

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, Femi, and Yasmine
- 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).

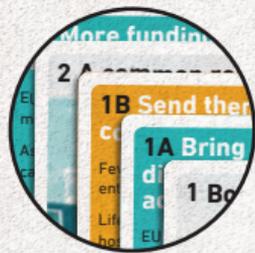
In each round, you play the role of a specific person or group that has to balance **2 migration-related challenges**.

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.

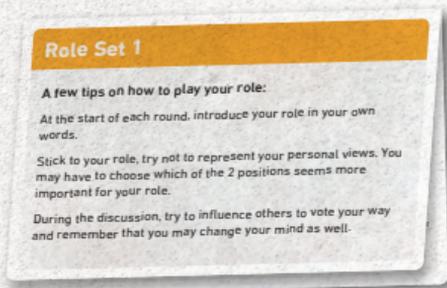
SETUP

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.



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.



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:





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.

Boat in the Mediterranean

Most migrants come to the EU through legal routes in order to work, study or join their families. However, some will not get the necessary permits to enter.

A boat with 200 people is drifting in the Mediterranean Sea outside the coast of North Africa. Some of the passengers flee for their lives, others hope to find better jobs and opportunities in Europe.

Ahmed and Femi are on this boat. Yasmine is still at home, deciding whether to move to the EU.

1A

What should be done?

1B

1A Bring them to a European port and distribute those who need protection across EU countries

EU countries share responsibility; refugees get protection

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

1B Send them back to North Africa and compensate the host country

Fewer people arriving irregularly by boat can enter the EU

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 Set 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 Yasmine's Migrant card.

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

Place a red (unhappy face) chip on Femi.

The card contains the following text:

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.«	YASMINE »The hospital that hired me took care of my papers. But they didn't recognise my experience from home. I'm paid less before I pass an exam.«
FEMI »There are more controls to stop illegal work. It's more difficult for me to find jobs.«	EU PUBLIC »We lack qualified workers and migrants make services like healthcare accessible. But more needs to be done to help them fit in.«

→9

Annotations on the card:

- A line from the green chip instruction points to the green chip on Yasmine's card.
- A line from the 'Don't place any chip' instruction points to Ahmed's card.
- A line from the red chip instruction points to Femi's card.
- A line from the 'Move the EU public chip' instruction points to the blue chip on the EU Public card.
- A line from the 'Now read card number 9' instruction points to the arrow icon.

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

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Graphic Design & Artwork Heiko Günther

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Your layout at game end might look like this:

You decided to bring the migrants to the closest EU port and distribute them across the EU.

AHMED
"I can apply for asylum and seek a safe place in Europe."

YASMINE
"I work hard but my salary is low. I am thinking of going to Europe. I heard they are looking for nurses and pay well."

FEMI
"I've made it to Europe! They say they will send me back if I am not a refugee but I can't go home now."

EU PUBLIC
"A solution was found. No need to watch images of desperate people in the sea. But how many more will come this way?"

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."

YASMINE
"They say the new borders should stop illegal migration but the workers who are needed can still come."

FEMI
"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."

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

Borders up, keep irregular migrants away
Ahmed reaches safety but it is expensive and full of setbacks. Yasmine hopes that foreign nurses may still be needed in Europe. Femi gets stuck in the South.
EU safety is neither more open nor closed. The EU is divided over how to deal with asylum seekers and irregular migrants coming via the Mediterranean. 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 to keep migrants away.

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."

FEMI
"There are more controls to stop illegal work. It's more difficult for me to find jobs."

YASMINE
"The hospital that hired me took care of my papers. But they didn't recognize my experience from home. I'm paid less before I leave an exam."

EU PUBLIC
"We lack qualified workers and migrants make services like healthcare accessible. But more needs to be done to help them fit in."

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

FEMI
"This makes little difference for me. Only people with documents can go to these countries."

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

Open doors for some & brain drain
Ahmed starts to feel at home. Yasmine tries to fit in but misses her family. Femi is tired of working hard and living without documents.
EU safety 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 recognized and their close families can join them without difficulties. But some countries face the problem of many educated people leaving to the EU.

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."

FEMI
"It's getting easier to live here. Even without documents I can attend a language course."

YASMINE
"The city wants to help immigrants. But I am worried about 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?"

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

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

FEMI
"I don't like this. What if they start checking papers?"

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

Tensions under control, divided communities
Ahmed is doing his best to find a job but feels discriminated against. Yasmine is working hard and appreciates safety. Femi is trying to fit in but fears the police.
EU safety is neither more open nor closed. The city is changing 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.

Discuss

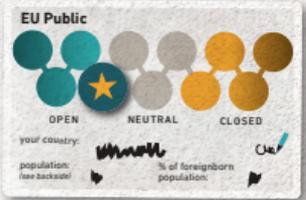
You've reached the end of the story. Look again at your three future outcomes and discuss.

Are Ahmed, Femi and Yasmine 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.



Ahmed dreams of:

ALL FROM WORKING IN
HEALTH SERVICES TO BECOME A
UNIVERSITY A NEW HOME

27 years old
with 100%
single
wealthy
in Europe

Yasmine dreams of:

ALL FROM WORKING IN
HEALTH SERVICES TO BECOME A
UNIVERSITY A NEW HOME

27 years old
with 100%
single
wealthy
works hard. She gets a job salary

Femi dreams of:

ALL FROM WORKING IN
HEALTH SERVICES TO BECOME A
UNIVERSITY A NEW HOME

27 years old
with 100%
single
wealthy
working hard, family is still in need from Europe

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).