



A BOARD GAME ABOUT MOVING ABROAD

# **RULEBOOK**

## PROTOTYPE

  
**2-6**  
Players

  
**20-60**  
Minutes

  
**14+**  
Ages

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# em·i·gra·tion

*Noun* - The process of leaving a country and going to live in another one.

## OVERVIEW & GOAL

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, take care which security lane you choose. Will you and your teammates make new homes abroad?

### **Get Prepared**

Before you reach the border, you must obtain a Passport and Ticket, as well as Assurance. Assurance represents proof that you are qualified and prepared. The more Assurance you accumulate, the better your chances of emigrating. You gain Assurance by earning Money, collecting Documents, and making Connections. But be warned: when Life happens, your plans might change!

### **Crossing the Border**

When all available cards are gone, players head to the border to choose an Security Lane. Each lane features a different officer with distinct requirements. If you can meet the officer's requirement, you successfully emigrate into your new home!

### **Choose Your Game Mode**

**Cooperative Play:** If all players Cross the Border, everyone wins.

**Competitive Play:** The player who successfully crosses the border and has the most remaining Assurance wins the game.

# COMPONENTS



**9 Destinations**



**9 Nationalities**



**9 Careers**



**6 Access Fee Cards**



**21 Connections**



**21 Documents**



**36 Life Cards**  
(9 packs of 4)



**28 Paydays**



**6 Tickets**



**6 Passports**



**5 Security Lanes**



**15 Security Lane Tokens**



**41 Money**

(31 x 1 Money) + (10 x 3 Money)



**25 Assurance**

(10 x 1 Assurance) + (15 x 3 Assurance)



**1 D6 Die**



# SETUP & DESCRIPTIONS

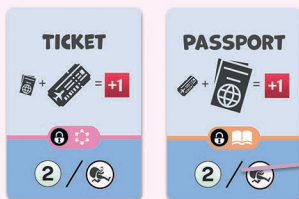
**Step 1.** At the top of the table, lay out the **Security Lanes** and **Security Lane Tokens**.



The bottom of the Lane 5 card shows 3, 9 and 11, so shuffle and place the 3, 9, and 11 Security Lane Tokens number-side-down just below the Lane 5 card. Do the same for each of the other lanes with their matching tokens.

**Step 2.** In the center of the table, lay out the Public Services: **Tickets** (1 per player) and **Passports** (1 per player).

*Public Services*



You must have both a Ticket and a Passport to enter your destination when crossing the border.

Public Services cards can either be bought or stolen (see Actions on page 9).

**Step 3.** In the middle of the table, lay out the **Money** and **Assurance**, and make a space for a Discard Pile.



*Discard Pile*



Assurance represents proof that you are qualified and prepared to enter your destination. You can collect some Assurance 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.



**Step 4.** Each player draws a **Nationality**, a **Career**, **Destination**, and **Access Fee Card**. If the Nationality and the Destination are the same, draw a different Destination. Each player tucks their Access Fee Card behind their Nationality (with 1 Money showing), and takes their Starting

Your salary on Paydays starts at 1 Money.

Start with 5 Money.

Pay Raise slots.



Your Destination shows how much Assurance your Money, Documents, and Connections are worth when Crossing the Border.

**Step 5.** According to the chart below, combine and shuffle the required number of **Documents**, **Connections**, **Life Cards**, and **Paydays**. Use random Documents and Connections. Choose any Life Card packs (sets of 4 Life Cards) or use the recommendations (see **LIFE CARDS** on page 15). From the combined deck of cards, choose 2 cards without looking at them and remove them from the game.

| Players | Documents & Connections | Life Cards   | Paydays | Total Cards |
|---------|-------------------------|--------------|---------|-------------|
| 2       | 7 each                  | 8 (2 packs)  | 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          |



**Step 6.** From the combined deck of cards, deal 14 cards to each player. Each player randomly arranges the cards in front of them according to the diagram below.

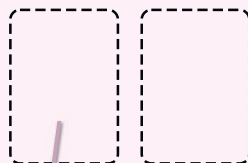
Layout



 = Face-down

 = Face-up

Stash



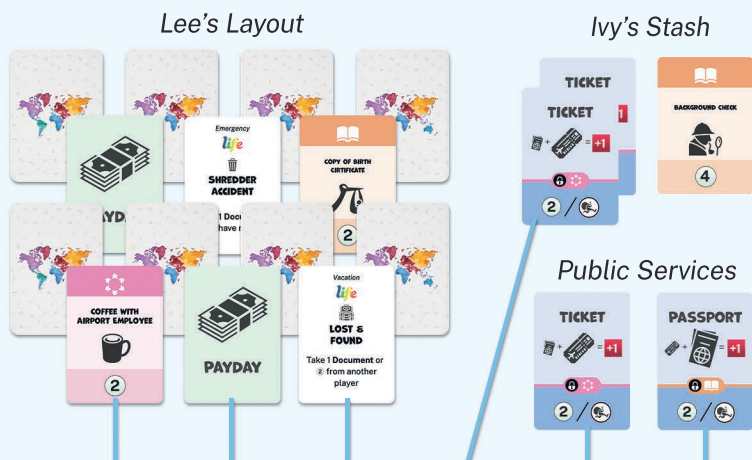
Space for your acquired cards.

# GAMEPLAY

## IMPORTANT CONCEPTS

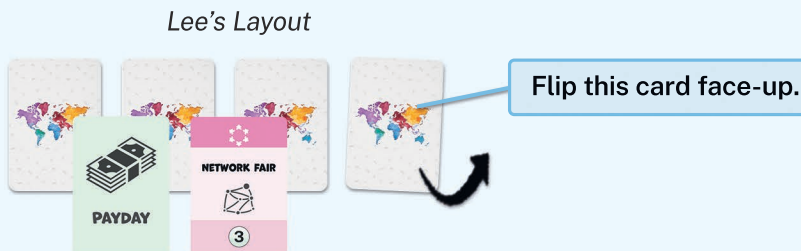
Before starting, let's get familiar with three important concepts. They'll help you understand how to play the game.

**1) Available Cards.** On your turn, you may only take an available card. An available card is a completely uncovered card in any player's Layout, a Public Services card, or an extra Ticket or Passport in another player's Stash (it must not be the only Ticket or Passport in the Stash).



These are available cards. All other cards shown are not available.

**2) Revealing Cards.** After any action, a face-down card may become uncovered in a Layout. If so, turn it face-up. It now becomes an available card. Finish an action (if applicable) before revealing the card.





## IMPORTANT CONCEPTS CONTINUED

**3) Access Fees.** If you take an available card from another player's Layout, pay them your Access Fee (starting with 1 Money). Then, slide your Access Fee card left, revealing your new increased Access Fee (the maximum is 5 Money). You must be able to afford the Access Fee before taking the card. You do not pay an Access Fee for taking a card from your own Layout.

*Lee's Layout*



*Ivy's Access Fee and Nationality*



If Ivy takes a card from Lee's Layout, she pays Lee 1 Money (her current Access Fee). Then Ivy increases her Access Fee by sliding her Access Fee card to the left. Her new Access Fee is now 2 Money.

## STARTING THE GAME

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:

- **Activate** a Payday or Life Card
- **Buy** a Document, Connection, or Public Services card
- **Steal**  a Public Services card
- **Reclaim** a Ticket or Passport from another player
- **Discard** a Document or Connection
- **Apply for College**

You may also do ANY of the following Optional Actions BEFORE your Required Action:

- **Take Final Exams**
- **Sell** a Document or Connection

These Required and Optional Actions are explained in detail on the next few pages.

## ACTION - ACTIVATE

**Activate a Life Card:** do the card's effect (if applicable), then place it in the Discard Pile (unless it tells you otherwise). See **LIFE CARDS** on Page 15 for details.

**Activate a Payday:** place the Payday in the Discard Pile and take your salary, which is the amount of Money shown on your Career, including the amount of all Money placed on Pay Raise slots. All other players take 1 Money from the bank. All players who are In College (see page 11) do not receive Money on Paydays.

## ACTION - BUY

**Buy a Document or Connection:** pay the bank the amount of Money listed on the bottom of the card, and place it in your Stash.

*Your Layout*



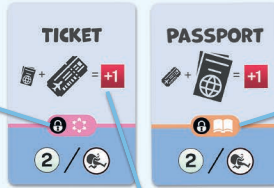
If it's your turn, buy the Document by placing it in your Stash and paying the bank 4 Money.

If it's Lee's turn, he buys the Document by paying you his Access Fee (because it's in your Layout), paying the bank 4 Money, and placing the Document in his Stash.

**Buy a Public Services card:** pay the bank 2 Money, and place the Ticket or Passport in your Stash.

*Public Services*

You must have a Connection in your Stash to buy a Ticket.



You must have a Document in your Stash to buy a Passport.

When a Ticket and Passport are in your Stash, take 1 Assurance.

## ACTION - STEAL



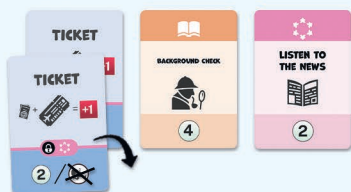
**Steal a Public Services card:** place the Ticket or Passport in your Stash for free. Skip your next turn. You must have a Connection in your Stash to steal a Ticket. You must have a Document in your Stash to steal a Passport. You cannot steal a Ticket or Passport from another player.



## ACTION - RECLAIM

**Reclaim a Passport or Ticket:** take a Passport or Ticket from a player who has more than one and place it in your Stash. Instead of paying the bank 2 Money, pay the other player. Also pay the other player your Access Fee. You may not steal the Passport or Ticket. You may not take a player's only Passport or Ticket. You must have a Connection in your Stash to reclaim a Ticket. You must have a Document in your Stash to reclaim a Passport.

*Ivy's Stash*



On your turn—if you have a Connection in your Stash—reclaim Ivy's extra Ticket by paying Ivy 2 Money (plus your Access Fee) and placing her extra Ticket in your Stash.

## ACTION - DISCARD

**Discard a Document or Connection:** place the card in the Discard Pile, and take 2 Money from the bank. You cannot discard Paydays, Life Cards (unless told otherwise), Passports, or Tickets; you may only discard Documents and Connections.

*Your Layout*



If it's your turn, discard the Document by placing it in the Discard Pile and taking 2 Money from the bank.

If it's Lee's turn, he may discard your Document by paying you his Access Fee (because the Document is in your Layout), placing the Document in the Discard Pile, and taking 2 Money from the bank.

# ACTION - APPLY FOR COLLEGE

To do this action you must have an open Pay Raise slot on your Career Card and at least [1/2 College Funds (round down) + 1] Money. Roll the die to determine whether or not you receive Financial Aid and your cost of Tuition.

*Determining the Cost of Tuition*

|                 |                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                       |
|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Number Rolled   |    |    |
| Financial Aid   | Yes                                                                                                                                                                                                                                                   | No                                                                                                                                                                                                                                                    |
| Cost of Tuition | 1/2 College Funds (round down) + Number Rolled                                                                                                                                                                                                        | College Funds + Number Rolled                                                                                                                                                                                                                         |

**If you cannot afford Tuition:** pay 1 Money to the bank and take a different Required Action.

**If you can afford Tuition:** go to college by paying the bank your tuition and rotating your Career Card upside-down. Your Career is now on hold, and you won't receive a salary on Paydays until you Graduate from College (see next action).



# OPTIONAL ACTION - TAKE FINAL EXAMS

To do this action you must be In College. Roll the die.

*Determining whether or not you Pass Final Exams*

|                   |                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                             |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Number Rolled     |    |    |
| Pass Final Exams? | Yes, Graduate from College                                                                                                                                                                                                                                  | No, remain in college another turn                                                                                                                                                                                                                          |

**If you Pass Final Exams:** rotate your Career Card right-side-up, take 2 Assurance, and place a Money on your next available Pay Raise slot.



Whether or not you Graduate from College, take a Required Action.

## OPTIONAL ACTION - SELL

**Sell a Document or Connection from your Stash:** place the card from your Stash into the Discard Pile, and take 2 Money from the bank. Then take a Required 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 from the bank and the next player takes their turn.

## END OF PHASE 1

When there are no more available cards (e.g. when there are no cards in EVERY player's Layout and no more Public Resource cards), the Preparation phase is complete. Continue from the last player who played into the final phase of the game. If a player is In College when Phase 1 ends, they cannot Take Final Exams in Phase 2.

PASE 2: CROSSING THE BORDER

Each player must do BOTH the following actions on their turn.

**1. Withdraw Assurance:** trade your Money, Documents, and Connections with the bank for Assurance according to your Destination. You can trade multiple sets. When trading Money for Assurance, do not use any Money placed on Pay Raise slots.

Your Destination



BOSNIA AND HERZEGOVINA



x6= +2



x4= +2



x3= +6



3



3



1



1

Your Career



TEACHER



IN COLLEGE



1



1



1

Your Stash



LETTER OF RECOMMENDATION



3



TRAVEL CONCIERGE



4

Withdrawing Assurance Example

| Commodity   | Your Amount | Trade Value                      | Assurance Gained |
|-------------|-------------|----------------------------------|------------------|
| Money       | 7           | x6 = +2                          | +2               |
| Documents   | 4           | x4 = +2<br><2 (less than 2) = -2 | +2               |
| Connections | 1           | x3 = 6                           | 0                |

In this example, you add 4 Assurance to your existing 2 Assurance, so you end up with 6 total Assurance.





## PASE 2: CROSSING THE BORDER CONTINUED

**2. Attempt to Cross the Border:** choose a Security Lane and reveal its topmost Security Lane Token. The number revealed is the number of Assurance you must present to the officer to enter your Destination. You must reveal a Security Lane Token on your attempt to Cross the Border even if you know you won't get in (e.g. even if you don't have a Passport, or if you only have 2 Assurance, you still must reveal a Security Lane Token on your turn). You cannot choose a Security Lane if it has no Security Lane Tokens.

**If you have enough Assurance:** pay the bank the number of Assurance required to enter your Destination. You Cross the Border and successfully emigrate!

**If you don't have enough Assurance:** you don't Cross the Border.

## END OF PHASE 2

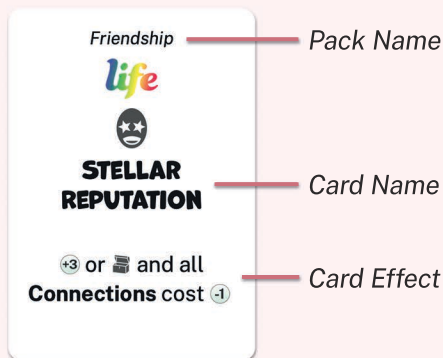
When every player has attempted to Cross the Border, the game is finished.

## WINNING THE GAME

**Cooperative Mode:** if all players Cross the Border, everyone wins! If any player fails to enter their destination, everyone loses.

**Competitive Mode:** the player who enters their Destination and has the most remaining Assurance wins the game. If there is a tie, the player with the most remaining Money wins the game. If there is still a tie, the player who entered their Destination first wins the game. If no players enter their Destination, the player with the most Money wins.

# 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.

## Special Life Card Effect Icons



Keep this card in your Stash



Die roll result

**Triggering a Life Card's effect:** every time a Life Card enters any players' Stash (whether it was activated by that player or given to them by another player), the card's entire effect is triggered.

| Players | Recommended Life Card Packs                                |
|---------|------------------------------------------------------------|
| 2       | Friendship, News                                           |
| 3       | Vacation, News, Downtown                                   |
| 4       | News, Sport, Downtown, Friendship                          |
| 5       | High Society, Downtown, Emergency, Vacation, News          |
| 6       | High Society, Downtown, Emergency, Vacation, News, Charity |

## LIFE CARDS - EXPLANATIONS

### **News - 1st: Pandemic 2nd: Economic Stimulus**

There are two of these cards. When the first of them is Activated, roll the die. Every player loses the number of Money equal to the number on the die. When the second card is Activated, roll the die. Every player gains the number of Money equal to the number on the die.

### **News - Mental Fog**

If discarding from a Layout, the Life Card must be available (see **Important Concepts** on page 6).

### **High Society - VIP**

Example: Player 1 Activates this card. Player 3 has the most Money with 9 Money. Player 1 takes 4 Money from the bank.









