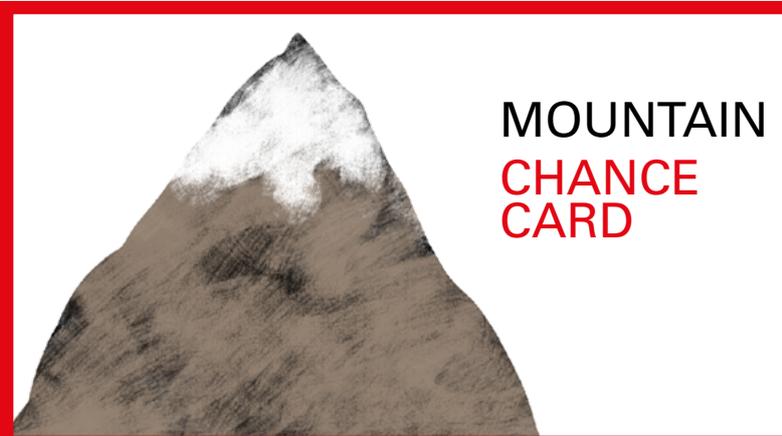
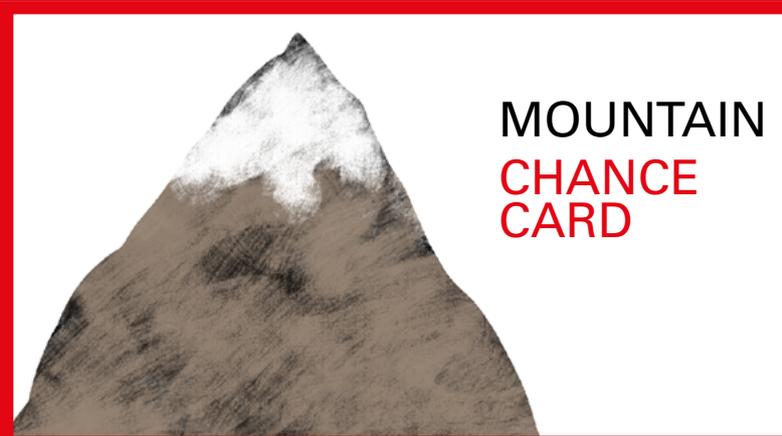


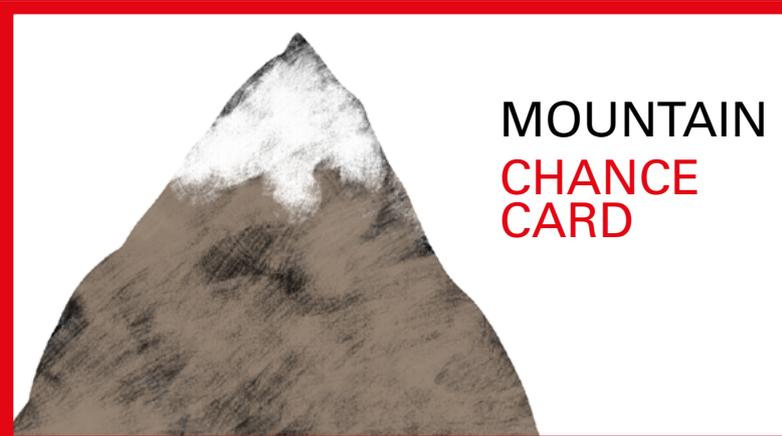
MOUNTAIN
CHANCE
CARD



MOUNTAIN
CHANCE
CARD



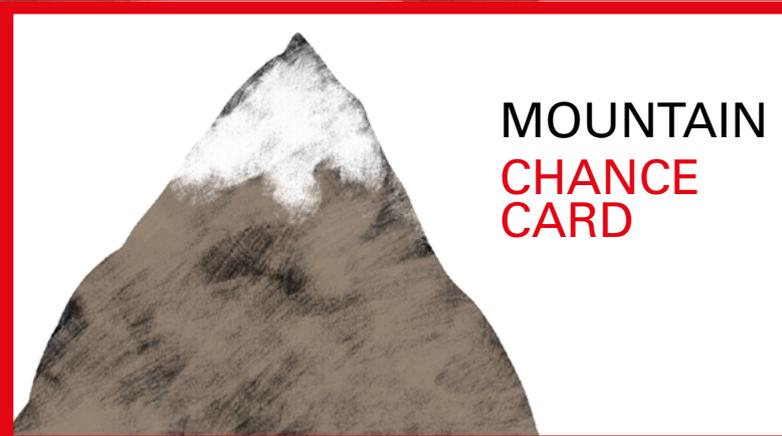
MOUNTAIN
CHANCE
CARD



MOUNTAIN
CHANCE
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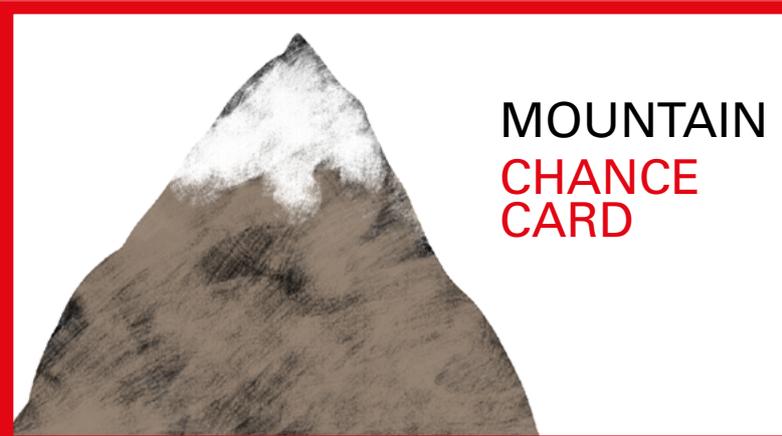
MOUNTAIN
CHANCE
CARD



MOUNTAIN
CHANCE
CARD



MOUNTAIN
CHANCE
CARD



MOUNTAIN
CHANCE
CARD



SEA
CROSSING
CHANCE
CARD



SEA
CROSSING
CHANCE
CARD

HELPING HAND

A truck stops and offers you a ride, in exchange for money. If you want to take it, cross money (or the most valuable item) off your luggage list and move on three places.



HELPING HAND

An aid agency is handing out warm clothes to people passing by. Go forward one place.



HELPING HAND

You reach a downhill pass. Roll the dice again.



HELPING HAND

The weather improves. Go forward one place.



SETBACK

Your sister is sick. Your family has to take it in turns to carry her, so you need to dump one of your bags. Cross two items off your luggage list.



SETBACK

The road is full of holes and your progress is very slow. Go back one place.



SETBACK

Your feet have blisters. If you have a medical bag on your luggage list, stay where you are. If you don't, go back one place and miss a go.



DISASTER

There is a snowstorm and the temperature drops below freezing. If you have a warm coat or a sleeping bag on your luggage list, go forward one place. If you don't, remove this counter from the game; it will not have the chance to get to a safe place now.



HELPING HAND

The sea is calm. Move forward one place.



HELPING HAND

Your boat is sinking, but you are rescued by a passing ship. Move forward one place.





SEA
CROSSING
CHANCE
CARD



SEA
CROSSING
CHANCE
CARD



SEA
CROSSING
CHANCE
CARD



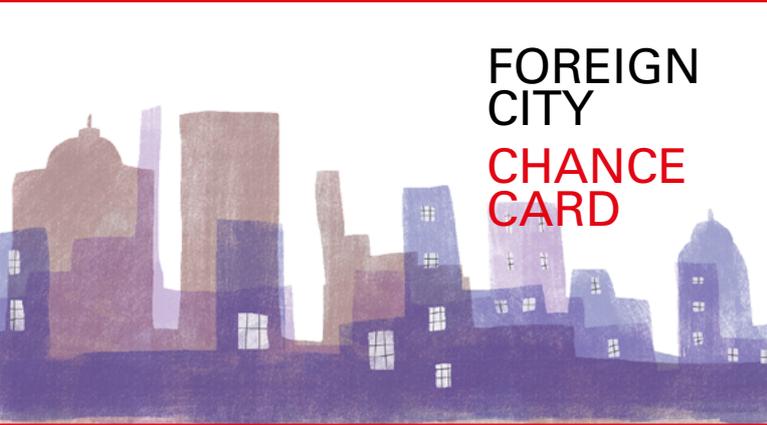
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CROSSING
CHANCE
CARD



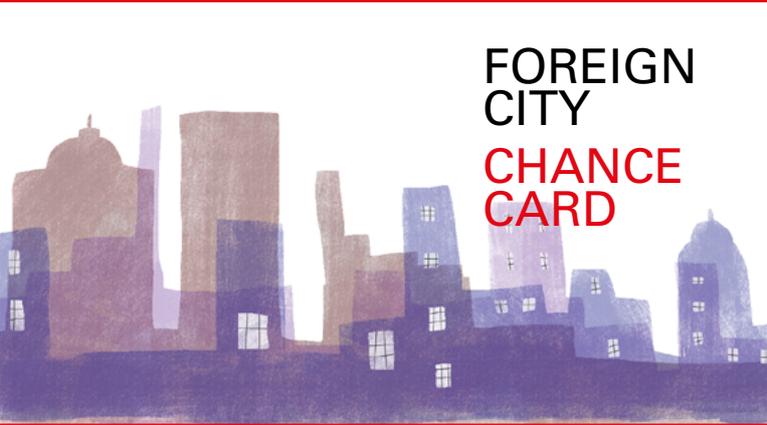
SEA
CROSSING
CHANCE
CARD



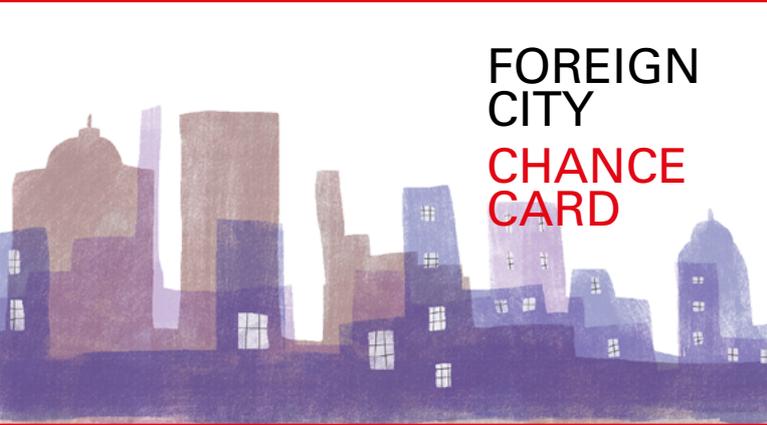
SEA
CROSSING
CHANCE
CARD



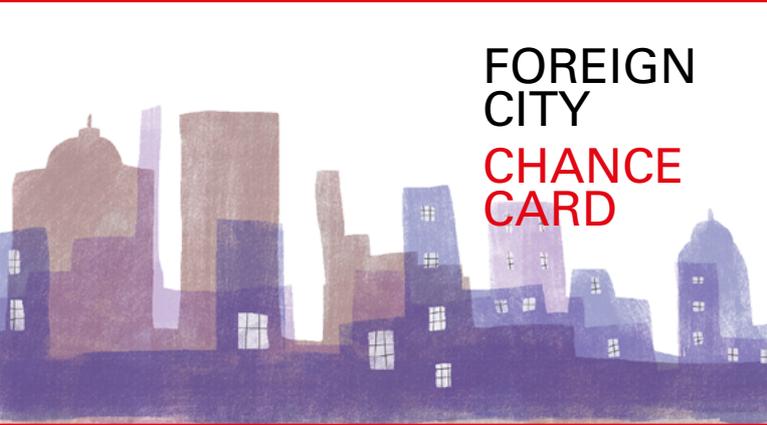
FOREIGN
CITY
CHANCE
CARD



FOREIGN
CITY
CHANCE
CARD



FOREIGN
CITY
CHANCE
CARD



FOREIGN
CITY
CHANCE
CARD

HELPING HAND

The wind is blowing in the right direction. Move forward two places.



HELPING HAND

Someone offers you a lifejacket in exchange for your mobile phone. If you want to take it, cross mobile phone off your list and add lifejacket – it may come in useful. If you don't have a mobile phone with you, do nothing.



SETBACK

The people loading your boat say: 'You choose: your life or your bags.' You throw all your luggage into the sea. Cross it all off your list. Cross it all off your list.



SETBACK

Your boat is so crowded that you have to throw a bag into the sea. Cross three items off your luggage list, if you have them.



SETBACK

Halfway through the crossing, the people steering your boat ask for more money. If you have money on your luggage list, go forward one place. If you haven't, go back to the start of the sea crossing section.



DISASTER

In a terrible moment, your boat sinks. If you have picked up a lifejacket on the journey, stay in the game. If you haven't, remove one of your counters; it will not have the chance to get to a safe place now.



HELPING HAND

Local churches have clubbed together to welcome refugees. Move forward two places.



HELPING HAND

If you have a mobile phone on your luggage list, you can phone your cousin who lives nearby, and move forward three places. If you don't, stay where you are.



HELPING HAND

A local family offers you a room. Move forward to the start of the Mountains zone.



HELPING HAND

A local charity offers legal advice to help you. If you have identity papers on your luggage list, move forward two places. If you haven't, stay where you are.



FOREIGN
CITY

CHANCE
CARD

FOREIGN
CITY

CHANCE
CARD

FOREIGN
CITY

CHANCE
CARD

FOREIGN
CITY

CHANCE
CARD

BORDER
CONTROL

CHANCE
CARD

SETBACK

You cannot find anywhere to sleep. If you have a sleeping bag on your luggage list, stay where you are. If you haven't, miss a turn.



SETBACK

You are sick and need medicine, but you can't go to the doctor because you are not registered here. Go back one place.



SETBACK

Some people make you feel unwelcome and shout horrible things at you. Go back one place.



SETBACK

You are stuck in a refugee camp on the edge of the city. There is nowhere to go and you have no idea when you might be able to move on. Miss two turns.



HELPING HAND

You meet a border guard who will let you through the border in exchange for the most valuable item on your list. Cross it off and move forward to the Foreign City zone.



HELPING HAND

Just beyond the border, a small group of people has formed to welcome refugees. They hand out food and water. Move forward one place. If you have a water bottle on your luggage list, move forward two places.



HELPING HAND

You find a hole in the fence. Move forward two places.



HELPING HAND

You are allowed to pass through the border. Move forward to the Foreign City zone.



SETBACK

The army will not let you through. Miss a turn.



SETBACK

Soldiers at the border fire tear gas at you. Go back to the start of the Border Control zone.



BORDER
CONTROL
CHANCE
CARD

BORDER
CONTROL
CHANCE
CARD

LUGGAGE
LIST

LUGGAGE
LIST

LUGGAGE
LIST

LUGGAGE
LIST

BLUE PLAYER
SITUATION
CARD

GREEN PLAYER
SITUATION
CARD

RED PLAYER
SITUATION
CARD

YELLOW PLAYER
SITUATION
CARD

SETBACK

People at the border steal one of your bags. Cross three items off your luggage list.



- | | | |
|--|--|---------------------------------------|
| <input type="checkbox"/> Family photos | <input type="checkbox"/> Warm coat | <input type="checkbox"/> Sleeping bag |
| <input type="checkbox"/> Mobile phone | <input type="checkbox"/> Identity papers | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Jewellery | <input type="checkbox"/> Chair | <input type="checkbox"/> Money |
| <input type="checkbox"/> Spare clothes | <input type="checkbox"/> Toys | <input type="checkbox"/> Other |
| <input type="checkbox"/> Music player | <input type="checkbox"/> Shoes | <input type="checkbox"/> Other |
| <input type="checkbox"/> Medical kit | <input type="checkbox"/> Water bottle | _____ |

SETBACK

Police arrest you. Move back to the War Zone where you started. You will have to throw a six to get that counter back on the board.



- | | | |
|--|--|---------------------------------------|
| <input type="checkbox"/> Family photos | <input type="checkbox"/> Warm coat | <input type="checkbox"/> Sleeping bag |
| <input type="checkbox"/> Mobile phone | <input type="checkbox"/> Identity papers | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Jewellery | <input type="checkbox"/> Chair | <input type="checkbox"/> Money |
| <input type="checkbox"/> Spare clothes | <input type="checkbox"/> Toys | <input type="checkbox"/> Other |
| <input type="checkbox"/> Music player | <input type="checkbox"/> Shoes | <input type="checkbox"/> Other |
| <input type="checkbox"/> Medical kit | <input type="checkbox"/> Water bottle | _____ |

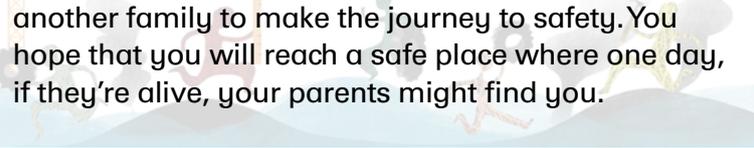
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|--|--|---------------------------------------|
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| <input type="checkbox"/> Mobile phone | <input type="checkbox"/> Identity papers | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Jewellery | <input type="checkbox"/> Chair | <input type="checkbox"/> Money |
| <input type="checkbox"/> Spare clothes | <input type="checkbox"/> Toys | <input type="checkbox"/> Other |
| <input type="checkbox"/> Music player | <input type="checkbox"/> Shoes | <input type="checkbox"/> Other |
| <input type="checkbox"/> Medical kit | <input type="checkbox"/> Water bottle | _____ |

- | | | |
|--|--|---------------------------------------|
| <input type="checkbox"/> Family photos | <input type="checkbox"/> Warm coat | <input type="checkbox"/> Sleeping bag |
| <input type="checkbox"/> Mobile phone | <input type="checkbox"/> Identity papers | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Jewellery | <input type="checkbox"/> Chair | <input type="checkbox"/> Money |
| <input type="checkbox"/> Spare clothes | <input type="checkbox"/> Toys | <input type="checkbox"/> Other |
| <input type="checkbox"/> Music player | <input type="checkbox"/> Shoes | <input type="checkbox"/> Other |
| <input type="checkbox"/> Medical kit | <input type="checkbox"/> Water bottle | _____ |

Your family owns a lovely big house in the middle of the city. You love to play with your friends in the garden. Your dad works in a hotel and your mum works in a bank. But war has come to your country and it is no longer safe. Last night, bombs dropped on one side of your house. Your parents say the whole family must leave as soon as you can.



You're at university studying to be an engineer. But when bombs start dropping on your town, you run. In the mad dash to safety, you lose sight of your family and wander around, lost, for two days in a part of the country you don't know. At last, you spot your brother and you grab his hand. But you don't know where your parents are. You join up with another family to make the journey to safety. You hope that you will reach a safe place where one day, if they're alive, your parents might find you.



You live with your mum and aunt. Life is good. You spend every spare moment playing football with your friends – you're the best striker in the squad. You love your country, your home and your lifestyle. But there are problems between the government and some other groups in your country, and before long, those problems have become a war. Young people your age are being forced to fight, so your family decides to leave – your mum doesn't want you to be in danger.

You love going to school and feel proud that your dad is a teacher. When you're older, you'd like to be a teacher too. But the area you live in is controlled by an armed group, which has just announced that it will kill anyone who works for the government. Because your dad is a teacher, that means that he works for the government – will the armed group try to kill him? The moment to leave comes when your family hears that your uncle has been killed. It is clearly not safe.

