

Will you arrive ?

Don't give up !



2 - 6



12+



30 - 40 min



Game created by students of
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Gymnasium Carolinum de Neustrelitz (Allemagne),
Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).



Will you arrive ?

Many people have to flee because of their race, their religion, their nationality, their belonging to a certain social group and their political opinion.

That is why they accept dangerous ways for example crossing the seas and borders. Mostly they suffer from hunger and thirst and fight daily for their lives !





Game contents

- **1 PLAYING FIELD (ANNEX 1)**

- **6 MEEPLES**



- **A DICE**



- **MONEY (ANNEX 2)**

- **6 CARDS OF KEYS (ANNEX 3)**

- **6 CHIPS «INFECTION» (ANNEX 4)**



- **A LEGEND OF THE GAME (ANNEX 5)**

- **A CALCULATOR**



Game goal



The goal of the game is to get safely to the destination. The amount of money you have at the end is not important.

Setting up the game

1. Every player gets a start-up capital of 1.500 € :

5x 10 €
3x 50 €
2x 100 €
3x 200 €
1x 500 €

The rest of the money gets in the bank (middle of the playing field).

2. Every player gets a meeple and a card of keys
3. Perhaps you need a calculator
4. Kicking someone out is not possible!
Several meeples can be on one field at once.
5. You have to put the paid money into the bank.



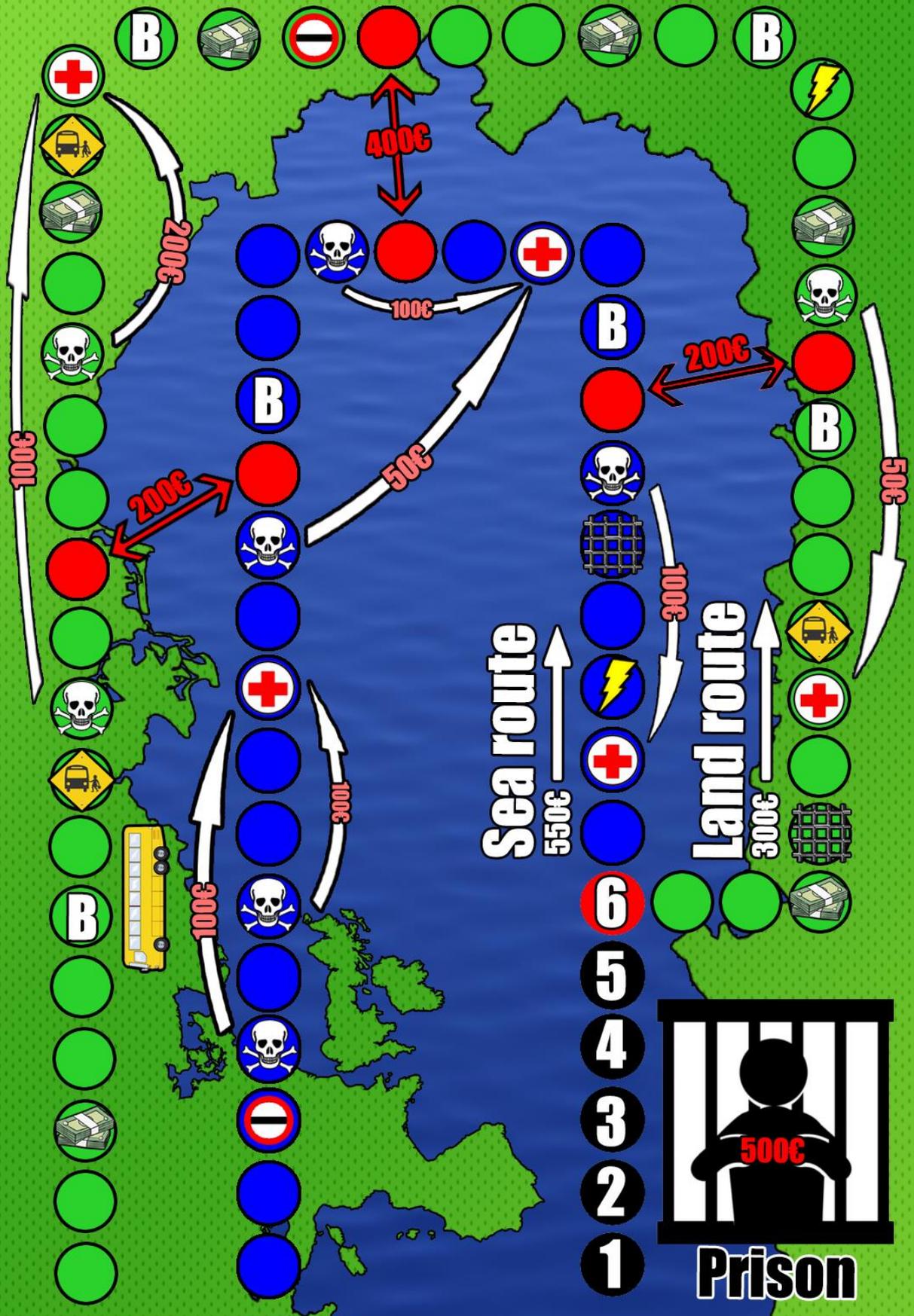
Game process



1. Every player throw the dice once, the one with the highest score starts!
2. Every player puts his meeple on the start position (home country)!
3. The players throw the dice rotatory in clockwise!
4. After the first seven playing fields, the players will have chosen his/her way. You don't need the exact number rolled. Just pay the current price (over the arrow) and stay at the red field of the other way.
5. The player have to choose between sea or land route. Therefor the player must keep in mind, that the way over the sea is very critical and risky but short and costs 300 €. The route over land is much safer but even longer and costs 550 €.
6. One your way you have the possibility to change your way.
7. Before border crossing you have to stop and do the following task (Look under the meaning of signs fence).
8. To get to the destination you have to throw the exact number of playing fields.



Will you arrive?



Destination country

Home-land

- 6
- 5
- 4
- 3
- 2
- 1



Prison











-  **Cross** (hospital): Look under **Skull**
-  **Lightning** (corruption): You have to pay. Role the dice again and multiply your number of points with 10€!
-  **Bars** (prison): Miss three turns or pay 500€! After that, you continue playing at the bars field.
-  **B** (fraud): You have to pay. Role the dice again and multiply your number of points with 20€!
-  **Skull** (death): You are infected. You have now the possibility to go back to the last hospital. Therefore you have to pay (Look at the arrow). If you don't pay, take a chip of infection. You will die if you get on another skull.
-  **Boarder** Throw a one or six to cross the border! After three tries you can pass without actions. You have to stop, you're turn is over.
-  **Money** (donations): You get money. Role the dice again and multiply your number of points with 10€! You get the money out of the bank.
-  **Bus** Move 1-5 playing fields forward but you have to pay 50€ each! This action is optional.





Meanings of the signs :

- **Cross** (hospital): Look under **Skull**
- **Lightning** (corruption): You have to pay. Role the dice again and multiply your number of points with 10 €!
- **Bars** (prison): Miss three turns or pay 400 €! After that, you continue playing at the bars field.
- **B** (fraud): You have to pay. Role the dice again and multiply your number of points with 20 €!
- **Skull** (death): You are infected. You have now the possibility to go back to the last hospital. Therefore you have to pay (Look at the arrow). If you don't pay, take a chip of infection. You will die if you get on another skull.
- **Boarder**: Throw a one or six to cross the border! After three tries you can pass without actions. You have to stop, you're turn is over.
- **Money** (donations): You get money. Role the dice again and multiply your number of points with 10 €! You get the money out of the bank.
- **Bus**: Move 1-5 playing fields forward but you have to pay 50 € each! This action is optional.

