

Migramy

4 refugees, the same target, but only 1 permit of residence!

Are you smart ?
Do you have luck ?

2 à 4

8+ (basic version) 16+ (expert version)

30'

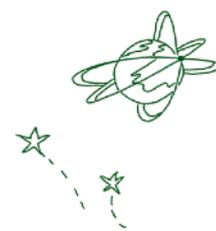


Game created by students of
**Lycée Classique d'Echternach (Luxembourg),
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Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).**



Migramy

You try to travel to Europe as fast as possible over land and sea by use of dice. Different events and questions will be helpful or obstructive on your way to the target, meaning to solve your memory. But watch out, your rivals never rest! Stay focused, memorize opposing moves and grab the chance when offered. Inattention could cost you the long-awaited permit of residence then in the end only one will arrive in the land of his dreams!





Game contents

- PLAYING SCHEDULE (ANNEXE 1)

- 4 MEEPLES



- A DICE



- 20 EVENT-CARDS (ANNEXE 2)

- 50 QUESTION-CARD

- 44 MEMORY-CARDS

- 1 SHUFFLE-CARD

- 11 TARGET COUNTRY-CARDS



Object of the game



The goal of the game is to reach the destination that you drew at the beginning of the game.

Setting up the game

1. Put the playing schedule in the middle of the table
2. Every player gets the meeple matching to the colour of the continent laying in front of him and sets it on it.
3. Shuffle the memory-cards and the shuffle-card together and put them handy and covert next to the playing schedule.
4. Put the question-cards covert as drop pile in the given pitch.
5. Shuffle the target country- cards and distribute them covert in turn to every player.



Game process



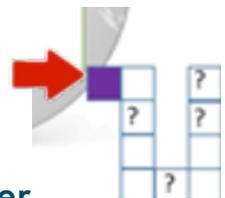
1. The youngest player starts, so he rolls the D6 and proceeds the fields the eyes of the rolled dice show
2. The person on the left of the active player continues the game
3. On the way to Europe there is the possibility to hit an event field (?)

If you are on such a field, then the person on the left side of the active Event-card:

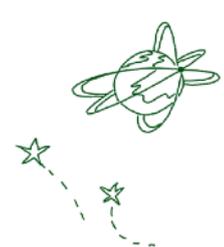
On this card is an action that must be executed by the active player. The event cards that must be performed immediately are marked with a lightning bolt. The cards with a circle can also be used later in the game.

Question-card: The left player next to the active player reads out the question and pronounces the 3 possible answers aloud. The active player must answer this question correctly in order or continue in the next round. If the question is answered false, the active player must answer it again during his turn in the next round. Therefore, the left player should not pronounce the correct answer aloud.

4. If a pawn hits a field on which another player is already standing, then the pawn already standing there has to be put back by its possessor on the continent, from which he started.
5. When the active player reaches the border (purple) at the European border, he stops there immediately. Surplus eyes of the dice expire. At this point of the game, 2 memory cards are revealed by the active player per round



The player has to keep his 2 drawn memory cards if they belong to his wanted flag.



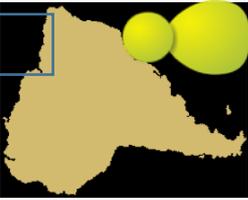
If none or only one of the 2 drawn memory cards matches the flag you are looking for, you must place both cards backwards in the same place in the memory.

If the shuffle-card is drawn, all memory cards that are still next to the game board have to be mixed.

Game over

The game is over as soon as each player has found his destination country.





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