

# EMIGRATION



A BOARD GAME  
ABOUT MOVING ABROAD

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

**PROTOTYPE**

Version 0.0.4  
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## **Emigration**

*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**



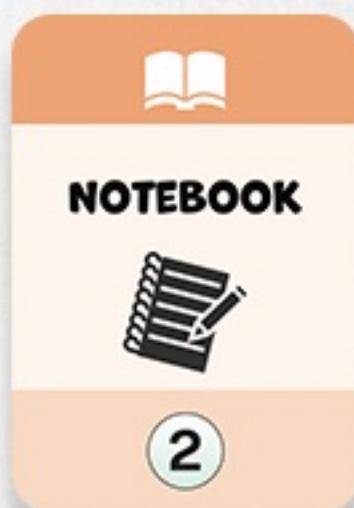
## Nationality Cards x9



## **Career Cards x9**



# **Connection Cards x21**



## **Document Cards x21**



# Life Cards x28



# Payday Cards x28



## **Passport Cards x6**



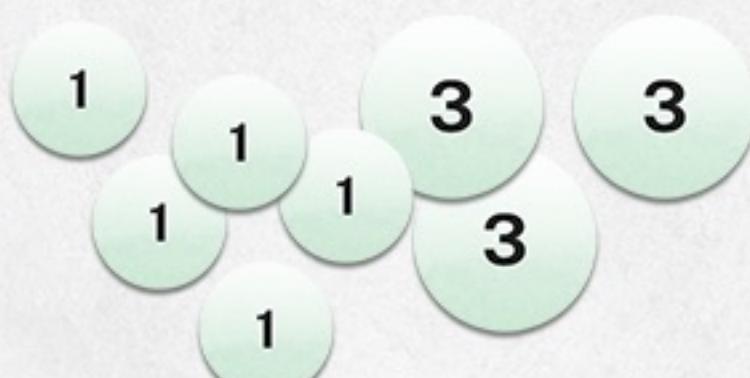
**Ticket  
Cards x6**



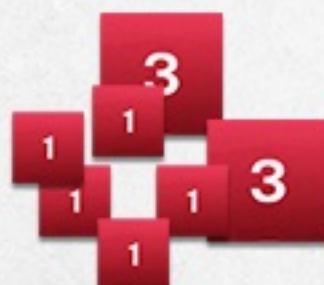
# **Entrance Lane Cards x5**



## **Entrance Re- quirement Tokens x15**



## **Money Tokens**



## **Assurance Tokens**

## 1 D6 Die

# SETUP

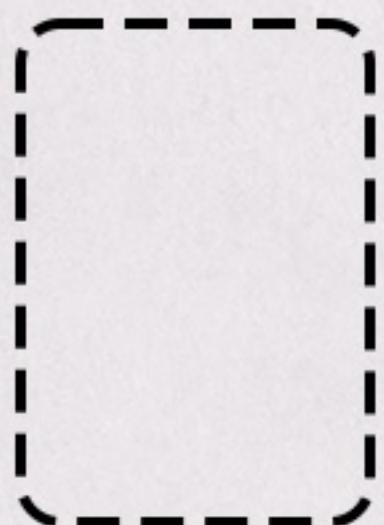
## PUBLIC RESOURCES SETUP

Public Resources are available to all players. Place them in a central location on the table.



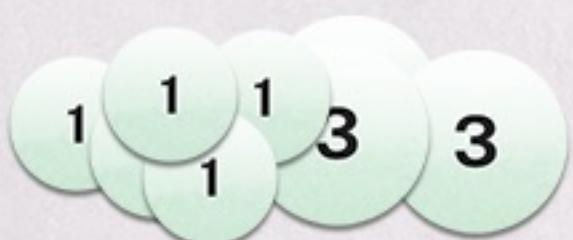
You must have a **Ticket** and **Passport** to enter your destination. When you have a **Passport** and a **Ticket**, you get 1 **Assurance Token**. You may have more than one **Ticket** and **Passport** (see **SCALPING PASSPORTS OR TICKETS** on Page 27), but you still only receive 1 **Assurance Token**.

## PUBLIC RESOURCES (CONTINUED)



Discard Pile

Used **Paydays** and **Life Cards**, and discarded **Documents** and **Connections**, go into one Discard Pile.



**Money Tokens**

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**

**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 get these, but they also give you an extra **Assurance Token**).
- Some life events give you **Assurance Tokens**.

## ENTRANCE LANES SETUP

Place the 5 **Entrance Lane Cards** in order at the top of the table. Place each **Entrance Lane Token** in a stack below the **Entrance Lane Card** which shows its number. Then shuffle each stack and flip them number-side-down.



Place the 3, 9, and 11 **Entrance Lane Tokens** are just below the Lane 5 card (because the Lane 5 card shows 3, 9 and 11). Shuffle them and place them number-side down.

At the end of the game, you'll choose one of these lanes to try to enter your destination. You'll draw the top **Entrance Lane Token** from the lane you choose, and present that amount of **Assurance Tokens** to the officer in order to enter your destination. (See **CROSSING THE BORDER** on Page 24 and 25.)

# PLAYER'S SETUP

All of your cards are always visible to everyone. Place them in front of you.



**FRENCH**

5

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.



**AUTHOR**



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.



BOSNIA AND HERZEGOVINA

For every 6 **Money Tokens**, take 2 **Assurance Tokens**.

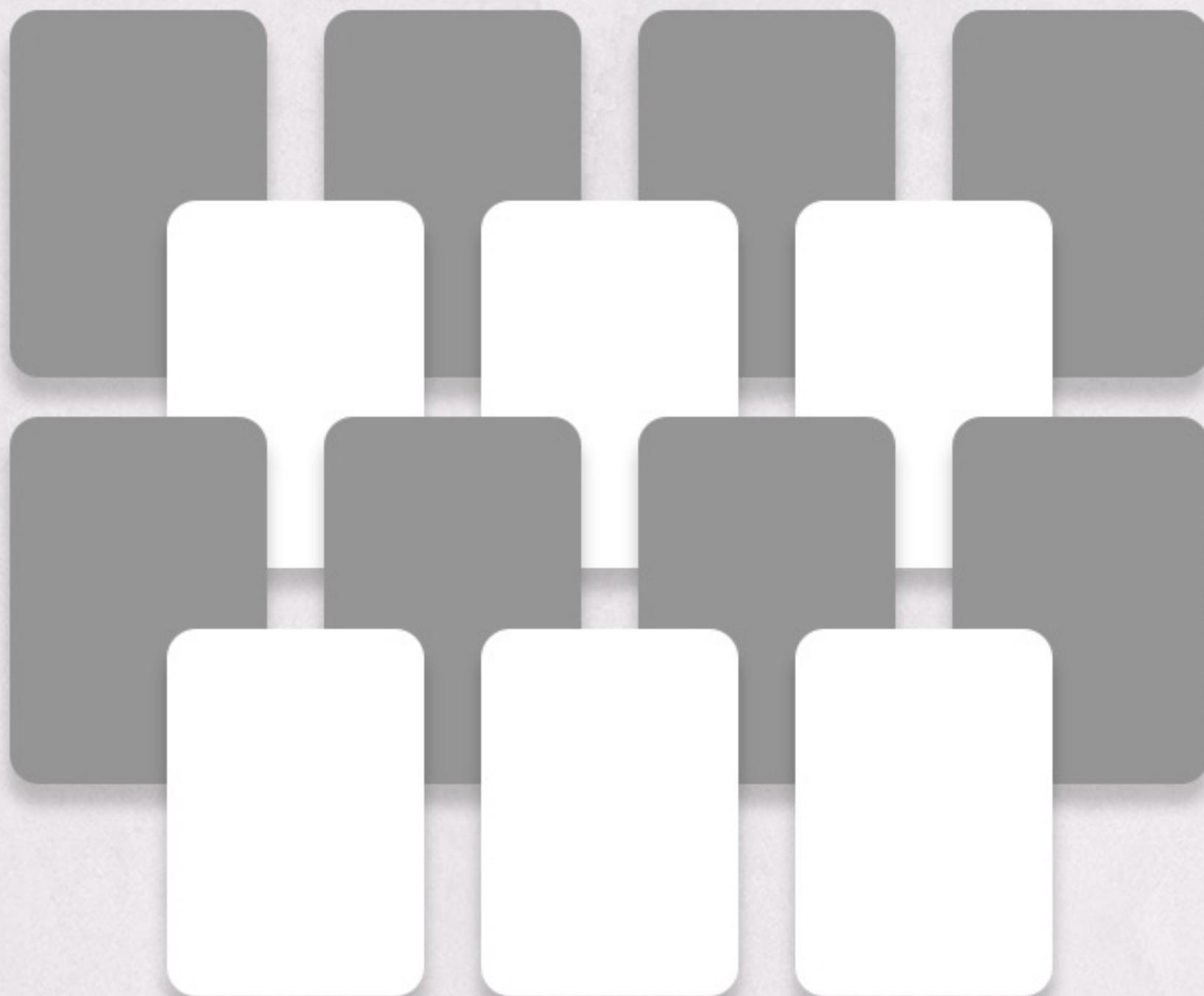


For every 4 **Documents**, take 2 **Assurance Tokens**. If you have less than 2 **Documents**, lose 2 **Assurance Tokens**.

For every 2 **Connections**, take 6 **Assurance Tokens**.

## PLAYER'S SETUP (CONTINUED)

Personal Cards Layout



= Face-up

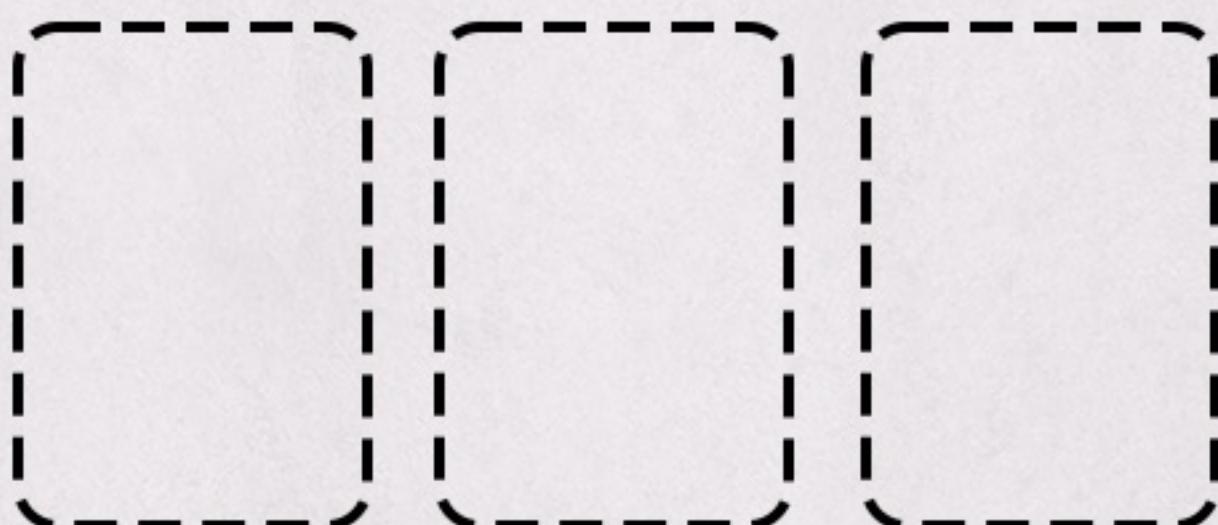


= Face-down

At the beginning of the game, shuffle your dealt **Documents**, **Connections**, **Paydays**, and **Life Cards**; then place them in front of you according to the layout shown above.

If another player (not you) takes a card from your Personal Cards Layout, they pay YOU 1 **Money Token**.

Card Stash



When you get **Documents**, **Connections**, **Life Cards**, **Passports**, or **Tickets**, place them in front of you in your Card Stash.

## **SETUP STEPS**

- 1.** Lay out the 5 **Entrance Lane Cards** in order at the top of the table, and place the matching **Entrance Requirement Tokens**—number-side down and shuffled—below each 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 Card** and **Destination Card**. If the nationality and the destination are the same, draw a different **Destination Card**.
  - B.** Draws a **Career Card**.
  - C.** Takes the amount of **Money Tokens** shown on their **Nationality Card**.

## SETUP STEPS (CONTINUED)

*Required Number of Cards*

Players	Documents & Connections	Life Cards <small>*Recommended Packs</small>	Paydays	Total Cards
2	7 each	8 (2 packs) <small>*Augustine, Socrates</small>	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

- 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.
- 5.** Deal 14 cards to each player. Each player randomly arranges the cards in front of them according to the diagram labeled *Personal Cards Layout* in the *Player's Setup* on Page 8.

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

# GAMEPLAY

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 card, **DISCARD** a card, **ACTIVATE** a card, or **GO TO COLLEGE**. You may also do some *OPTIONAL ACTIONS*: **GRADUATE FROM COLLEGE**, and/or **SELL** a card.

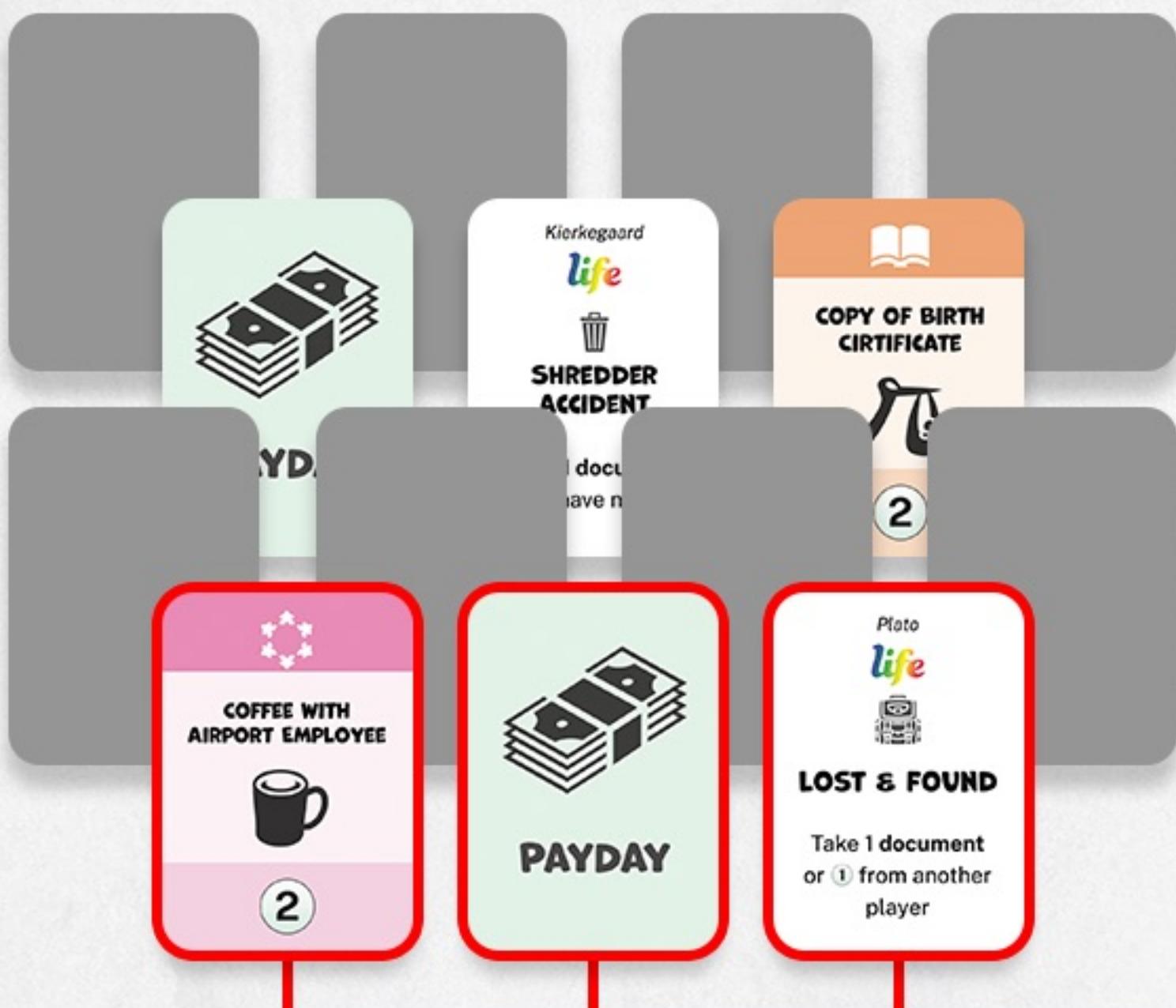
*REQUIRED ACTIONS* and *OPTIONAL ACTIONS* are explained in detail on Pages 15 to 21. But first, lets look at some *IMPORTANT CONCEPTS*.

# IMPORTANT CONCEPTS

## TAKING ONLY AVAILABLE CARDS

On your turn, you may only take an **AVAILABLE** card. An **AVAILABLE** card is a **Passport**, **Ticket**, or any other card 1) in any player's Personal Cards Layout, 2) face up, and 3) not covered.

Lee's Personal Cards Layout



Public Resources



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

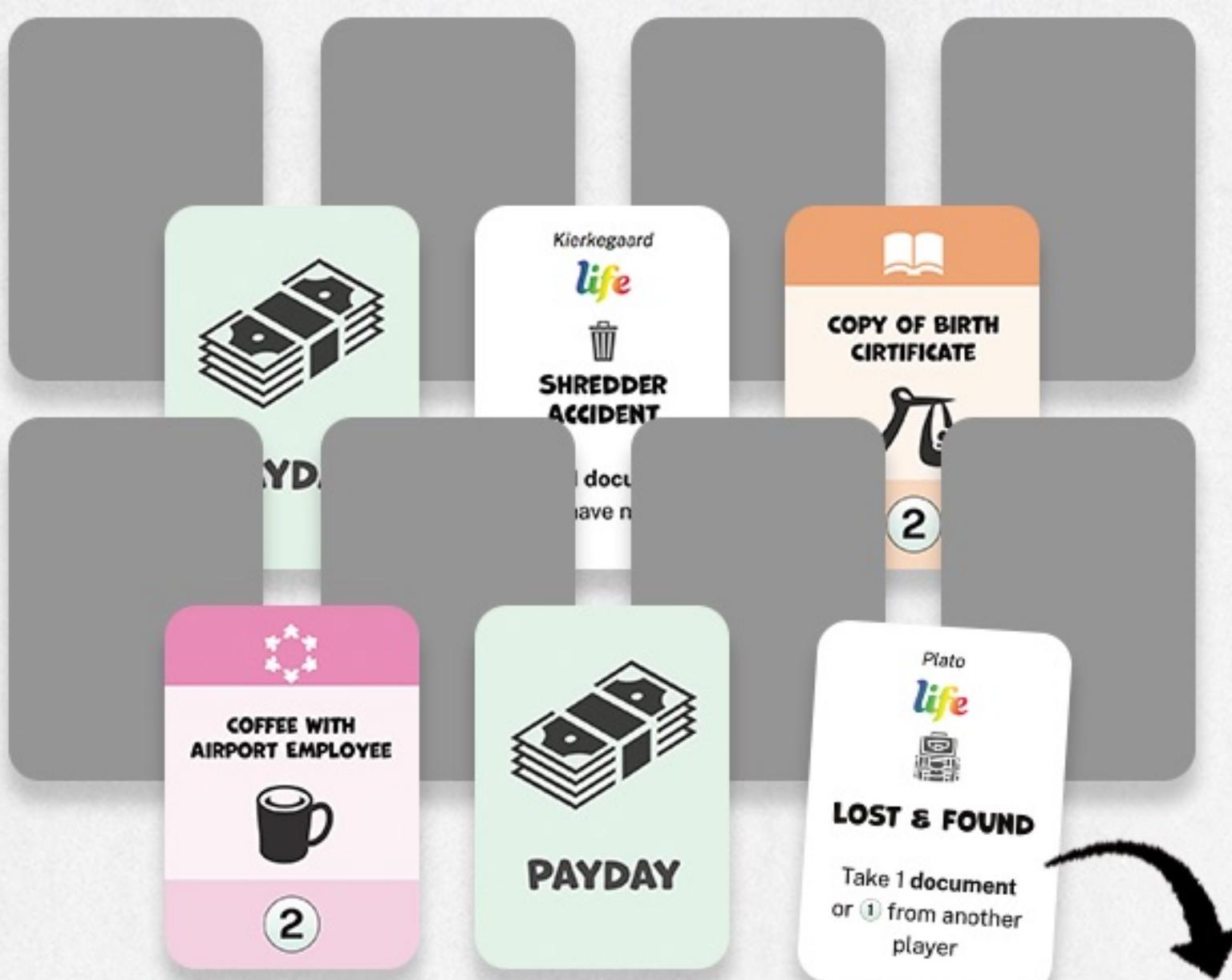
All the other cards shown are not **AVAILABLE** (yet).

## IMPORTANT CONCEPTS (CONTINUED)

### PAYING OTHER PLAYERS

If you take a card which is in SOMEONE ELSE'S Personal Cards Layout (not yours), 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.

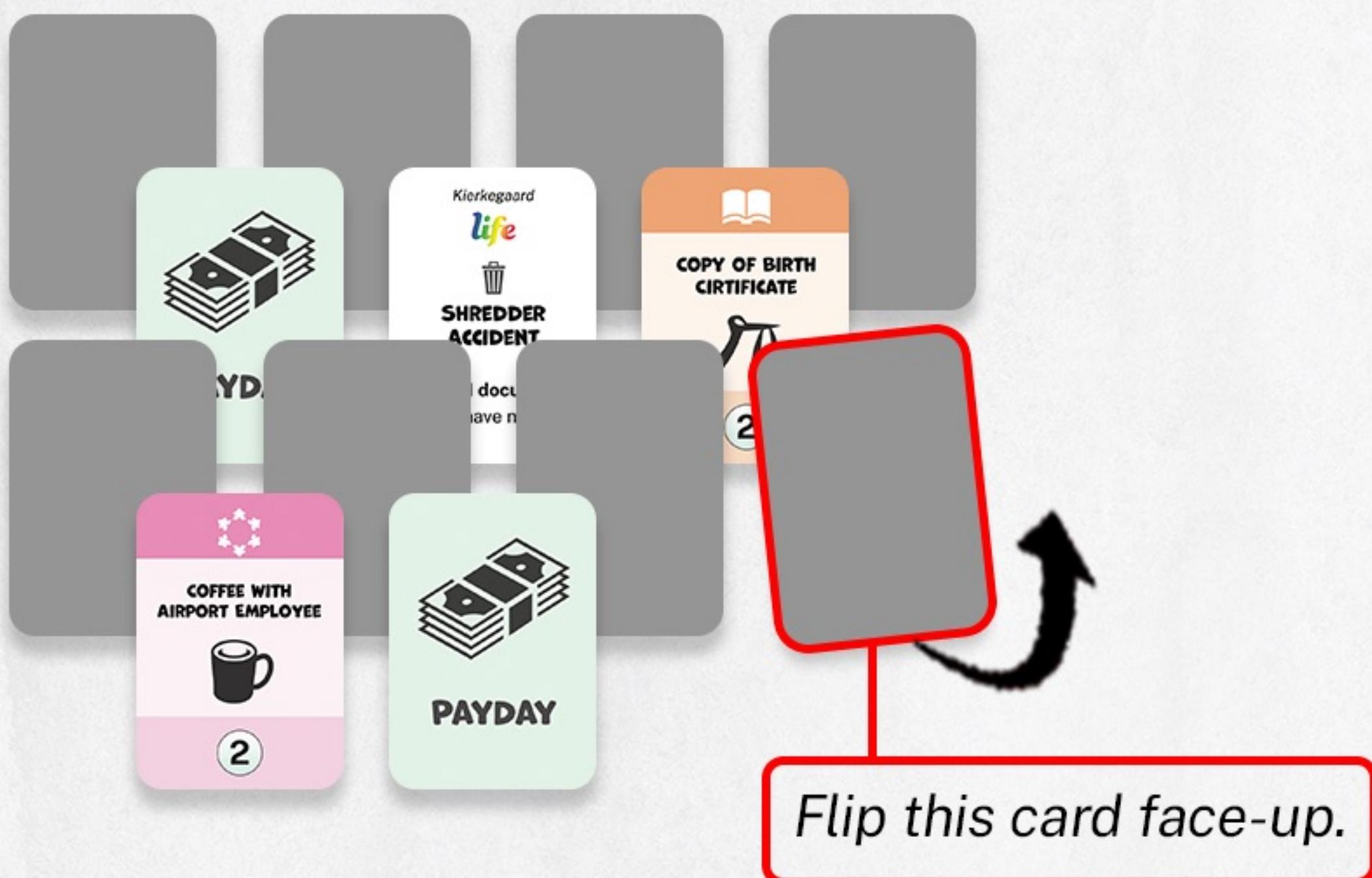
If Ivy takes a card from Lee's Personal Cards Layout on her turn, she pays Lee 1 **Money Token**.

## IMPORTANT CONCEPTS (CONTINUED)

### 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*



## REQUIRED ACTIONS

You MUST do ONE of the following REQUIRED ACTIONS on your turn.

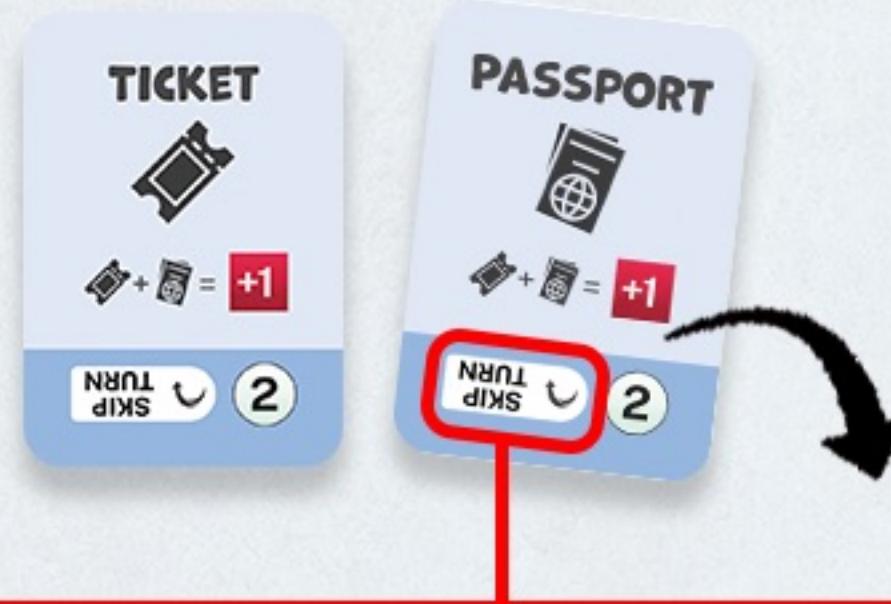
**BUY** any AVAILABLE Document, Connection, Passport or Ticket. Pay to the bank the amount of Money Tokens listed on the bottom of the card, and place it in your Card Stash. (For Tickets and Passports, you can also SKIP YOUR TURN: rotate the card upside-down and place it in front of you. On your next turn, instead of taking a turn, place the card in your Card Stash.)

Your Personal Cards Layout



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

Public Resources



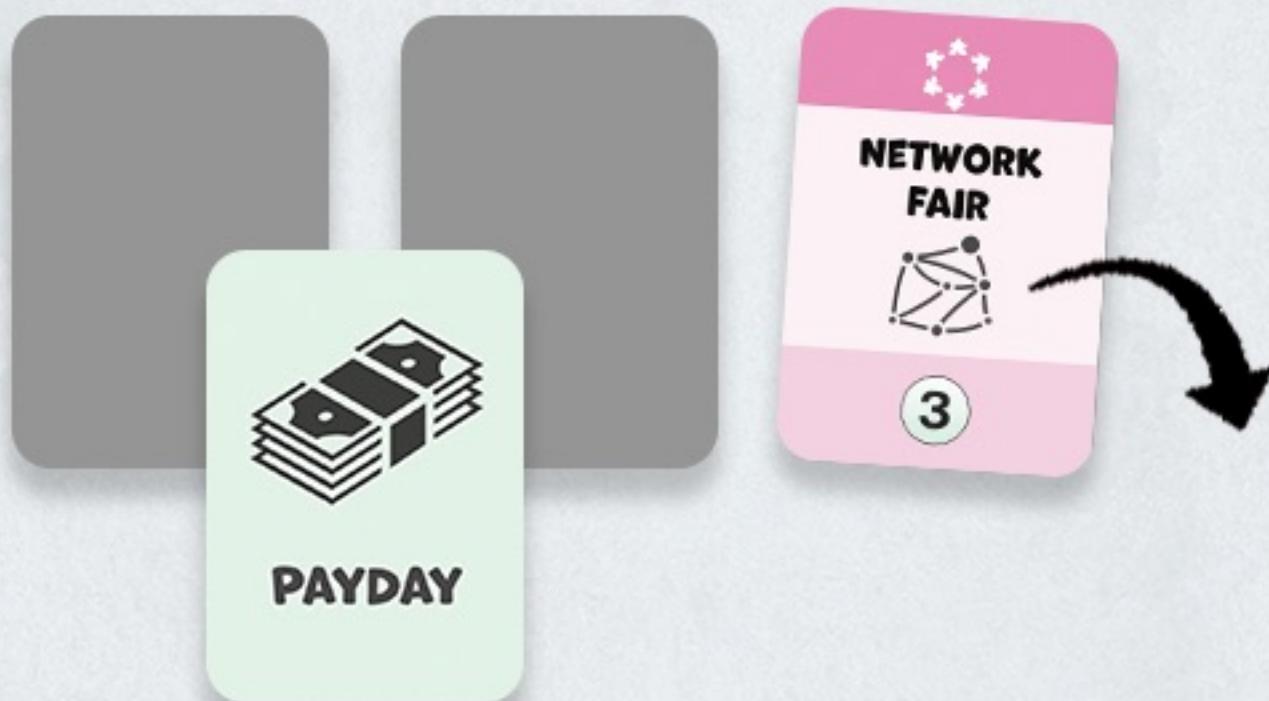
On your turn, you may take the **Passport**, place it upside-down in front of you, and skip your next turn.

If Lee takes the **Document** on his turn, he pays the bank 4 **Money Tokens** AND ALSO pays you 1 **Money Token** (because it is in your Personal Cards Layout).

## REQUIRED ACTIONS (CONTINUED)

**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).

## REQUIRED ACTIONS (CONTINUED)

**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 28.

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**



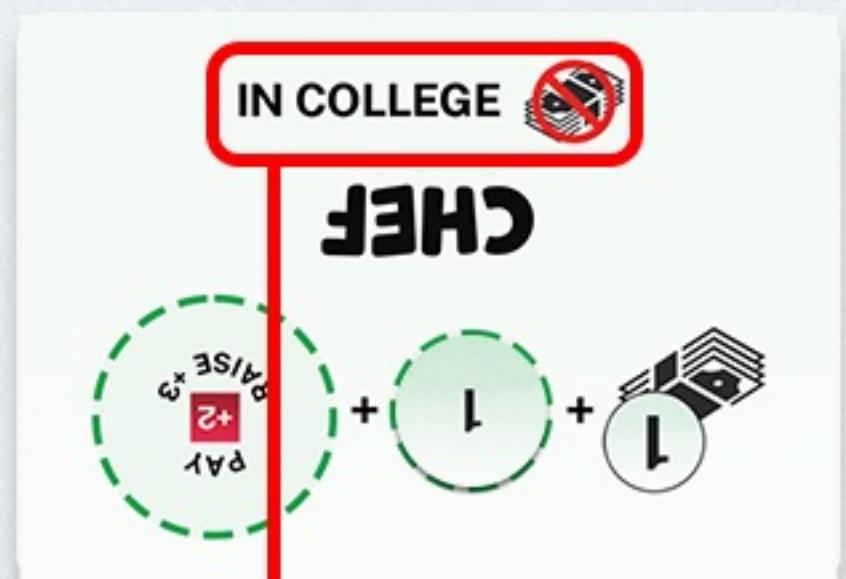
You take 1 **Money Token** from the bank.

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**.

## REQUIRED ACTIONS (CONTINUED)

**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**.

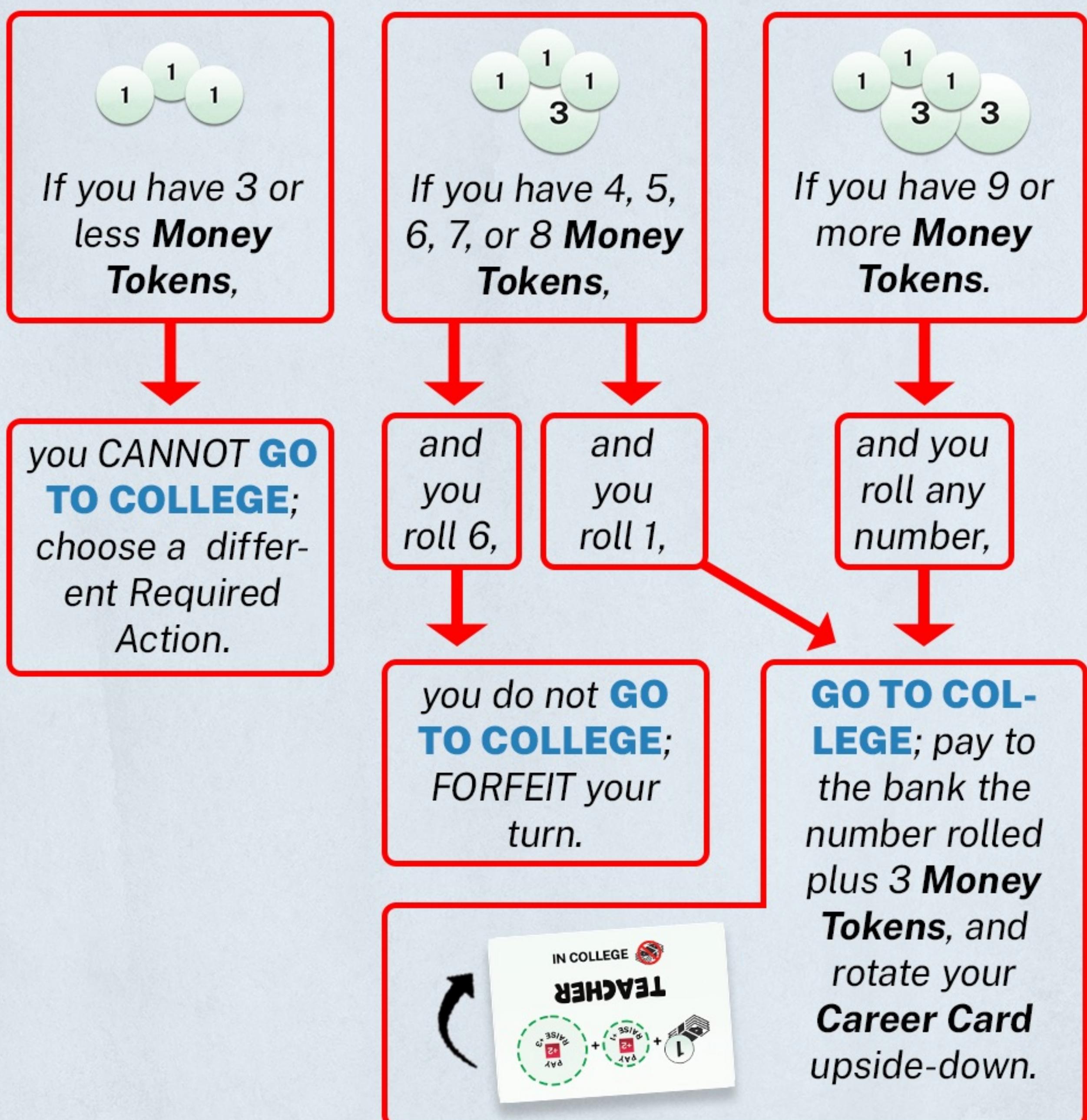
Roll the die. Your tuition equals the number rolled plus the amount on your **Nationality Card**. If you do not have enough **Money Tokens** for your tuition, you must FORFEIT your turn. Otherwise, pay the bank your tuition, and rotate your **Career Card** upside-down. Your job is now on hold, and you won't receive a salary on **Paydays** until you **GRADUATE FROM COLLEGE** (See Page 20).

See an example on the next page.

## **REQUIRED ACTIONS (CONTINUED)**

# **GO TO COLLEGE** (example)

## Your Nationality Card

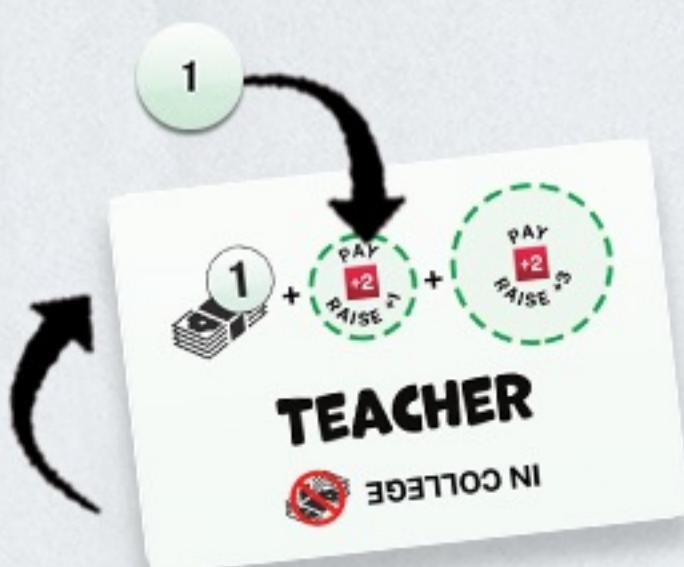


## OPTIONAL ACTIONS

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 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 another Action.



If you roll 1, 2, or 3, rotate your **Career Card** right-side-up (180 degrees), 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**.

## OPTIONAL ACTIONS (CONTINUED)

**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**. Do another Action.

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: Preparation***

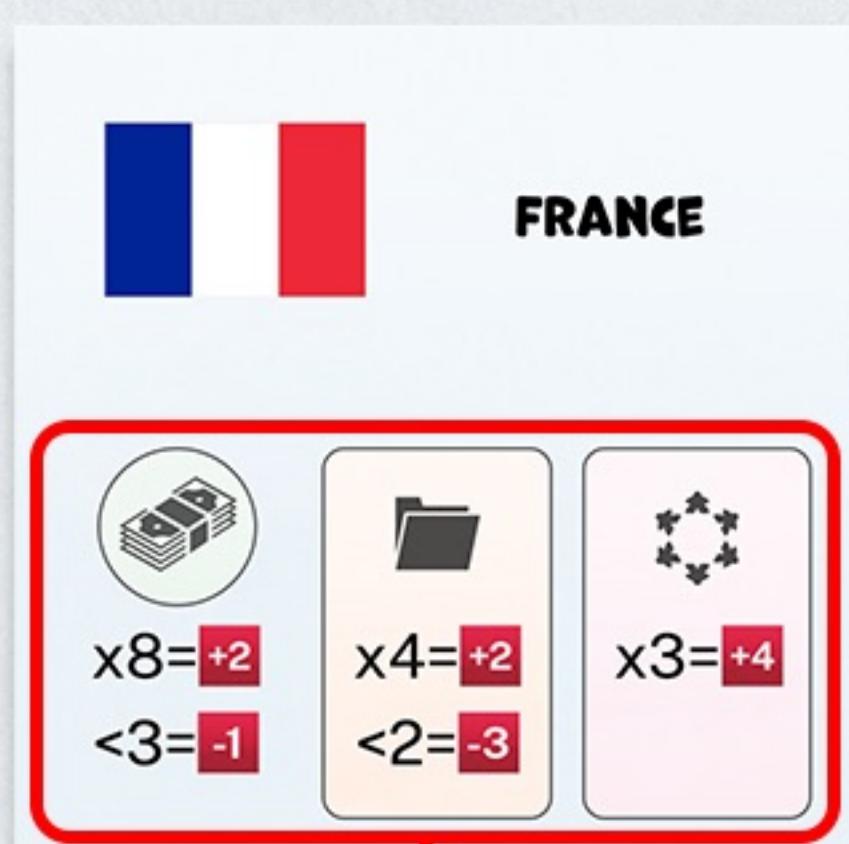
When there are no more *AVAILABLE* cards (**Passports**, **Tickets**, or cards in every player's Personal Cards Layout), the *Preparation* phase is complete. Continue from the last player into *Phase 2: Crossing the Border*.

## Phase 2: Crossing the Border

When all the AVAILABLE 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 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.** Choose one of the 5 **Entrance Lane Cards**, and take the top **Entrance Requirement Token** from that lane. Pay the bank the number of **Assurance Tokens** on the **Entrance Requirement 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.

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 on the next page.*

## 2. CROSS THE BORDER. (Example)

Entrance Lanes



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



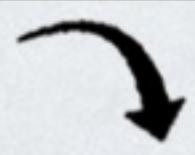
**7**

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: Crossing the Border*

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

# **WINNING THE GAME**

You can play this game COMPETITIVELY or CO-OPERATIVELY.

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.

# SCALPING PASSPORTS OR TICKETS

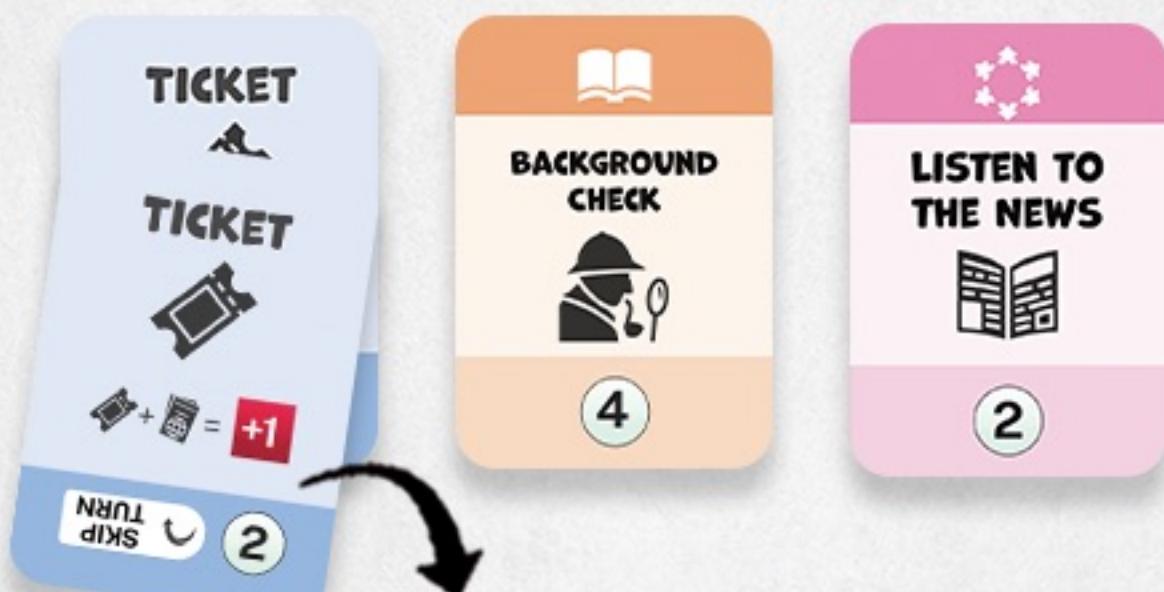
SCALPING is when a **Passport or Ticket** is sold from one player to another.

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

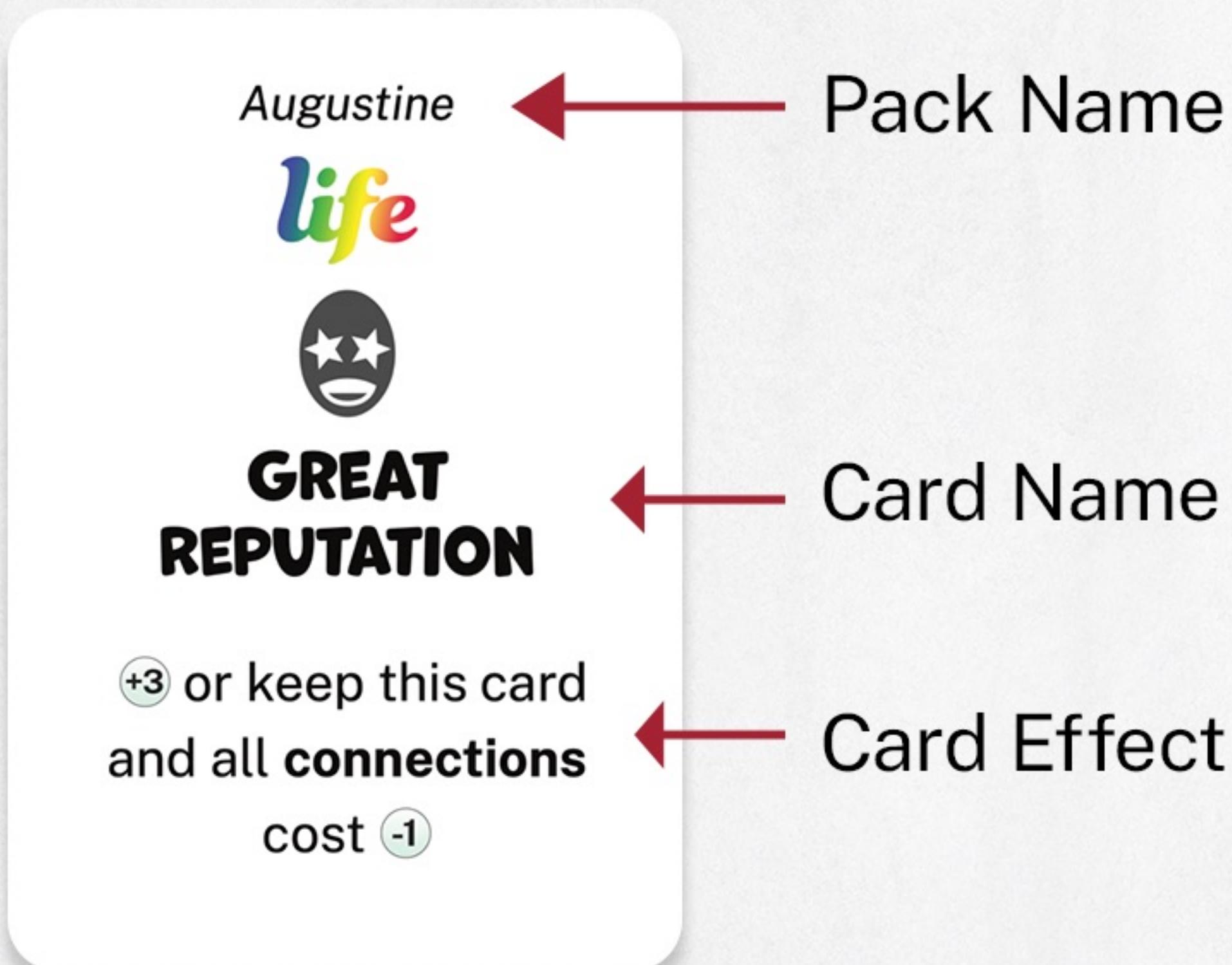
Your Card Stash



On Ivy's turn, for her **BUY** action, she pays you 3 **Money Tokens**, takes your extra **Ticket**, and places it in her Card Stash.

# 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



**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**

+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



## 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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