = +4$

You have
17 **Money Tokens**,
1 **Document**,
and 3 **Connections**.

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. Choose one of the 5 **Border Control Cards**, and DRAW the top **Border Control Token** from that lane. Pay the bank the number of **Assurance Tokens** on the **Border Control Token**. 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.

Every player must attempt to **CROSS THE BORDER**, even if they know they won't get in.

COUNTING MONEY

When trading **Money** for **Assurance Tokens**, do not use any **Money Tokens** placed on Pay Raise slots on your **Career Card**.

END OF PHASE 2: CROSSING THE BORDER

When every player has attempted to CROSS THE BORDER, the game is complete.

WINNING THE GAME

The player(s) who enter their destination win the game! There can be multiple winners. Additionally, the player with the most remaining **Assurance Tokens** is the Ultimate Winner.

RESOLVING TIES

- If two or more winning players have the same amount of remaining **Assurance Tokens**, the player with the most remaining **Money Tokens** is the Ultimate Winner.
- If the winning players also have the same amount of **Money Tokens**, there is no Ultimate Winner; the joy is in the journey.

CARDS AND ACTIONS

PASSPORTS & TICKETS

- You must have a **Passport** and **Ticket** to enter your destination.
- To get a **Passport** or a **Ticket**, you can either **BUY** it or **SKIP YOUR TURN**. To **BUY** it, pay the bank the number of **Money Tokens** on the card. To **SKIP YOUR TURN**, rotate the card upside-down (180 degrees) and place it in front of you. The next time it's your turn, instead of taking a turn, place the card in your Card Stash.
- When you have a **Passport** and a **Ticket**, take 1 **Assurance Token**.
- You may have more than one **Passport** and **Ticket** (see SCALPING PASSPORTS & TICKETS on *Page 16*), but you still only receive 1 **Assurance Token**.

PAYDAYS

- 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).
- If you are in college, you do not receive a salary on **Paydays**.

SCALPING PASSPORTS & TICKETS

- You may only SCALP if you have an extra **Passport** or **Ticket**.

SCALPING is when you sell one of your **Passports** or **Tickets** to another player.

- A player may take one of your extra **Passports** or **Tickets** as their BUY action, with some notable differences:
 - They pay YOU the price of the **Passport** or **Ticket** INSTEAD of paying the bank.
 - They MAY NOT SKIP THEIR TURN to take the card.
- In addition to paying you the cost of the card, they must also pay you 1 **Money Token** because the card is not in their Card Layout.

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.

Augustine

← Pack name



**GREAT
REPUTATION**

← Card name

+3 or keep this card
and all **connections**
cost -1

← Card Effect

Socrates



**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



**JOIN ELITE
SOCIETY**

for every 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



MENTAL FOG

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

You may discard a **Life Card** belonging to you or any other player. You may discard a covered **Life Card** (as long as it is face-up in a Card Layout).

CREDITS

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QUESTIONS & COMMENTS

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