# the journey

## Istanbul

FIND YOURSELF IN ISTANBUL AS AN UNDOCUMENTED TRAVELER FORCED TO NAVIGATE A WORLD OF SMUGGLERS, POLICE AND UNSCRUPULOUS EMPLOYERS.
PIECE TOGETHER THE FRAGMENTS OF INFORMATION YOU GET TO PLAN YOUR OWN JOURNEY!

# OVERVIEW

The Journey: Istanbul is a game about migration. You play as a refugee who has managed to escape your home country and arrived in Istanbul, Turkey. The objective of the game is to find a way to travel out of Istanbul, to Greece. To be successful in this you need to collect information about job opportunities, police activity and possible smugglers that can help you.

# OBJECTIVE

The objective of the game is to find a way to travel out of Istanbul. More precisely, you need to be at the correct place at the time when a journey is organized. However, before you can do this you need to complete a certain task. This task is specified by a randomly chosen 'Obstacle Card' that you get at the beginning of the game.

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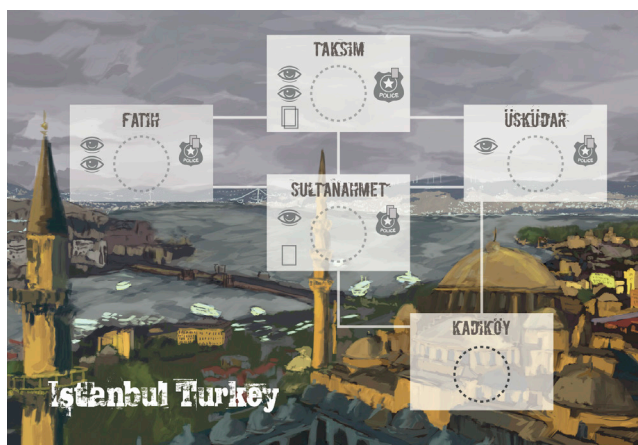
# ONLINE STUFF

Please visit:
**tryTheJourney.com/JourneyIstanbul**
Here we will post rule clarifications and share alternative ways of playing the game.
If you have any questions or comments, if you think something is unclear or just want to say that you like the game, send us a message at:
**Info@ImpactUnified.com**
or **facebook.com/trythejourney**


Game Board


Player Markers


Starting Player Marker


Day Marker


Completion Markers


Journey Planner


Pencils
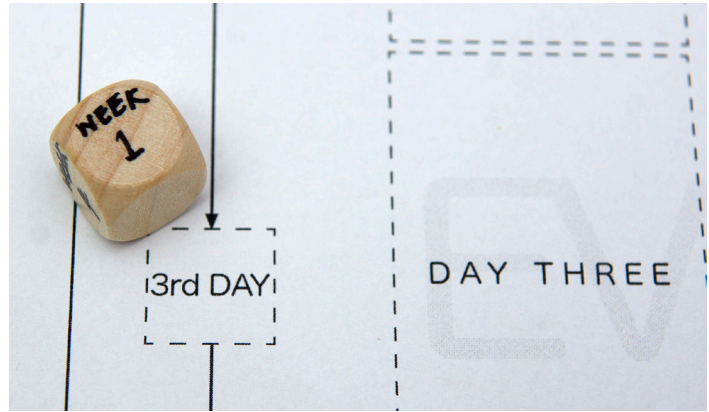

Event Sheet

# THE GAME BOARD

The Game Boards contain five large squares marked Taksim, Fatih, Sultanahmet, Üsküdar and Kadiköy. These are neighborhoods of Istanbul. The squares are connected by white lines indicating between which neighborhoods it is possible to move.


Day Marker indicating 3rd day, week 1.

# THE DAY MARKER

The game is played over a maximum of three (in-game) weeks. Each week consists of six days. The Day Marker, is a dice on which four of the sides are marked 'week 1', 'week 2', 'week 3' and 'week 4'. It is used, together with the Event Sheet, to represent which day it is in the game. The Event Sheet contains six small squares marked 1st, 2nd, 3rd, 4th, 5th and 6th day. For example, if it is the 2nd day of week 3, then the Day Marker is placed in the small square on the Event Sheet marked 2nd and positioned with the side marked 'week 3' up.

# THE EVENT CARDS

The event cards control what is happening in the game. The back of each event card is marked by a certain day (1st, 2nd, 3rd, 4th, 5h or 6th). This indicates the day in which the event will take place. There are three types of Event Cards and the game contain 12 of each type. The types are Police Raid Cards, Journey Cards and Work Possibility Cards.


Event Card, Front

**Journey to Greece**

Day:  **5th**
Place: **Sultanahmet**
Cost:  **10 000 TL**

*You will travel with a group southwest. When you reach the coast you will be supplied with a boat and instructions on how to cross to the island of Chios in Greece.*


Event Card, Back

# THE JOURNEY PLANNERS

The Journey Planners are calendars where the players may take notes about upcoming events in the game. It contains a section for each of the weeks (week 1, week 2 and week 3) and one space in each section for each day (1st, 2nd, 3rd, 4th, 5th and 6th).

# PREPARATIONS

Put the Game Board and the Event Sheet next to each other on the table. Put the Day Marker on the square on the Event Sheet marked 1st day and rotate Day Marker so that the side marked "week 1" is facing up. Give each player a player marker, a Journey Planner, a pencil and 6 000 TL cash. Put the remaining money next to the Game Board. This is the bank. Let each player randomly choose one obstacle card and one opportunity card. These cards should be kept face up on the table clearly visible to the other players. Choose a player to be the starting player (in any manner the group prefers) and give that player the Starting Player Marker. Then all players put their player markers in a pile in the square on the Game Board corresponding to Kadiköy.

Shuffle the deck of event cards. Place the deck next to the Game Board. Leave some room next to the event card deck for a discard pile. Take the top ten event cards and add them to the Event Sheet. When adding cards to the Event Sheet, make sure to follow the following instructions:



The Game board, prepared for a 5-player game
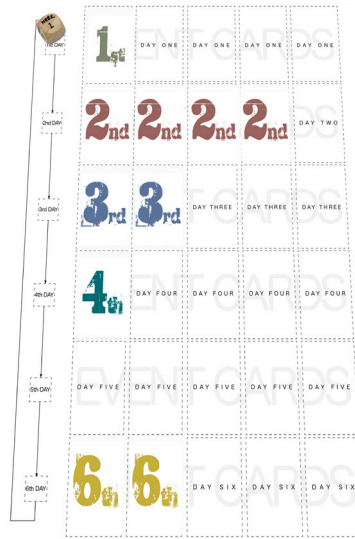


The Event Sheet at the start of the game. The day marker, indicating 1st day, week 1 and the ten top cards from the event card deck has been put on the Event Sheet. Note that the exact number of cards on each row at the start of the game will differ each time the game is played.

# ADDING EVENT CARDS TO THE EVENT SHEET

The Event Sheet contains six rows of squares. Each row is marked by a day (1st, 2nd, 3rd, 4th, 5th and 6th). The back of each event card is also marked by a day. Whenever an Event Card is added to the Event Sheet it should be put face down in an empty square of the correct row. For example an event card marked 2nd should be placed on the second row of the sheet.

Below: Each player should have a Journey Planner, a pencil, an obstacle card and an opportunity card at the start of the game.

OBSTACLE CARD
**Burden of memories**
Things got ugly during a bomb raid in Damascus where you and your daughter barely made it out in time. Traumatised by the events she hasn't spoken a word since. You need to take her to an Imam to help her deal with her experiences.

Fatih          Fatih

*Before leaving Istanbul, spend two consecutive days in Fatih.*

OPPORTUNITY CARD
**Money Transfer**
Some people from back home have collected money to help you on your journey. If you want, you may arrange a money transfer to a bank in Istanbul.

Taksim          Taksim

*Go to Taksim to arrange the transfer. Then go back to Taksim on one of the following three days to collect 10 000 TL.*
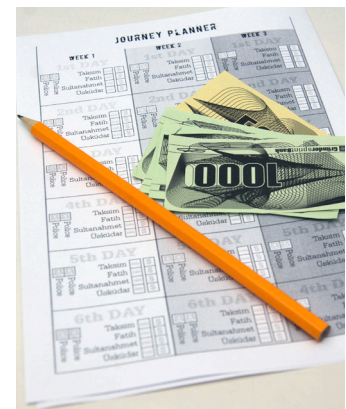


# SPECIAL PREPARATIONS (WHEN THE NUMBER OF PLAYERS IS TWO OR THREE)

If the number of players is two, put Game Board Alteration A and Game Board Alteration B, with the picture side up, on the Game Board so that they cover the squares corresponding to the Üsküdar and Fatih respectively (see picture on the next page). If the number of players is three, put Game Board Alteration C and Game Board Alteration B, in the same manner, so that they cover the squares corresponding to the Üsküdar and Fatih respectively.

Game Board Alteration cards for a two or three player game

# PLAYING THE GAME

The game is played over several rounds. Each round constitutes one day in the game. Each round is played in the following way: The player that has the Starting Player Marker is the starting player. He/she goes through the procedure described in the section 'Player Turn' below. After that the player to the left of previous player goes through the same procedure, and so on until all players, in clockwise order, has had their turn. Then the player holding the Starting Player Marker carries through the instructions described in the section 'End of Round' below. After that, a new round begins. Now the player to the left of the previous starting player takes the Starting Player Marker. That player is the starting player for this round which is carried out in the same way as the previous round. The game continues like this until one of the following has happened:
• All players have traveled out of Istanbul (See the section 'Travelling out of Istanbul' below).
•There is no more Event Cards in the Event Card Deck and no more event Cards on the Event Sheet.
• Three weeks have passed in the game. In other words, the game has reached the end of the round when the date marker has the side marked 'week 3' up and is positioned in the square of the 6th day.
The winner of the game is the player which has travelled out of Istanbul and that, after paying the prize of the journey, has the largest amount of money. If no player has travelled out of Istanbul then there is no winner.

## PLAYER TURN

In each player's turn he/she does the following:

## MOVE

The player may move to another neighborhood on the Game Board. When moving, the player is allowed to move to any neighborhood that is connected by a white arrow to the neighborhood where the



Green Player moves from Sultanahmet to Taksim. Since Red Player is already in Taksim Green Player puts his/her player marker on top of the red marker.

**Example:** A player that stands in Kadiköy may choose to remain in Kadiköy, move to Sultanahmet or move to Üsküdar. However, the player may not move to Fatih or Taksim since they are not connected to Kadiköy by a white line.

player is standing. However, if the player wants to, the player may choose not to move at all. If the player chooses to move, the player takes his/her Player Marker and moves it to the neighborhood where he/she wants to move. If there is already another player in that neighborhood the player puts his/her player marker on top of that player's player marker. (This is to keep track of who came to the neighborhood first.)

## LOOK AT EVENT CARDS

Depending on where the player is now standing the player may look at a certain number of event cards on the Event Sheet. Each neighborhood has a certain number of Eye-symbols on it (see picture). This



Taksim has two eye symbols and two card symbols.

indicates the number of event cards a player, standing in the neighborhood, may look at. When looking at an event card the player chooses any card on the Event Sheet, picks it up, looks at it without showing it to the other players and writes down any notes the player wish to take in his/her Journey Planner. The player then puts the card back face down on the Event Sheet at the same spot where he/she took it.

> **Example:** Red Player moves from Kadiköy to Sultanahmet. Since there is one eye symbol in Sultanahmet Red Player chooses one card on the Event Sheet (the player may choose any card he/she wants), looks at it and puts it back.
> **Example:** Brown Player moves from Üsküdar to Kadiköy. Since there is no eye symbol in Kadiköy Brown Player may not look at any card on the Event Sheet.
> **Example:** At the beginning of the turn, Green Player is standing in Fatih. Green player chooses to remain in Fatih and since there are two eye symbols in Fatih Green Player may look at two cards on the Event Sheet.

# DRAW NEW EVENT CARDS

Depending on where the player is standing the player should draw a certain number of new event cards from the deck. Each Neighborhood has a certain number of card symbols on it (see picture above). This indicates the number of new event cards a player standing in the neighborhood should draw and then add to the Event Sheet. When drawing a new event card the player draws the top card from the event card deck, looks at it without showing it to the other players and writes down any notes the player wish to take in his/her Journey Planner. The player then puts the card face down on an empty square in the correct row of the Event Sheet. Moreover, if the day on the event card is the same as the current day in the game, the event card should be put sideway on the Event Sheet (see picture right).

> **Example:** During the 3rd day, week 2, Red Player moves from Fatih to Taksim. There are two eye symbols and two card symbols in Taksim. So after having looked at two event cards from the Event Sheet Red Player draws two new event cards from the deck. The first card is for the 4th day so Red Player puts it on an empty square in the fourth row of the Event Sheet. The second card is for the 3rd day so (since it is currently the 3rd day) Red Player puts it sideways on an empty square in the third row of the Event Sheet (see picture right).

*Exception:* if the correct row is full (in other words, it already contain five cards) then the new card is placed face down in the discard pile.



**The Journey planner**: Each day contains a section with preprinted boxes and a section for free notes. Using the boxes to the right the player may note any journeys or work possibilities in different neighborhoods. Using the boxes to the left the player may note the number of police raids for the day.



Added cards
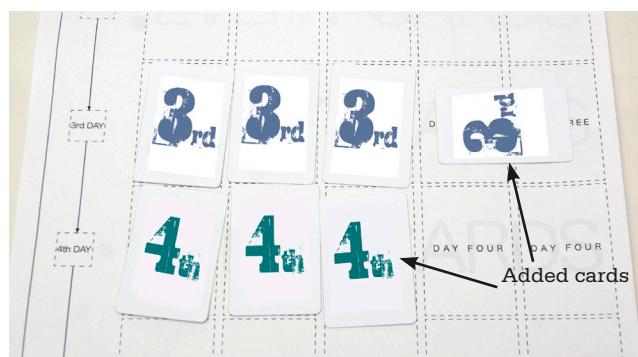
During the 3rd day, week 2, Player A adds two event cards to the Event Sheets. One is for the 4th day and the other is for the 3rd day. Since it is currently the 3rd day in the game, the player puts that card sideways.

# END OF ROUND

At the end of the round, when all players have had their turn, the player holding the Starting Player Marker does the following:

# REVEAL EVENT CARDS

Check the date marker to see which day it is (1st, 2nd, 3rd, 4th, 5th or 6th). Turn all event cards on the Event Sheet that are for this day face up, while disregarding the ones that are sideways (see picture below).



End of the 3rd day, week 2: The event cards for the 3rd day has been revealed. The last one has been left face down since it lies sideways.

End of the 3rd day, week 2: Red and Orange Player are in Taksim, Brown and Green Player are in Sultanahmet and Yellow Player is in Kadiköy.

| Player Turn |
|---|
| • MOVE |
| • LOOK AT EVENT CARD(S) |
| • DRAW NEW EVENT CARD(S) |

# DETERMINE POLICE ACTIVITY

Count the number of police cards that lie face up on the Event Sheet. If there is
• no police card then nothing happens.
• one police card then all players in Taksim are affected.
• two or more police cards then all players in Taksim, Fatih, Sultanahmet or Üsküdar (in short: any neighborhood except for Kadiköy) are affected.

All affected players have to pay a fine to the police. The fine to pay is the minimum of the fines indicated on the police cards. Any players that can't pay the fine are put in jail. If at least one player is put in jail, place the police card with the minimum fine next to the Game Board and put the Player Marker(s) belonging to the jailed player(s) on it. Moreover, the players that are put in jail count **three days** ahead in their journey planners and mark that day. This is their release day. For example, if a player is jailed on the 2nd day, week 2, then the release day is the 5th day, week 2.

Note that if an player has the money to pay the fine, then the player has to pay the fine.

> **Example:** End of the 3rd day, week 2: One police card is revealed (see picture on the previous page). This means any players in Taksim will be affected. Red Player and Orange Player are in Taksim. The fine on the police card is 4 000 TL. Orange Player pays 4 000 TL to the bank. Red Player, on the other hand, has only 2 000 TL. Since this is not enough, Red Player dosen't pay anything but is put in jail instead. This means the police card is placed next to the board and the red player marker is put on top of it (see picture on the next page). Moreover, red player writes 'Release day' on the 6th day week 2 (three days from now) in his/her journey planner.

# EXECUTE JOURNEY CARDS

For each Journey Card that is face up on the Event Sheet, ask all players standing in the neighborhood specified on the card if they want to use the Journey Card to travel out of Istanbul. A player may only use a Journey Card if the player has completed the task on his/her obstacle card, has not paid a fine to the police this day and has enough money to pay the cost indicated on the Journey Card. If a player meets these requirements then the player may use the Journey Card. The player then pays the cost indicated on the Journey card and removes his/her player marker from the Game Board. That player has now travelled out of Istanbul and will not take part any more in the game. Note that **only one** player may use the journey card. If there are two or more players in the neighborhood who meets the requirements and wants to use the card, then the player whose player marker is furthest down in the pile of player markers on the neighborhood, i.e. the player who arrived in the neighborhood first, gets to use card.
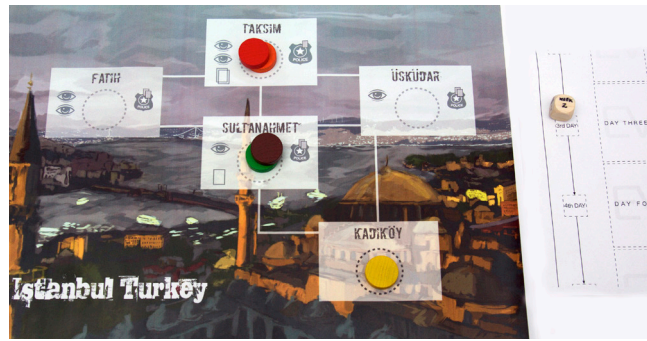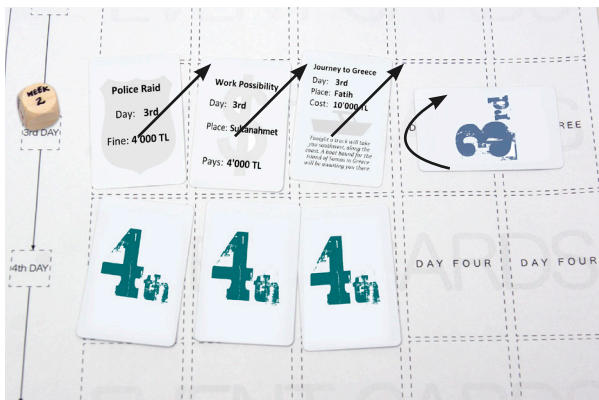
> **Example:** End of the 3rd day, week 2: One Journey Card is revealed (see picture on previous page). The specified place of departure is Fatih. No player is in Fatih (see picture above), hence no player may use the Journey Card.

# EXECUTE WORK POSSIBILITY CARDS

For each Work Possibility Card that is face up on the Event Sheet, ask any players standing in the neighborhood specified on the card if they want to use the Work Possibility Card. A player may only use a Work Possibility Card if the player has not paid a fine to the police this day. If the player meets this requirement then the player may use the Work Possibility Card. The player then takes the money indicated on the Work Possibility Card. Note that, similarly to Journey Cards, **only one player may use the work possibility card**. If there are two or more players in the neighborhood who wants to use the card (and has not paid a fine to the police this day), then the player whose player marker is furthest down in the pile of player markers on the neighborhood, i.e. the player who arrived in the neighborhood first, gets to use the card.

# PREPARE FOR NEXT ROUND

Remove all event cards that lie face up on the Event Sheet and put them in the discard pile. Rotate any event card that is sideways into normal position. If the Day Marker is on the 1st, 2nd, 3rd, 4th or 5th day, move it one step forward. If it is on the 6th day rotate the dice so that the week advances by one and put it on the 1st day. Moving clockwise, the player that has the Starting Player Marker passes it onto the next player.

**Police Raid**

Day:   **3rd**

Fine: **4 000 TL**

End of the 3rd day, week 2: Red player can't pay the fine when caught in a police raid, hence is put in jail. The police card is then put next to the Game Board with the red player marker on it.



When preparing for the next round, remove all event cards that lie face up on the Event Sheet. Rotate any event card that is sideways into normal position.



When preparing for the next round, advance the day marker.

# JAIL

A player that is in jail may look at one event card each time it is the players turn. However, a player that is in jail may not move around on the Game Board or draw new event cards. Similarly as other players, players that are in jail may give and receive money and share information with other players.

# LEAVING JAIL

On the release day of a player that is in jail, that player, after looking at an event card, chooses a neighborhood and moves his/her player marker to it. Next time it is the turn of the released player, that player may move, look at event cards and draw new event cards as usual.

A player that is in jail may borrow or receive money from other players (see the section 'Player Interactions' below). If the player gets enough money to pay the fine (indicated on the police card where the player's player marker is located) then the player may do so on his/her turn. After looking at an event card, the player then chooses a neighborhood and move his/her player marker to it. Next time it is the turn of the released player, that player may move, look at event cards and draw new event cards as usual.

**Example:** On the 2nd day, week 2, a player that has the card 'Documents', goes to Taksim. As the player moves his/her player marker to Taksim the player takes a completion marker and puts it in the circle marked 'Taksim' on the card. Moreover, the player writes down in his/her Journey Planner on the 2nd day, week 2, "Went to Taksim". Two days later, on the 4th, week 2, the player moves to Fatih. The player then takes another completion marker and puts it in the circle marked 'Fatih' on the card. The task on the card is now completed.

**Keeping track of WHEN**
On some cards it is relevant to keep track of when a certain part of the task is completed. This is the case with the card 'Documents' since the player should go to Fatih exactly two days after going to Taksim. In these cases the player should not only put a completion marker in the correct circle but also make a note in his/her Journey Planner when finishing part of the task.

# OBSTACLE CARDS

Each player gets one Obstacle Card at the beginning of the game. This card should be kept face up on the table clearly visible to the other players. It contains a task that the player has to complete before leaving Istanbul. Most of the tasks consists of two or more parts and each part is represented by a circle on the card. For example, the card 'Documents' contains the task 'Go to Taksim. Two days later, go to Fatih'. Here the first part is 'Go to Taksim' and the second part is 'Two days later, go to Fatih'. Each of these parts is represented by a circle on the card (see picture below). When part of a task is completed the player takes a completion marker and puts it in the relevant circle on the card. The full task is completed when all the parts are completed, in other words, when there is a completion marker in all circles on the card.



**OBSTACLE CARD**
**Documents**
You have made it all the way from Afghanistan to Istanbul without a passport but in Greece you will need to interact with authorities to gain asylum. Before continuing your journey you need to arrange documents to prove your nationality.

Taksim        Fatih

*Before leaving Istanbul, go to Taksim. Two days later, go to Fatih.*

The task on the obstacle card 'Documents' contains two parts. Each part is represented by a circle on the card.

### JOURNEY PLANNER



Journey Planner, indicating that the first part of the task on the Obstacle Card 'Documents' was completed on the 2nd day, week 2.

Note that the tasks has to be completed in exactly the manner described on the cards. For example, if the player in the example above had not been able to go to Fatih exactly two days after the player was in Taksim then the player would have had to start over and complete the whole task from the beginning. In other words, the player would have had to go back to Taksim again and then, two days after that, go to Fatih.

## OPPORTUNITY CARDS

Each player gets one Opportunity Card at the beginning of the game. This card should be kept face up on the table clearly visible to the other players. It contains a task that the player may complete if the player wants to and which, if completed, will give the player a bonus during the rest of the game. The procedure when completing part of, and the whole task, is the same as for Obstacle Cards. In other words, when part of the task is completed the player puts a completion marker in the correct circle and, if it is relevant for the card, notifies in his/her Journey Planner which day the part was completed. The whole task is complete when there is a completion marker in each circle on the card. The player then receives the bonus indicated on the card.

## PLAYER INTERACTIONS

When looking at event cards, players are not allowed to show other players the event cards. However, players are allowed to trade and share information with each other (truthfully as well as not truthfully), both verbally and by showing each other parts of or whole Journey Planners. This can be done at any time (not only during the players' turns) and is allowed even if the players are not in the same neighborhood. Further, players are allowed to give each other money at any time, even if they are not in the same neighborhood.

OPPORTUNITY CARD

**Knowing the Driver**

Your old teacher has several friends who now work for smugglers in Istanbul organising boat crossings to Greece. If you want, you may pay them a visit.

*Taksim*

*Go to Taksim on a day when a journey is offered there. From the next day and on following days you are prioritized over other players and get a 5 000 TL discount when a journey is offered.*

**Example:** End of the 4rd day, week 2: Brown player has the card 'Knowing the Driver' which contains the task 'Go to Taksim on a day when a journey is offered there'. Brown player is standing in Taksim. At the end of the round, when the event cards of the day are turned face up a Journey Card with Taksim as the specified point of departure is revealed. Brown Player then takes a completion marker and puts it in the circle on the card. Since the task on this card only contains one part, the full task is now completed.

OPPORTUNITY CARD

**Work Permit**

Having worked at the Department of Industry in your home country you are familiar with the bureaucracy involved with employment. If you want, you may arrange the necessary papers to get a work permit in Istanbul.

*Fatih* *Taksim*

*Go to Fatih and then go to Taksim. You may now ignore police raids in any neighbourhood where a work possibility is*

**Example:** The card 'Work Permit' contains the task 'Go to Fatih and then go to Taksim'. And the bonus 'Then you may ignore police raids in any neighborhood where a work possibility is offered'. Player A, who has this card, goes to Fatih on the 5th day, week 2. Two days later the player goes to Taksim, hence completes the task. Later in the game the player is in Sultanahmet and there are two Police Raid Cards and one Work Possibility Card revealed at the end of the round. The specified neighborhood on the Work Possibility Card is Sultanahmet so the player may ignore the police raid. Hence, instead of having to pay a fine, the player can use the Work Possibility Card and get paid.

**Example:** Before moving, Green Player would like to know the contents of a certain event card. Green Player then asks the other players: "Does anybody know what is on that event card and will you tell me for 1 000 TL?" Example: Red Player is in Jail. On the turn of Brown Player, Red Player realizes Brown Player is in need of some information that Red Player has. Red Player then offers to share that information for 1 000 TL.

# TRAVELLING OUT OF ISTANBUL

When a player has completed the task on his/her Obstacle Card and is using a Journey Card (see the section 'Executing Journey Cards' above) the player is traveling out of Istanbul. The player then removes his/her player marker from the Game Board and will not take part any more in the game. However, the game continues for the other players until one of the three conditions at the end of the section 'Playing the Game' is met.

# DETERMINING A WINNING PLAYER

The game is over when one of the three conditions at the end of the section 'Playing the Game' is met. Then the winner is determined in the following way: The winner of the game is the player who has travelled out of Istanbul and that, after paying the prize on the Journey Card, has the largest amount of money. If no player has completed the game then there is no winner.

**OPTIONAL RULE**

An alternative way of interpreting the outcome of the game, which is perhaps closer to reality, is to not determine a winner. Then there is no winner, only players who managed to complete their journey and players who didn't manage to complete their journey. This will create a different game dynamic. While each player is first and foremost responsible for themselves, this opens up for altruistic actions as soon as the players feel comfortable they will be able to travel out of Istanbul themselves.

**Credits**

A game by Impact Unified
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Producers: **Neil Bell, Simon Hultgren**
Box/rulebook design: **Mark Goldsworthy**
Illustration: **Emma Elisabeth**

*Thanks to:*
All the people that played the game before release, providing ideas and feedback that greatly improved the game!