

EMIGRATION

2-6 PLAYERS | 30-60 MINUTES | AGES 10+

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You are preparing to move to another country! Collect documents, make new connections, and manage your money as life happens. When you're all ready, it's time to enter your destination. But can you make it through border control?

COMPONENTS

21 Document Cards
21 Connection Cards
28 Life Cards
12 Payday Cards
?? 30 Money Tokens
?? 20 Assurance Tokens
9 Destination Cards
9 Nationality Cards
15 Border Control Cards
9 Career Cards
20 Degree Cards
6 Skip Turn Signs
1 Die D6

OBJECTIVE

Enter your destination and also have the most remaining assurance tokens.

OVERVIEW

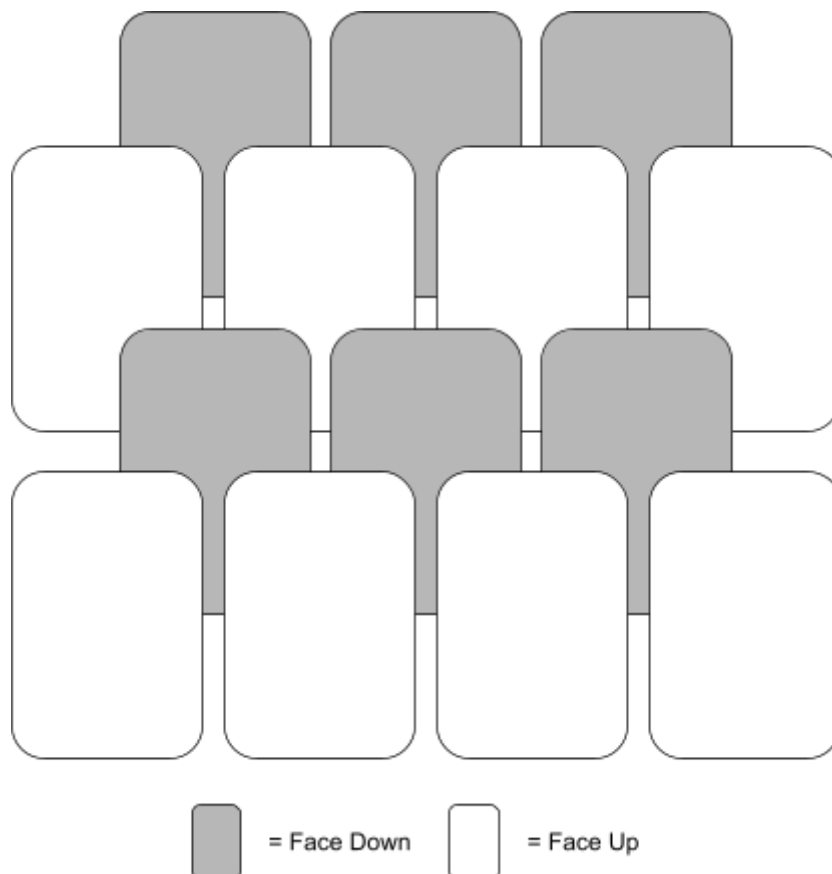
Moving abroad begins by collecting documents, making connections, and managing your money for the journey. You may have to alter your plans as life events show up! When it's time to cross the border, you'll have some idea of how successfully you've prepared, but you'll still have to pick a border crossing lane and hope the agent is having a good day.

SETUP

- To begin, each player:
 - Draws a **Nationality Card**, a **Destination Card**, and a **Career Card**. *(If the countries are the same, draw a different **Destination Card**.)*
 - Takes the amount of **Money** shown on their **Nationality Card**.
- According to the amounts listed in the chart below, shuffle the **Documents**, **Connections**, **Life Cards**, and **Paydays** together. Then choose two cards without looking at them and remove them from the game. Finally, shuffle the **Passports** and **Tickets** into the other cards. (There must be **1 Passport** and **1 Ticket** for each player).

Number of Players	Number of Document Cards	Number of Connection Cards	Number of Life Cards	Number of Payday Cards	Number of Passport Cards	Number of Ticket Cards
2	7	7	8 (2 packs)	4	2	2
3	10	10	12 (3 packs)	6	3	3
4	13	13	16 (4 packs)	8	4	4
5	16	16	20 (5 packs)	10	5	5
6	19	19	24 (6 packs)	12	6	6

- Deal 14 cards to each player. Each player arranges the cards in front of them as shown below. These cards are a player's *layout*.



GAMEPLAY

The game is played in two phases: 1) PREPARATION and 2) CROSSING THE BORDER. To begin, each player rolls the die. The player who rolled the highest number starts, and play continues clockwise through the entire game.

1) PREPARATION PHASE

When you are preparing to move abroad, you must do ONE of the following 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. If the card is in someone else's layout, pay that player **1 Money Token**. See BUYING CARDS on page ??.

Available cards are cards 1) in any player's layout, 2) face up, and 3) not covered.

- **DISCARD** any available **Document** or **Connection**. Receive from the bank the amount of **Money Tokens** listed on the bottom of the card. If the card is in someone else's layout, pay that player **1 Money Token**.

You may only DISCARD **Documents** or **Connections**.

- **ACTIVATE** any available **Life Card**. Do the card's action (if applicable), then place it in the discard pile (unless it tells you otherwise). If the card is in someone else's layout, pay that player **1 Money Token**. See LIFE CARDS on page ??.

If you take any card not in your own layout, you pay that player **1 Money Token**.

- **GO TO COLLEGE.** In order to try to go to college you must have at least **1 more Money Token** than what's on your **Nationality Card**, AND you must not have more than two **Degree Cards**. 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, then take a **Degree Card** and place it face down over your **Career Card**. Your job is now on hold, and you won't receive a salary on paydays until you get your diploma. See HOW DOES COLLEGE WORK? on page ??.

Examples of GOING TO COLLEGE

Scenario	Can you GO TO COLLEGE?	Action	Result
You have 2 Money Tokens and your Nationality Card shows 3 Money Tokens .	No You must have at least 4 Money Tokens (one more than your Nationality Card).	Choose a different action.	You BUY, DISCARD, or ACTIVATE a card.
You have 6 Money Tokens and your Nationality Card shows 3 Money Tokens .	Maybe	You roll a 5.	You do not GO TO COLLEGE, and forfeit your turn. Your tuition would cost 8 Money Tokens , but you only have 6 Money Tokens .
You have 9 Money Tokens and your Nationality Card shows 3 Money Tokens .	Yes	You roll a 5.	You must GO TO COLLEGE by paying the bank 8 Money Tokens , then taking a Degree Card and placing it face down over your Career Card .

If on your turn you are in college, BEFORE you do any other action, you also do the following action.

- **GRADUATE FROM COLLEGE.** Roll the die. If the number on the die matches one of the numbers on the back of your **Degree Card**, you graduate from college and get your degree. Turn your **Degree Card** face up, and take **1 Assurance Token**. From now on, whenever there is a payday, take **1 Extra Money Token**. Whether or not you graduate, DO ANOTHER ACTION on your turn.

You might be in college for only one turn, or for many. As long as you are in college, you don't receive a salary on paydays.

If you can't do an action, you forfeit your turn. If no player can do any actions, every player takes one money token.

AFTER you take a card from a layout, a face down card may become uncovered. If so, turn it face up. It now becomes an available card.

The PREPARATION phase is complete when there are no more cards in every player's layout.

2) CROSSING THE BORDER PHASE

Once there are no more cards in every player's layout, it's time to attempt to enter your destination. Each player must do ALL of 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**.
2. **CROSS THE BORDER.** Choose one of the 5 border entry lanes, and draw the top **Border Control Card** from that lane. Pay the bank the number of **Assurance Tokens** on the **Border Control Card**. 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 can't get in.

WINNING THE GAME

Players who enter their destination win the game! Additionally, the player with the **most remaining Assurance Tokens** is the ultimate winner. 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, right?

CARDS & ACTIONS

PASSPORTS & TICKETS: When you have **1 Passport** and **1 Ticket**, take **1 Assurance Token**. You must have **1 Passport** and **1 Ticket** to CROSS THE BORDER. You may have

more than one **Passport** and **Ticket** (see SCALPING on page ??), but you still only receive **1 Assurance Token**.

SCALPING is when you sell one of your **Passports** or **Tickets** to another player. You may only SCALP a **Passport** or a **Ticket** if you have an extra **Passport** or **Ticket**. A player may buy one of your extra **Passports** or **Tickets** as their BUY action. INSTEAD of paying the bank the price of the **Passport** or **Ticket**, they pay you for the price of the **Passport** or **Ticket**. They may not skip their turn; THEY MUST PAY YOU. 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 layout.