DESTINATION EUROPE
RULE BOOK

NEGOTIATE MIGRATION POLICY AND SEE THE IMPACTS OF YOUR DECISIONS.

FLOW OF THE GAME

Destination Europe is an educational role-playing game for 4 to 6 players, where **no single player wins**. Instead, you measure your success as a group, based on:

- how you shaped the lives of 3 migrants: Ahmed, Yulia, and Sunil

- the attitude of the public in your country (or another EU country of your choice) towards migration.

You will play **3 rounds**, each representing a group of decision-makers at a different level:

1. a group of **ministers** from different EU countries, meeting an **EU Commissioner**

2. the **government** of your country

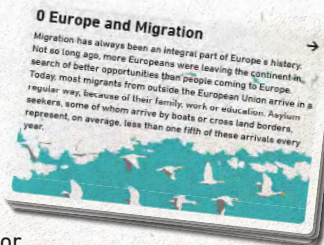3. the city council in the **capital** of that country (or another bigger city).

In each round, you play the role of a specific person or group that has to balance **2 migration-related challenges.**

Playing out your roles, you **discuss** and finally **vote** on how to tackle the challenges.

Your decisions will create your own unique future for the European Union, your country and the 3 migrants.
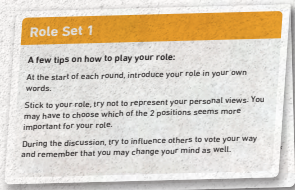
SETUP

Decide who will keep track of events and give that player the **Events deck** (composed of Event cards, Options and Future cards). During the game, the player handling that deck moves all discarded or skipped Event, Option and Future cards to the bottom of the deck.

0 Europe and Migration

Migration has always been an integral part of Europe's history. Not so long ago, more Europeans were leaving the continent in search of better opportunities than people coming to Europe. Today, most migrants from outside the European Union arrive in a regular way, because of their family, work or education. Asylum seekers, some of whom arrive by boats or cross land borders, represent, on average, less than one fifth of these arrivals every year.

Fresh out of the box, all the cards in the Events deck will be in the correct (numerical) order. For later games, you'll have to do this yourself (starting with number 1, then 1A and 1B, then 2, 2A, 2B, etc.)

Decide who will keep track of time. That player should keep a **timer** handy.

Role Set 1

A few tips on how to play your role:

At the start of each round, introduce your role in your own words.

Stick to your role, try not to represent your personal views. You may have to choose which of the 2 positions seems more important for your role.

During the discussion, try to influence others to vote your way and remember that you may change your mind as well.

Give each player a **Role set card**. If there are 5 players, leave out Role set 6. If there are 4 players, leave out Role sets 5 and 6.

Set up the migrants and the EU public: Take one unused set of 3 Migrant cards and 1 EU Public card, leaving all remaining Migrant and EU cards in the box.

Migrant cards: Read the basic information on each card, then discuss for a minute what you think are the dreams and hopes of each migrant when coming to the EU. Write them down on the fronts of the cards.

EU Public card: Write down on this card what you know about public attitudes towards migration in your chosen EU country. How open or opposed are people there towards migration? Discuss for a minute and then place the EU public chip in one of the 3 grey middle spots on the scale on the card. If you can't decide, place it in the centre spot.

Your Migrant and EU Public cards should now look something like this:

Ahmed dreams of:

25 year-old
Middle East
car mechanic
single, no kids
would get tortured or killed
if stayed at home

Yulia dreams of:

27 year-old
non-EU Eastern Europe
saleswoman
divorced, one child (7 y-o)
cannot make a decent living

Sunil dreams of:

35 year-old
South Asia
IT specialist
wife and two children (10, 5 y-o)
works hard but gets low salary

EU Public

OPEN   NEUTRAL   CLOSED

your country:

population:
(see backside)   % of foreignborn
                            population:

Keep the **smiley chips** and the **voting chips** ready.

Place the **map** on the table. It serves as a reminder where migrants are coming from and going to.

ROUNDS

At the start of each of the 3 rounds, each player should have **10 voting chips**.

In each round, you act as a different person or group (see the details for that round on your **Role set card**).

Round 1 - a meeting between **ministers** from different EU countries with the **EU Commissioner** responsible for migration.

Round 2 - a meeting with the **government** in your chosen country.

Round 3 - a meeting of the council in that country's capital **city** or another bigger city.

Once all players have read their roles, the player with the Events deck starts the round. In each round, 2 events are discussed and then voted on, as described below.

EVENTS AND OPTIONS

The player with the **microphone symbol** on the Role Set card does the following:

- turn over the Event card 1, read it aloud and place it face up on the table.
- take the 2 Option cards for this event (they should have the same number as the event, and the letters A and B).
- read the text on the front (coloured) side of each card aloud and then place them beneath the Event card.

At this stage, **do not look** at the reverse side of the Option cards.

For Event 1, your cards should now be laid out as shown on the next page.

DISCUSSION (ALL PLAYERS)

You now have **7 minutes** to discuss the current event and its options. Follow the **tips** on how to play your role from the top of your Role set card.

The player with the **microphone symbol** on their Role card starts the debate.

The **timekeeper** sets the timer and gives a signal when time's up and it's time to vote.

Conflict in the neighbourhood

Most migrants come to the EU through legal routes in order to work, study or join their families. But there is an armed conflict in EU's eastern neighbourhood and visa-free travel to the EU from the affected countries is abolished. Hundreds are trying to cross EU borders every day in search of safety and better living conditions. Ahmed has been stranded outside the EU for some time and tries to cross the border again. Yulia also decides to leave her country. Sunil is still at home, preparing to move to the EU where he was offered a job.

| 1A | What should be done? | 1B |

1A Let them enter and distribute those who need protection across the EU

EU countries share responsibility; refugees get protection

Some countries can get overwhelmed, if all EU states don't accept at least some refugees

1B Don't let them in, compensate host countries outside the EU

Fewer people arrive to the EU irregularly via its eastern borders

Life for migrants more difficult than in Europe; host country compensation unpopular with EU citizens

VOTING

Each player now votes on the 2 options using their voting chips as follows:

- to vote, place 1 or more of your chips on an Option card.

- you can vote for both options, by placing chips on each.

- you can use up to 9 chips in the 1st event in each round – you must keep at least 1 chip for the 2nd event.

- once placed on an option, you can't remove your voting chips. But you can add more in reaction to how other players vote.

- if you are undecided, you can abstain from voting.

Once everybody is done voting, the option with the most voting chips **wins**.

If there are the same number of voting chips on both Option cards, the player with the **microphone symbol** on their Role card **decides**.

You may not keep **unused voting chips** between the rounds.

OUTCOMES

Remove all voting chips from both Option cards and put them aside for the next round.

Move the losing Option card to the bottom of the stack.

Turn over the winning Option card and read the result on the other side aloud.

To show the **impact** on the life and happiness of the migrants and the public:

- place a **smiley chip** (green or red, as indicated) on each Migrant card.

- move the **EU public chip** 1 spot in the direction indicated.

Leave the winning Option card on the table.

Example Option card:

Place a green (happy face) chip on Sunil's Migrant card.

Don't place any chip on Ahmed's card.

Place a red (unhappy face) chip on Yulia.

You decided to make it easier for foreign workers to come and work legally in your country.

😐 AHMED
»There's more competition for jobs. But people understand that migrants are needed in this country.«

😊 SUNIL
»It was smooth. The company that hired me took care of my papers. Let's see how it goes and when I can bring my family.«

😟 YULIA
»There are more controls to stop illegal work. It's more difficult for me to find jobs.«

🔵 EU PUBLIC
»Companies lack qualified workers and migrants can help fill the gaps. But more needs to be done to make them fit in.«

→9

Move the EU public chip 1 space to the left, towards 'open'.

Now read card number 9.

In the **bottom right corner of the card**, a little number tells you which Event or Future card happens next:

- if this was the 1st event in this round, continue with the next event and follow the same steps as for Event 1.

- if this was the 2nd event in this round:

  – go to the blue **Future outcome card** with the number indicated in the bottom right corner of the last winning Option card.

  – read it aloud and leave it on the table.

  – proceed to the **2nd round** (Event 8): read the instructions for your new role and give each player 10 voting chips. Do the same for the **3rd round** (start with Event 15).

DISCUSSION & END OF THE GAME

After you've finished all 3 rounds:

- read out the Discuss card (#22).

- step out of your last role and continue the discussion based on your own opinions.

We hope that **Destination Europe** helped you see migration and integration issues from different perspectives.

COMPONENTS

- 6 folded Role set cards
- 52 cards: 10 Event cards, 18 Option cards, 12 Future Outcome cards, 3 sets of 3 Migrant cards, each with 1 EU Public card
- 60 voting chips, 16 double-sided smiley chips, 1 EU public chip (plus 1 spare chip for each)
- 1 double-sided map
- this Rule Book

CREDITS

Your layout at game end might look like this:

You decided to let the migrants in and distribute some across the EU.

AHMED
«I can finally apply for asylum in Europe and find a place where I can have a future.»

YULIA
«I've made it! They say they will send me back if I am not a refugee, but I can't go home now.»

→2

You decided that some EU countries can control their borders again.

AHMED
«I pay the rest of my money to a smuggler to get me where my cousins live. But I'm stopped and sent back to where I first crossed the EU border.»

YULIA
«I have no money. I'll have to stay here. There are many people like me. The locals are getting angry and the police is more aggressive.»

SUNIL
«They say the new borders should stop illegal migration but the workers who are needed can still come.»

EU PUBLIC
«Something is finally being done to control migration! But these new border controls are costly and make our lives difficult.»

→4

Borders up, keep irregular migrants away

Ahmed reaches safety but it is expensive and full of setbacks. **Sunil** believes that workers like him are still wanted in Europe. **Yulia** gets stuck and cannot go to a country where she hoped to find work.

EU society is neither more open nor closed. The EU is deeply divided over how to deal with the new wave of asylum seekers and irregular migrants coming from the east. Some countries brought back border controls that were abandoned years ago. They are costly and slow down the economy. But some people think it is worth keeping migrants away.

→8

You decided to make it easier for foreign workers to come and work legally in your country.

AHMED
«There's more competition for jobs. But people understand that migrants are needed in this country.»

YULIA
«There are more controls to stop illegal work. It's more difficult for me to find jobs.»

SUNIL
«It was smooth. The company that hired me took care of my papers. Let's see how it goes and when I can bring my family!»

EU PUBLIC
«Companies lack qualified workers and migrants can help fill the gaps. But more needs to be done to make them fit in.»

→9

You decided to support migrant workers' integration.

AHMED
«Foreigners can start a new life here. Like me. I don't see myself going back home anytime soon.»

YULIA
«This makes little difference for me. Only people with documents can go to these courses. I can only dream of bringing my kid over.»

SUNIL
«I work long hours and don't have time for language courses. My family is still waiting for the permit to join me.»

EU PUBLIC
«Our country needs foreign workers. If they respect the laws, they should be allowed to stay.»

→12

Open doors for some & brain drain

Ahmed starts to feel at home. **Sunil** tries to fit in but misses his family. **Yulia** is tired of working hard and living apart from her child.

EU society is becoming more open. Foreign workers can come and work legally. They get support in learning the language and settling in. It takes some time, but eventually, their work experience from home is recognised and their close families can join them without difficulties. But some countries face the problem of many educated people leaving the EU.

→15

You launched a new integration programme.

AHMED
«I take a language course combined with work experience. This will help me find a job. I'll tell my friends from other cities to move over here.»

YULIA
«It's getting easier to live here. Even without documents, I can attend a language course.»

SUNIL
«The city wants to help immigrants. But I am worried when local people complain that the Mayor spends too much money on foreigners.»

EU PUBLIC
«Migrants should get help with learning the language and job search. But what if a lot of money is spent and they are still on welfare benefits?»

→16

You decided to improve security in the parts where many recent immigrants live.

AHMED
«I feel safer, but also less welcome. When employers see my address, they don't invite me for interviews.»

YULIA
«I don't like this. What if they start checking papers?!»

SUNIL
«Security in my area is important. I often return late from work and I don't always feel safe.»

EU PUBLIC
«Something is being done about the problems in this city. But more people believe that migrants bring criminality.»

→19

Tensions under control, divided communities

Ahmed is doing his best to find a job but feels discriminated against. **Sunil** is working hard and appreciates safety. **Yulia** is trying to fit in but fears the police.

EU society is neither more open nor closed. The city is changing. Many newcomers have arrived recently and the Mayor is doing his/her best to help them settle in. With improved security in the problematic neighbourhoods, some people feel reassured. But more still needs to be done to improve relations between locals and migrants.
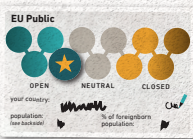
→22

Discuss

You've reached the end of the story. Look again at your three future outcomes and discuss:

Are Ahmed, Yulia and Sunil more or less happy? Did their dreams come true?

Is your EU society more closed or open to immigration? Would you yourself like to live in this future?

What did you learn? Do you have ideas for better solutions to the challenges?

If more groups played the game at the same time, compare your outcomes with them and discuss the differences.

EU Public

OPEN   NEUTRAL   CLOSED

your country:
population:
(see backside)   % of foreignborn population:

Ahmed dreams of:

Sunil dreams of:

Yulia dreams of:

SHORT RULES

Give each player a Role Set card, initiate the 3 migrants and the EU public. Make sure the Events deck is correctly ordered and give it to one player.

Play 3 rounds. After the last round, discuss and compare outcomes with other groups who played.

EACH ROUND

- Check your role and positions for the round and restock to 10 voting chips.
- Discuss and vote on 2 events.
- Read out a Future Outcome card.

EACH EVENT

- Read out the event with its A and B options.
- Discuss for 7 minutes, then vote.
- Read the outcome on the winning Option card, discard the other Option card.
- Place smileys on migrants and move the EU chip.

VOTING REMINDERS

- You can vote for both options.
- You can abstain from voting.
- You can't take back the voting chips you've placed.
- You can use up to 9 voting chips on the 1st vote in a round (you must keep at least 1 for the 2nd event).