

# EMIGRATION



A BOARD GAME  
ABOUT MOVING ABROAD

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

**PROTOTYPE**

Version 0.0.3  
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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

To successfully emigrate, over the course of the game you'll need to get a **Passport**, **Ticket**, and **Assurance Tokens** (which represent proof that you are qualified and prepared). You gather these necessities by earning money and buying cards. When all the cards are gone, go to the border and pick an entrance lane. The officers in different lanes require different numbers of **Assurance Tokens**; some officers are predictable but strict, other are less predictable, high-risk, high-reward types. 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.

## **OVERVIEW OF 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 **Document Cards**, **Connection Cards**, 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**.

# COMPONENTS



**Destination  
Cards x9**



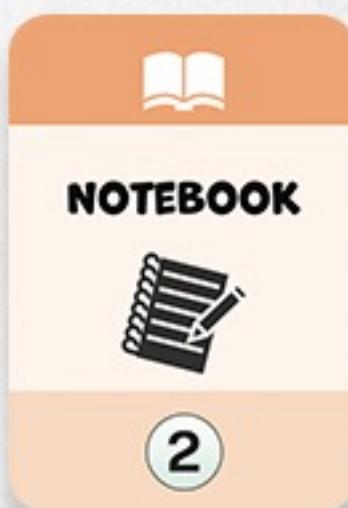
**Nationality  
Cards x9**



**Career  
Cards x9**



**Connection  
Cards x21**



**Document  
Cards x21**



**Life  
Cards x28**



**Payday  
Cards x28**



**Passport  
Cards x6**



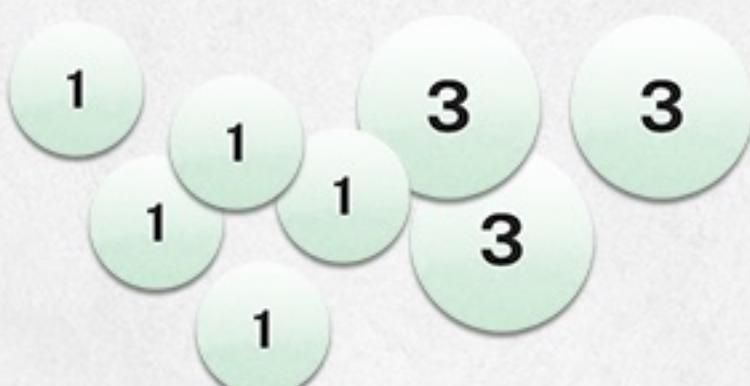
**Ticket  
Cards x6**



**Entrance Lane  
Cards x5**



**Entrance Re-  
quirement  
Tokens x15**



**Money Tokens  
(1 x31, 3 x10)**



**Assurance Tokens  
(1 x10, 3 x15)**

# SETUP

## ENTRANCE LANES



Place the 3, 9, and 11 **Entrance Lane Tokens** on top of the Lane 5 card. Shuffle them and place them number-side down.

Place all the **Entrance Lane Tokens** — shuffled and number-side down—on the **Entrance Lane Card** which shows their number.

You'll choose one of these lanes to enter at the end of the game when you try to enter your destination. Place them at the top of the table. You'll have to present the amount of **Assurance Tokens** shown on the **Entrance Requirement Token** you draw. For example: you choose Lane 4, take the top token, and it shows 8; you'll have to present 8 **Assurance Tokens** to the officer in order to enter your destination. Now only the 4 and 9 **Entrance Requirement Tokens** will be left for another player to draw from, if they choose Lane 4.

## PUBLIC RESOURCES



Discard Pile    Tickets    Passports

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



Assurance & Money Tokens

# PLAYER'S SETUP

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



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

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

If you are in college, rotate this card 180 degrees and receive no salary on Paydays.



**AUTHOR**

Your salary on Paydays starts at 1 **Money Token**.

If you graduate from college, place 1 **Money Token** on top of this Pay Raise slot, take 2 **Assurance Tokens**, and add 1 **Money Token** to your salary on Paydays.



If you graduate from college a second time, place a 3 **Money Token** on top of this Pay Raise slot, take 2 **Assurance Tokens**, and add 3 **Money Tokens** to your salary on Paydays (for a total of 5 **Money Tokens**).

Your **Career Card** shows how much money you get on Paydays, and if you are in college.



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



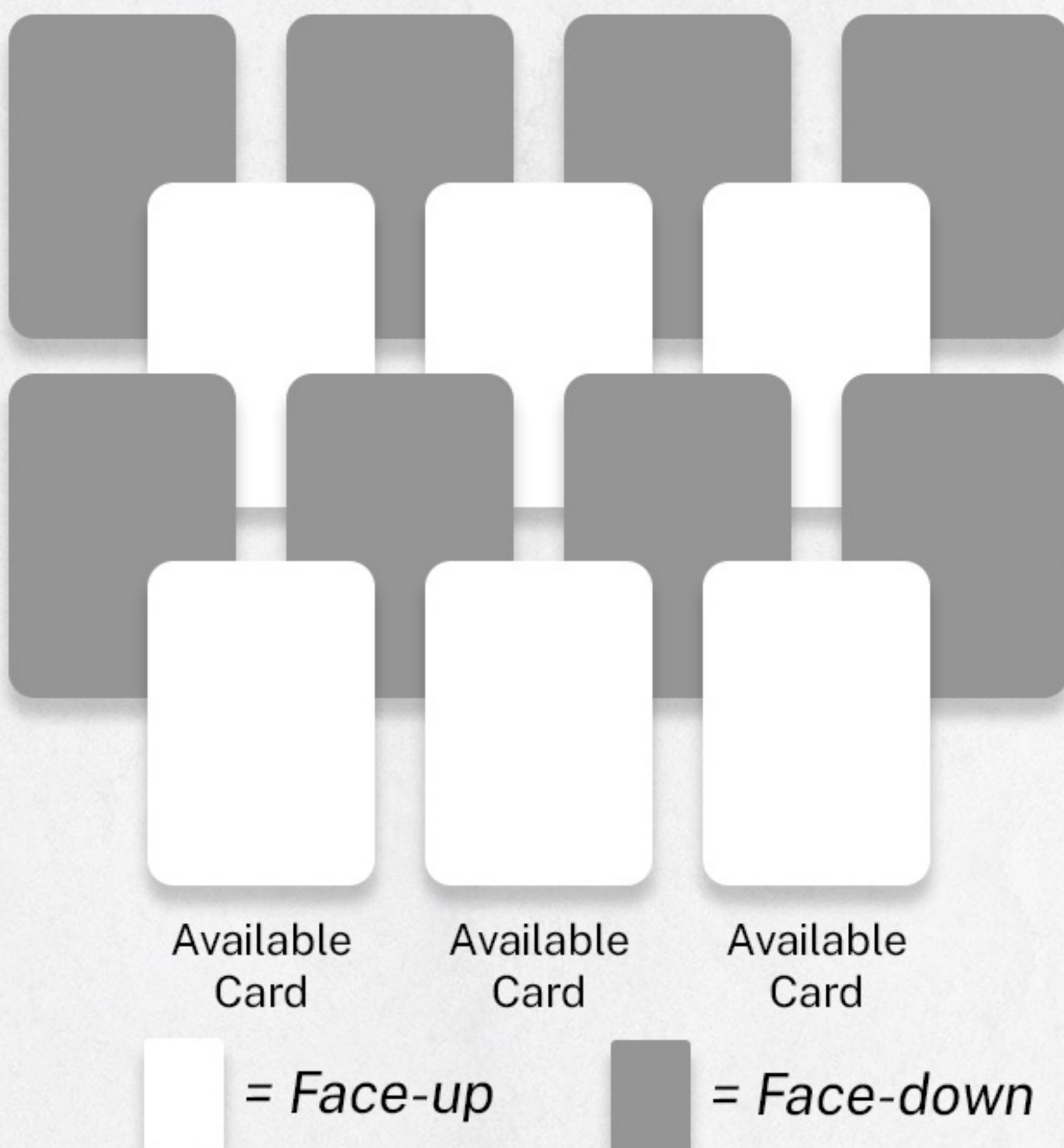
For every 4 **Documents**, take 2 **Assurance Tokens**. If you have less than 2 **Documents**, lose 2 **Assurance Tokens**.

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

Your **Destination Card** shows how many **Assurance Tokens** your **Money**, **Documents**, and **Connections** are worth AT THE END OF THE GAME.

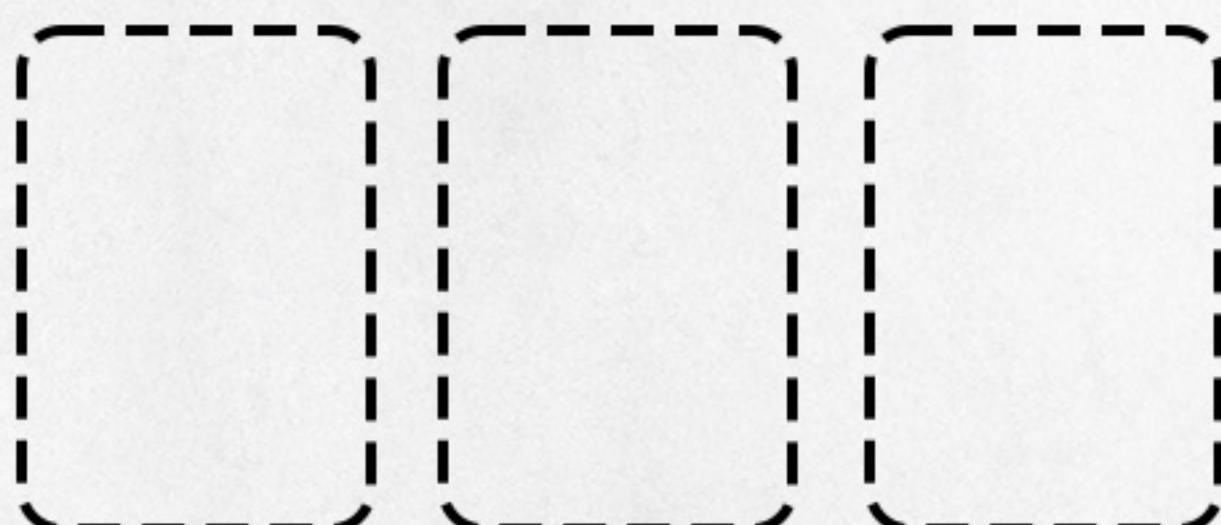
# PLAYER'S SETUP (CONTINUED)

## Personal Cards Layout



Place your Personal Card Layout in front of you and accessible to everyone. Place cards randomly at the beginning of the game. 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, and place the matching **Entrance Requirement Tokens**—number-side down and shuffled—on top of 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 countries 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**.

### 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.

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 randomly arranges the cards in front of them according to the diagram labeled *Personal Cards Layout* in the *Player's Setup* on Page 7.

# 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 18.
- **DISCARD** any AVAILABLE Document or Connection. Place the card in the Discard Pile, and take from the bank 2 Money Tokens.

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

- **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 19 & 20.

Important: If you **BUY**, **DISCARD**, or **ACTIVATE** a card which is in SOMEONE ELSE'S Card Layout, ALSO 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, 5, 6, 7, or 8 Money Tokens.**

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

**NO**

You must choose a different Action.

You roll 6.

You roll 1.

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 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**.

## **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 Personal Cards Layout, the PREPARATION phase is complete.

## PHASE 2: CROSSING THE BORDER

When all the Personal Cards Layouts are empty, 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, but you don't have to.

*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 **Entrance Lane Cards**, and **DRAW** 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.

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

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.

# CARDS & 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. On your next 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 19), 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**.

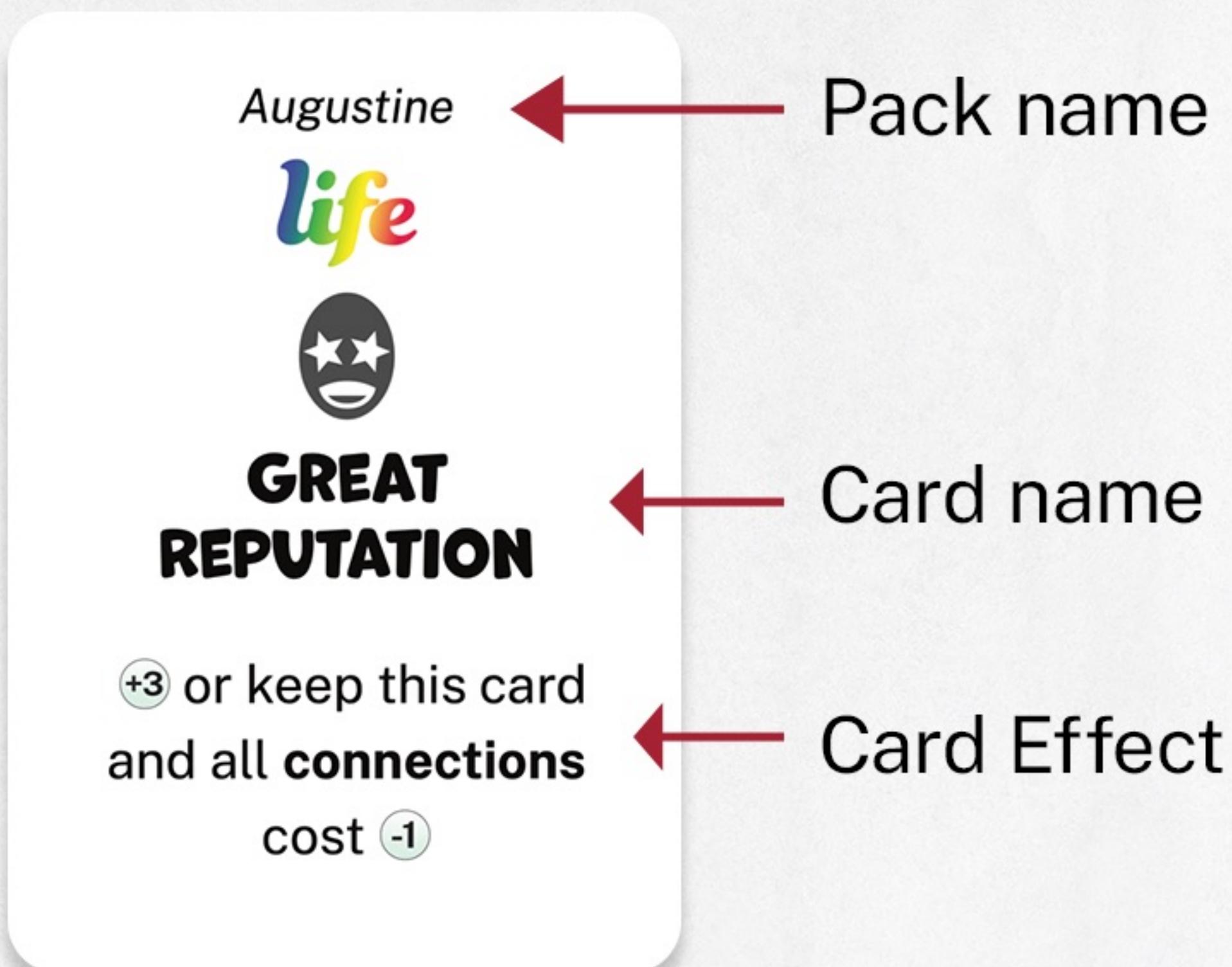
## SCALPING PASSPORTS & TICKETS

- 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 Personal Cards 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.



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** belonging to you or any other player. 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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## **QUESTIONS & COMMENTS**

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