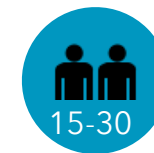


What Now



A Live Action Role Playing game





Lock



THE
JOURNEY
TODAY

Manual for *What Now?*

A larp for *The Journey Today* project

Welcome

Welcome to *What Now?*, a participatory experience about the journey refugees take through Europe every day. *What Now?* is a larp (live-action role-playing game) that focuses on the difficult decisions refugees have to make on their journey through the European Union and the often very serious consequences those choices have. Almost everything you will need for this game is in the Print PDF version (or in the box set if you have a physical copy).

In this manual, you will learn how to prepare, set up and run this educational larp. It is not complicated, but you need to prepare a bit before you invite the participants to join you. Please read the full document from start to finish before you run the larp.

What is *What Now?*

In *What Now?*, your participants will enact young refugees, who have just arrived in Greece and are now trying to reach a friend or family member somewhere on the continent. The participants will experience some of the choices, challenges and unfair situations refugees and migrants run into on their journey through Europe. Will you have enough food, water and money to reach your destination? Only time will tell.

A note on portraying real-life experiences in a larp context:

We are very aware that playing a larp cannot compare to the actual experience. The fear of being assaulted by nationalists or arrested by the government does not really translate into a larp of a few hours in a classroom.

What we are aiming for with *What Now?* is a small glimpse into the lived experiences of thousands of adults and children who are going through this ordeal right now. By engaging with some of the same dilemmas and situations refugees go through, travelling Europe in the immersive and participatory medium of role-playing and larp, we are sure that the participants will learn details and emotionally connect in a way that is impossible to do in the context of traditional classroom teaching or a guided tour, for example.

What is larp

A larp (live-action role-playing game) is a form of role-playing game where the participants physically portray their characters. It can be described as theatre without an audience or script. The players pursue goals within a fictional setting while interacting with each other in character as a refugee. The outcome of player actions may be mediated by game rules. The most well-known type of larping is fantasy larping where you step into a world and portray humans, orcs and elves for example. In this larp, we will be much closer to our world, and the participants will take on the role of refugees. If you want to know more about educational larps like this one, just google “edularp” and you will find a lot of games and literature to dive into.

The project *The Journey Today*

The Journey Today is about migrant journeys overland and by sea to Europe funded by the ERASMUS+ Programme. The project aims to increase awareness of the ever-increasing multiculturalism of Europe. We want to create awareness, as well as tolerance to our cultural diversity through analogue games and immersive video.

See more at www.thejourney.today

Get in touch with us: contact@thejourney.today

Credits

What Now is designed by **Participation | Design | Agency**, a Malmö-based boutique agency consulting with public sector and arts institutions and private companies in education, games, and entertainment. Get in touch with us: bjarke@participation.design

Graphic design is done by Impact Unified, a startup with a mission to make engaging mobile games with a huge impact. Get in touch with us: contact@impactunified.com

Versions

There are two versions of the game. The print version and the box version. The print version is a series of PDFs that you need to print and prepare yourself. The box version comes with everything included. If you are interested in purchasing a box version and having it shipped to you, get in touch with us at contact@thejourney.today for pricing.

Requirements

What Now? is a larp for 15–30 participants. It can be played by 7th graders and up. The larp requires the participants to understand basic written English, but can be played in any language. The larp needs to be run by 1–2 people depending on experience and will take about two hours including setup, briefing and a short time for reflection at the end.

You need the following:

The print-yourself version of *What Now?*: This demands some preparation before running the larp. Numerous cards need to be cut out and passports need to be folded. You need to provide 4-8 traditional six-sided dice and 4-8 pens and blocks of paper depending on the number of participants.

The box version: Here all physical materials are included in the box except 4-8 pens and paper depending on the number of participants.

Schedule

The proposed schedule is:

15 min – setup and preparation of the room.

20 min – participant briefing.

60 min – playing the larp.

15 min – reflection round.

10 min – clean-up.

This amounts to a total of 120 minutes. You can adjust the times as you see fit. It is possible to shorten the runtime of the larp to 40 minutes, but less is not recommended.

Physical game elements

The game consists of the following elements. You might not need all the elements if you are fewer participants than 30. If you are more than 30 participants, you will need an extra version of the game.

40 Refugee Passports

This is the main document for participants. It is the character they are going to play. It contains a bio of the refugee and what starting items they have. The document also functions as the passport they will have to show at border crossings during the game.

30 Maps of Europe and How to Play

Here you have a map of Europe with the possible routes through Europe. Each border crossing is marked with a black dot and a number that shows the difficulty of crossing. On the back, you have a short description of how to play and all the rules of the game. There is also an overview of all the items you can get in the game.

Item Cards

These yellow cards are all the items the refugees can have in the larp. Each character has some starting items listed in their Passport. They also get to pick three extra item cards on a first come, first served basis.

N.B. One card needs to be removed from the Item Card deck before starting and kept by the game runner. The card is the Schengen Visa Card.

Goal Cards

These blue cards are the possible destinations for the refugees. At the beginning, the participants will draw a random card, which will be the destination the refugee is trying to reach.

Event Cards

These green cards represent the random encounters you will have during the journey. Some are good and will make the journey easier, while others are bad and will make the journey a lot harder. In each round, the participants will draw one event card, do what it says on the card and put the card back in the pile unless stated otherwise.

NPC Guides

In the game, there are three participants not starting as refugees but as NPCs (non-player characters). These are people and institutions the refugees will meet on their journey. The three NPCs are the Border Control, the NGO and the Human Trafficker. There are three documents with descriptions of the NPCs and what they need to do during the game. More on this later.

What to print and cut for the print version

If you are using the print-yourself version downloaded from The Journey Now website, you need to print and cut all the above elements to be able to play the larp. It is necessary to be able to print on both sides of the paper, since the various elements have a front and a back.

1. Print the manual. It is always a good idea to print an extra as a backup.
2. Print the passports. Fold them, so the text is on the inside. There are 40 in total. If you are less than 30 participants, you only have to print 10 more than there are players.
3. Print the map/cheat sheet. You will need one for each participant, plus five extra as backups.
4. Print the three NPC guides. Again, it is good to print extras as backups.
5. Then print all the cards. Preparing these is the most work-intensive part of the preparation. You need to cut and sort the cards by type, and then shuffle the green Event and blue Goal cards. The Item Cards do not need to be shuffled.

The setting of *What Now?*

As already described, *What Now?* is a larp about the experience of travelling through Europe as a refugee trying to reach friends or family. On this journey, you will have to make hard decisions that will determine if you reach your end goal, are arrested or something even worse. Not all is bad, though. You will meet kind and helpful people on your way. But not all refugees who try will reach their goal.

Europe in the larp is naturally a simplified one. We have tried to make a map of Europe that shows some of the various difficulties and opportunities you can meet. Bear in mind, the larp was made in 2022-2023. Maps and situations change, so the game might not reflect the situation as it is when you engage with the game.

The goal of the larp

The goal of the larp is not to win. There are no winning conditions and there will not be a participant that is best at the game. Larp is a collaborative medium, and only by playing the larp together will the experience be as rewarding as possible. Remind the participants to take it slow, make sound decisions, and try to do their best to perform their character.

Game flow overview

What Now? is loosely structured in-game rounds where each participant must do certain actions in order to play. A summary of the flow for a quick overview can be found on the back of the Europe maps for quick access. This is what the participants will do during the game.

The flow of *What Now?*

Getting ready

1. You pick a passport (your character), then read the description of the refugee.
2. Pick a random blue Goal card. The city on the card is where you need to go.
3. Take the number of Item cards that are on your passport.
4. Pick 3 extra Item cards of your own choice.
5. Take a map/cheat sheet.

Playing the game

6. Find travel buddies.
7. Play your actions.
8. Draw a random Event card.
9. Eat and drink
10. Find a place to sleep.
11. Continue the next round until you succeed or fail in reaching your goal.
12. Draw a new passport and start over.

At the end of this manual, you will have a full rundown of all the details of the list above.

How to set up the larp

Please adjust this setup guide to fit your needs. It is best to have plenty of space, so all participants can talk without raising their voices. If you only have one classroom to play the larp setup the NPC stations in each corner to make it easier to hear each other. Have all the game materials in the last corner.

1. Set up three tables for the NPC stations. Put the NPC guides and requirements for each NPC on the table.
 - a. **NGO:** 10 Euro cards, Pen and paper and something to keep time. Could be a mobile or watch.
 - b. **Human Trafficker:** Something to keep the time, 6 Euro cards. Map of Europe.
 - c. **Border control:** A six-sided die and the border map.

A good way to set up this station is with two tables with less than one meter of space in between. This narrow passage represents the border control gate. The border police sit at one table and the space between the tables is where the refugee goes to cross the border. You can mark the floor with tape to symbolize the border crossing. Make sure there is room for the refugees to queue. Queuing is part of the design, as refugees have to queue a lot on their travels. If you are 25–30 participants, it is advisable to have two border controls, so the game doesn't slow down too much.
2. On a fourth table take all the remaining game elements and place them so it is easy for the participants to locate.
 - a. Place the passports in a few piles.
 - b. Take the yellow Item cards and sort them by type. Place them face up so it is easy for the participants to find what they need.
 - i. Take the Mobile, Euro, Sleeping Gear, Family Jewels and Food and Water and place them for themselves. These are the starter items in the passports.
 - ii. Take the rest of the Item cards and place them in piles.
 - iii. Remove the Schengen Visa Card as this cannot be picked by the participants but only gained during play.
 - c. Take the green Event Cards, shuffle them and place them in a pile.
 - d. Take the blue Goals Cards, shuffle them and place them in a pile.
3. Make space so the participants can mingle.

You are now ready to run the larp.

Briefing of participants and runtime management

If you have never run a larp before, don't worry. Follow the steps below and you will do fine. It is a good idea to read this part of the manual a few times before you run the larp to familiarise yourself with the structure and wording. You can read the text below in italics to the participants during the briefing, or come up with your own wording. It is recommended to follow the structure of the briefing as it gives the right information at the right time.

1. **Gather the participants** and tell them that they are about to play a larp. Explain what a larp is and that it will take approximately two hours.
 - a. **Introduction.** *Welcome to What Now? It is a larp about the experience of travelling through Europe as a refugee trying to reach friends or family. On this journey, you will have to make hard decisions that will determine if you reach your end goal, are arrested or something even worse. Not all is bad, though. You will meet kind and helpful people on your way. But not all refugees who try will reach their goal.*
 - b. **The Goal.** *You cannot win this game. No points are counted and there will not be a participant that is best at the game. Larp is a collaborative experience, and only by playing the larp together will the experience be as rewarding as possible. Remember to take it slow, make smart decisions and do your best to act as your character.*
 - c. **NPCs (Non-Player Characters).** You should pick three participants who will start as the border guard, NGO and human trafficker and tell them that they will be briefed as soon as you start the first round. They can choose to play refugees later on if they want to, swapping roles with the first participants to either succeed or fail in reaching their destination city. They can still take a passport and map now so they can follow the rules briefing.

2. **Set the world and the stakes.**
 - a. *Welcome to Europe. You will be playing a young refugee who has just arrived in Greece by a small boat crossing the Mediterranean. It was scary and cold and you have never been so terrified in your life. You were in the middle of the ocean with strangers in a tiny boat that looked like it would sink at any moment. You hope never to do that again.*
 - b. *Each of you will soon pick a passport with a character description. Your goal is to reach a friend or family member somewhere in Europe. Where that is and who you will play, you will find out in a short while.*

3. **Describe the rules of the game.** Here it is important to be short and clear. There are quite a few rules but the participants only have to use a few rules at a time. And they will have a How to Play rules overview on the back of their map.

You don't have to brief everyone on the specific NPC rules. You can go through them with the participants playing them when the other players are looking for travel companions.

- a. *I will now go through the rules of the game. You don't have to remember everything now. You will have a description of all the rules and how to play. (Show them the back of the map with the rules.) But please pay attention.*

4. **The game runs as follows:**

- i. **Passport:** *You start by picking a random passport. This is your character. In the passport is a description of you, what items you have brought on your journey and if you have someone here that you know. (Let them pick a passport but tell them not to open it yet)*
- ii. **Goal Card (Blue):** *Then you pick a random blue card. This is the city you are trying to reach. It could be Paris, Berlin or somewhere else. The reason you are going there is that you know someone. Could be an aunt or a friend. (You can let them pick from the pile or hand out the cards randomly)*
- iii. **Read the character:** *Now you have 3 minutes to read the passport and the blue card. During the game, you will be asked about details so you better be sure you remember the most important information. If you don't then people might think you are lying.*
(Let them read the character. Remind them about the time when there is a minute left)
- iv. **Map and How to Play:** *Next you will get a map with the possible routes you can go to your destination city (Give them the map). You start at the Greek Island Lesbos, marked with a red and black dot. ●*
If you turn the map over you will have a summary of how to play the game to the left and to the right you will have a description of all the Item cards that you can get.
- v. **Starter Item Cards (Yellow):** *Now you will go and get your starter item cards that are mentioned in the passport. The cards are the yellow ones. When you are done then you come back here.*
- vi. **Extra three starter items:** *You now get to pick three extra items. You can choose freely among the items that are left. Some are more useful than others. It all depends on the strategy you choose. You have 2 minutes to choose. Be quick!*

b. **The game round**

- i. *You now have your character, all the items you start with and where you need to go. The next step is to plan your journey. For you to be able to do that I will explain what you need to do in each round and how to read the map.*
- ii. **Rounds and actions.** *The game is made up of rounds, each round being a day in the life of your refugee. In each round, you have 2 actions. You decide what you want to do with those 2 actions. You can either cross a border via the border guard or hire a human trafficker to take you across a border illegally.*

c. **Map explanation and border crossing die roll**

- i. **Start, borders and routes.** *You have just crossed the Mediterranean Ocean in a small boat and need to go through Europe to your destination city. Look at your map. As said before you start at the Greek island Lesbos which is marked by a red dot ●.*
On the map, you can see the possible routes you can take. To get to your city

you need to cross many borders. Every time there is a black dot ⊙, it means you are at a border.

- ii. **Border Crossing.** *To cross a border you need to go to the border guard and show your passport. (Point to the Border Guard post) You will go there, stand in line and when it is your turn you will show your passport to the Border Guard who might ask you some questions. Could be about what your name is and where you are going for example. The Border Guard will ask you what border you want to cross and you show them on the map.*
- iii. **Border crossing die roll.** *On the map, you can see there is a number with a plus next to it. The higher the number, the more difficult it is to cross the border. There is always a chance you can cross but some borders are very hard. Often refugees are denied entry at borders without reason. Or maybe your papers are not in order. This is represented by a die roll.*

So if the number is 3+ for example then the border guard must roll 3 or higher to let you cross. If the number is 5+ then the roll has to be a 5 or a 6 to let you cross. If you are travelling with other refugees, they also need to see if they get through. So just because you are let through it doesn't mean they are too.

- d. **Random Events.** *When you have used your actions, you will go and draw one green event card. This is a thing that happens on your journey that day. It can be a good thing or it can be a bad one. Maybe you get help from a stranger or the local police harrasses you. Do what it says on the card. Some cards are played right away, while others you get to decide when to use them.*
- e. **Food and Water.** *Now you need food and water. You have all started with some food and water. Every round you will need to spend one Food and Water card. If you do not have any left you need to get some or the game is over for your refugee. You can either get some from your friends or you can buy, steal or beg for food.*
 - i. **Buy.** *You can buy Food and Water. It will cost you 1 Euro card for 2 Food and Water cards*
 - ii. **Steal.** *You can steal but there is a chance you get caught. For every Food and Water card, you need to roll a die and if you roll a 5 or a 6 you are arrested and the journey ends.*
 - iii. **Beg.** *If you choose to beg for food you will spend a lot of time begging on the streets of where you are. This means that you will get 1 Food and Water card for free but in the next round, you will only have 1 action because it took a long time to beg.*
- f. **Sleep.** *Finally, you need to find a place to sleep. Again you have different options. You can buy a bed in a hostel, sleep somewhere outside or you can get the NGO to help you with a place to sleep.*
 - i. **Buy.** *To buy a bed in a hostel it will cost you 1 Euro Card.*
 - ii. **Outside.** *If you have sleeping gear, you can sleep outside without any penalties. If you do not have sleeping gear, you only have one action next round because you have been cold during the night and are tired.*

1. **Robbed?** *There is a risk of being robbed when sleeping outside. Roll a die and if you roll a 1 you are robbed. What the consequences are you can see in your rules on the back of the map.*
- iii. **NGO.** *The NGO has room for a few people every night. Go and see if they can help you. They only have room for a few people a night but if you are quick you might get a bed and food for free.*
5. **End of round.** *This concludes the rules of the game.*
6. **Make a plan and find travel buddies (10 min).** *Before we start the first round you will have 10 minutes to come up with a travel plan and find other people to travel with. It is always safer to travel together because you can help each other and pool your resources.*
 - a. **Plan.** *See if you can find other refugees who are going to the same city as you or at least in the same direction. Make a plan together.*
 - b. **Connections.** *Some of you have written in your passport that you have a connection. This could be a friend or a family member. Start by finding them and choose if you want to go to the same city. If you cannot find them then their passport is not in play yet. This means that you have been separated from them on your journey and you are all alone. This unfortunately happens to a lot of refugees.*
 - c. *As I said, you have 10 minutes to find travel buddies and come up with a plan. Then the first round starts. The 10 minutes starts now!*
7. **During the larp.**
 - a. **Brief the NPCs.** *The first thing you should do is to brief the NPCs. Let them choose what NPC they will play. Tell them to read the NPC guide and answer any questions they have.*
 - b. **Help.** *Help participants who have a hard time coming up with a strategy and keeping order.*
 - c. **Manage the bank.** *When participants want to buy a food and water card or other items, they should come to you and you will help them with the exchange.*
 - d. **Manage time.** *As written above the actual playtime should be around 60 minutes. At this length, all participants should be able to go through 2-3 passports depending on how much roleplay is going on and how much queueing there is at the border control. When the time is up you tell the participants and ask them to help put all game material in neat piles.*
8. **After the larp.** *When you have reset the room, gather the participants and do a short reflection round on the experience. This helps them to put perspective on the experience they just had. You should cover both their experience of participating in the larp and the content. Here are a few questions that you can use to start a discussion.*
 - a. *Did you enjoy playing the larp?*
 - b. *What was a fun or interesting thing you experienced?*
 - c. *Was there anything that frustrated you during the larp?*
 - d. *What would you do differently next time you play?*
 - e. *Have you learned anything about the journey of refugees in Europe by playing?*
 - f. *What was the most unfair thing you experienced or heard about?*

- g. If you could change something about how this works, what would you change?

This concludes the manual for this larp. Below is the 'How to play' guide that is also on the back of the map for easy reference.

One final thing. If you take photos while running the larp we would love for you to share the photos on Instagram with the hashtag #TheJourneyToday.

Hope you have a great experience!

How to Play Guide

Before game starts

1. Pick 1 Passport. This is your character.
2. Pick 1 Goal Card. This is where you want to go.
3. Take the starting items you have in your Passport.
4. Now pick 3 extra Item Cards of your choice.
5. Find people to travel with. It is safer to travel together.
6. Make a travel strategy.

During the game

1. You have 2 actions per round before you need to eat and sleep

The following things cost 1 action:

1. Crossing a border.
2. Paying a Human Trafficker to take you across the border illegally.

2. How to cross a border

1. **Border Crossing:** Go to the border police and show your passport. The difficulty of making it across is shown on the map.
2. **Illegal crossing:** Climb through the border fence. The difficulty is 1 higher than at the border.
3. **Human Trafficker:** Pay Euro Cards to cross.
Prices are for up to 4 Refugees:
2+ border cost 4 Euro Cards.
3+ border cost 6 Euro Cards.
4+ border cost 8 Euro Cards.
5+ border cost 10 Euro Cards.

3. When you have used your actions, you will draw 1 Random Event card.

This can be good or bad for you.

4. Now you need food and water. Spend 1 Food and Water card.

If you have no Food and Water cards, you can get cards in the following three ways.

1. **Pay for food:** Use 1 Euro Item to get 2 Food and Water cards.
2. **Steal 1 food:** Free but caught on 5+. If caught, you are arrested and your journey ends.
3. **Beg for food:** You can beg on the street and gain 1 Food and Water card, but you will lose 1 action next round because it takes time.

5. Finally, you need a place to sleep

There are three ways to sleep:

1. Sleep outside

No penalties if you have the Sleeping Gear card. If no Sleeping Gear, you freeze and lose 1 action next round.

Roll a die. On a roll of 1, you are robbed during the night.

1. If you are alone, you lose all your items except your money.
2. If you are 2 people, you lose half your items each except your money.
3. If you are 3 people, you lose 1 item each.

2. Pay for a Hostel

Cost 1 Euro card per night per person.

3. NGO helps you to a bed

Free, but only a few spots every night. Talk to the NGO for help.

6. Start next round

7. If you run out of food and water or get arrested, your journey ends, and you need to draw a new character and start over.




Co-funded by
the European Union



Participation
Design Agency



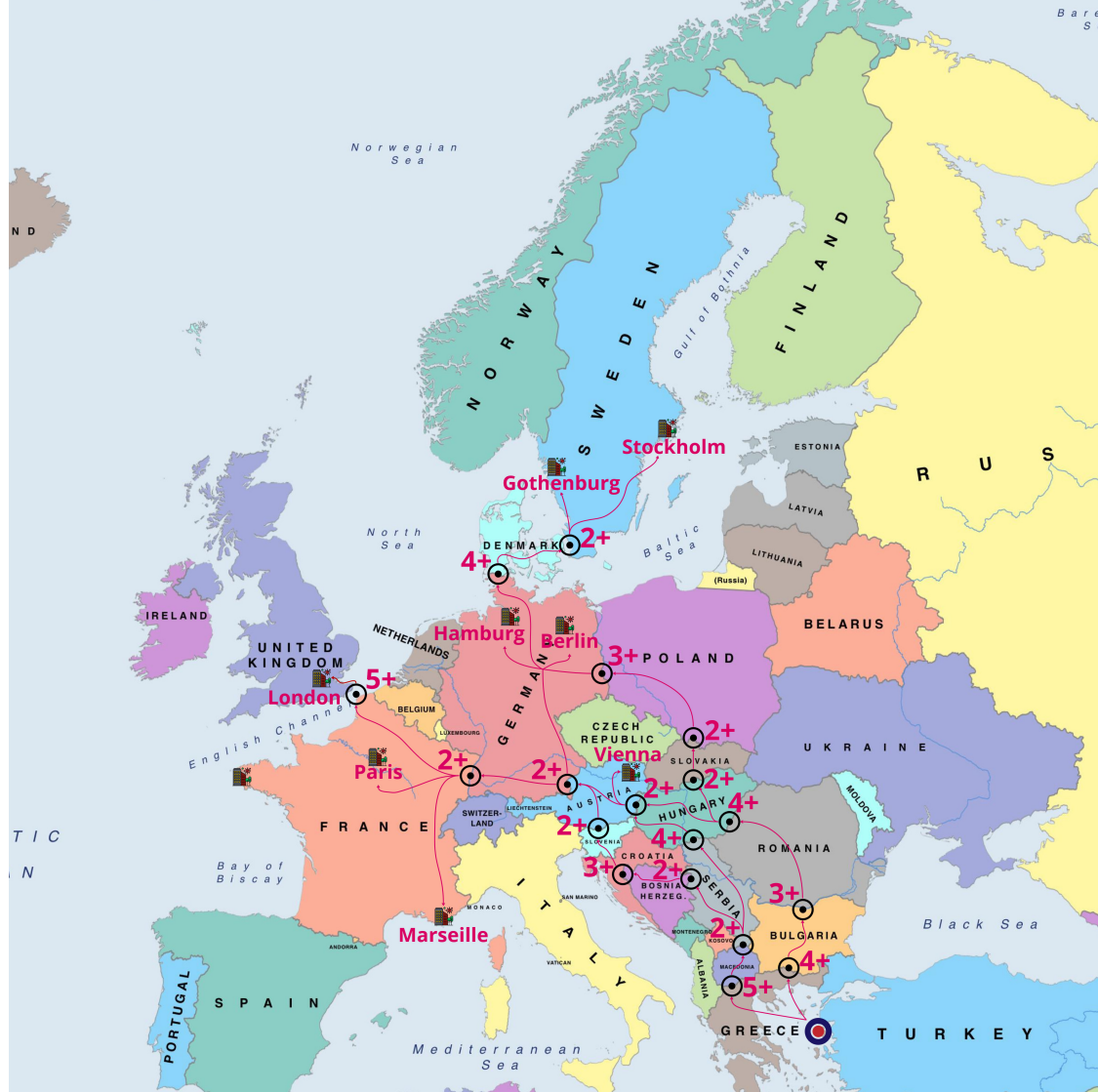
Routes to Travel

You start at the island of Lemnos marked by 

Choose your route to your destination city.

Every border you can cross has a difficulty. 2+ is easier than 5+.

Reach your destination city.



BEFORE GAME STARTS

1. Draw 1 Passport. This is your character.
2. Draw 1 Destination Card. This is where you want to go.
3. Take the Starting Items you have in your Passport.
4. Now pick 3 extra Item Cards of your choice.
5. Find people to travel with. It is safer to travel together.
6. Make a travel strategy.

DURING THE GAME

1. YOU HAVE 2 ACTIONS PER ROUND BEFORE YOU NEED TO EAT AND SLEEP

The following things cost 1 action:

1. Crossing a border.
2. Paying a Human Trafficker to take you across the border illegally.

2. HOW TO CROSS A BORDER:

1. **Border Crossing** - Go to the border police and show your passport. Chance to make it across is shown on the map.
2. **Illegal crossing** - Climb through the border fence. Difficulty is 1 higher than at the border.
3. **Human Trafficker** - Pay Euro Cards to cross
Prices are for up to 4 Refugees:
2+ cost 4 Euro Cards.
3+ cost 6 Euro Cards.
4+ cost 8 Euro Cards.
5+ cost 10 Euro Cards.

3. WHEN YOU HAVE USED YOUR ACTIONS, YOU WILL DRAW 1 RANDOM EVENT CARD.

This can be good or bad for you.

4. NOW YOU NEED FOOD AND WATER. SPEND 1 FOOD AND WATER CARD.

If you have no Food and Water cards, you can get cards the following three ways.

1. **Pay for food** - Use 1 Euro Item to get 2 Food and Water cards.
2. **Steal 1 food** - Free but caught on 5+. If caught, you are arrested and your journey ends.
3. **Beg for food** - You can beg on the street and gain 1 Food and Water card, but you will lose 1 action next round because it takes time.

5. FINALLY, YOU NEED A PLACE TO SLEEP

There are three ways to sleep:

1. **Sleep outside**
Free if you have the Sleeping Gear card. If no Sleeping Gear, you freeze and only have 1 action next round.
Roll a die. On a roll of 1, you are robbed during the night.
 1. If you are alone, you lose all your items except your money.
 2. If you are 2 people, you lose half your items each except your money.
 3. If you are 3 people, you lose 2 items each.
2. **Pay for a Hostel**
Cost 1 Euro card per night per person.
3. **NGO helps you get a bed**
Free, but only a few spots every night. Talk to the NGO for help.

6. START NEXT ROUND

IF YOU RUN OUT OF FOOD AND WATER OR GET ARRESTED, YOUR JOURNEY ENDS, AND YOU NEED TO DRAW A NEW CHARACTER AND TRY AGAIN.

ITEMS DESCRIPTION From items list

Mobile
Phone



Your most important communication device. If you lose it, you will have only one action per round since everything takes longer without your mobile phone.

Sleeping
Gear



You need a good sleeping bag and tent to not freeze when sleeping outside.

Euros
Cards



Euros to spend, money your family has borrowed to help you on your way.

Food
Water



You need food and water to survive. If you run out of food and water, your journey ends.

Family
Jewels



Your grandmother's wedding jewels. Selling them would be shameful. Can be sold. 1 Family Jewels = 3 Euro cards

Local
Friend



You know someone in the country you are in. You do not need a spend for food or find a place to sleep. When played, you lose the card.

Fake EU
Passport



This Passport allows you to cross any EU border on max a 3+ die roll. If you roll a 1 or 2 you will be arrested and sent back to Greece.

Real Visa:
Schengen



This allows you to cross any EU border within the Schengen region without being stopped.

Fake Visa:
Schengen



This Visa, will allow you to cross any EU border on max a 2+ die roll. If you roll a 1 you will be arrested and your journey ends.

Illegal
Camp



You have found info on TikTok, that there is a refugee camp close by. You do not need to find a place to sleep. Roll a die. On a 6 you are robbed of 1 item. When played, you lose the card.

*You meet a kind stranger who
offers you shelter and
assistance on your journey.*



NEW FRIEND

E F F E C T

**YOU HAVE A PLACE TO
SLEEP FOR ONE NIGHT.**



THE
JOURNEY
TODAY
EVENT CARD

*You find a refugee camp that
provides a safe and
welcoming environment for
you.*



SAFE HAVEN

E F F E C T

**YOU HAVE A PLACE TO
SLEEP FOR ONE NIGHT.**



THE
JOURNEY
TODAY
EVENT CARD

*A local volunteer offers to
teach you the basics of the
local language.*



LANGUAGE LESSON

E F F E C T

**YOU LEARN A NEW
LANGUAGE. NEXT BORDER
CROSSING IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

*A charitable organisation
donates essential supplies
and clothing to you.*



GENEROUS DONATION

E F F E C T

**GAIN ONE FOOD AND
WATER.**



THE
JOURNEY
TODAY
EVENT CARD

You participate in a cultural event, where you experience music, food, and traditions.



FRIENDLY CULTURE

E F F E C T

GAIN ONE FOOD AND WATER.



THE
JOURNEY
TODAY
EVENT CARD

*You come across a job
opening suitable for your
skills, offering stability and
income.*



JOB OPPORTUNITY

E F F E C T

**DO YOU WANT TO
STAY HERE AND END
YOUR JOURNEY?**



THE
JOURNEY
TODAY
EVENT CARD

*A stranger offers directions
and guidance, helping you
navigate to your destination.*



KIND STRANGER

E F F E C T

**NEXT BORDER
CROSSING IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

*The locals in a town you arrive
in show kindness and
hospitality, making you feel at
home.*



WARM WELCOME

E F F E C T

**GAIN ONE FOOD AND
WATER.**



THE
JOURNEY
TODAY
EVENT CARD

*You've met someone
connected to an informal
network helping refugees.*



**UNDERGROUND
RAILROAD CONTACT**

E F F E C T

**USE THIS CARD TO
CROSS ONE BORDER
WITHOUT ROLLING A
DICE.**



THE
JOURNEY
TODAY
EVENT CARD

You discover a scholarship opportunity that allows you to pursue education or training.



SCHOLARSHIP OPPORTUNITY

E F F E C T

**DO YOU WANT TO STAY
HERE?**



THE
JOURNEY
TODAY
EVENT CARD

*A kind-hearted individual
offers to provide transportation
assistance for your journey.*



TRANSPORTATION SUPPORT

E F F E C T

**NEXT BORDER CROSSING
IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

*You encounter a mentor who
provides guidance and advice,
helping you navigate
challenges.*



SUPPORTIVE MENTOR

E F F E C T

**NEXT BORDER CROSSING
IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

*You gain access to an
educational program that
helps you learn new skills and
knowledge.*



EDUCATIONAL PROGRAM

E F F E C T

**DO YOU WANT TO STAY
HERE AND END YOUR
JOURNEY?**



THE
JOURNEY
TODAY
EVENT CARD

*You receive support and
guidance from a local
community organisation.*



COMMUNITY SUPPORT

E F F E C T

**NEXT BORDER CROSSING
IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

Volunteers offer their time and assistance, helping you with various needs.



VOLUNTEER ASSISTANCE

E F F E C T

**YOU HAVE FOOD AND
WATER AND A PLACE TO
SLEEP FOR ONE NIGHT.**



THE
JOURNEY
TODAY
EVENT CARD

*You meet a fellow traveler who
becomes your trusted
companion on the journey.*



TRAVEL COMPANION

E F F E C T

**CONVINCE ANOTHER PLAYER
TO TRAVEL WITH YOU. IF
SUCCESSFUL, BOTH WILL HAVE
NO SLEEP PENALTY WHILE
TRAVELING TOGETHER.**



THE
JOURNEY
TODAY
EVENT CARD

*You receive training in a
valuable skill that can improve
your future prospects.*



SKILL TRAINING

E F F E C T

**NEXT BORDER
CROSSING IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

You meet a lawyer or legal aid organisation that offers assistance with your immigration process.



LEGAL ASSISTANCE

E F F E C T

**IF YOU STAY HERE FOR
THREE NIGHTS YOU
GAIN A SCHENGEN VISA.**



THE
JOURNEY
TODAY
EVENT CARD

*You receive financial
assistance to meet your
immediate needs and support
your journey.*



FINANCIAL ASSISTANCE

E F F E C T

GAIN TWO EURO CARDS.



THE
JOURNEY
TODAY
EVENT CARD

*You are awarded a
scholarship that covers your
educational expenses,
unlocking new opportunities.*



RECEIVE A SCHOLARSHIP

E F F E C T

**DO YOU WANT TO STAY
HERE?**



THE
JOURNEY
TODAY
EVENT CARD

*You engage in meaningful
cultural exchanges with locals,
broadening your
understanding of the world.*



CULTURAL EXCHANGE

E F F E C T

**YOU GAIN KNOWLEDGE.
NEXT BORDER
CROSSING IS 1 EASIER.**



THE
JOURNEY
TODAY
EVENT CARD

Your volunteering efforts are recognised and appreciated, boosting your confidence and motivation.



VOLUNTEERING RECOGNITION

E F F E C T

GAIN TWO EURO CARDS.



THE
JOURNEY
TODAY
EVENT CARD

*You receive money from
strangers.*



FINANCIAL SUPPORT

E F F E C T

GAIN TWO EURO CARDS.



THE
JOURNEY
TODAY
EVENT CARD

You receive free legal assistance to navigate the legal processes and secure your rights.



LEGAL AID

E F F E C T

**IF YOU STAY HERE FOR
TWO NIGHTS YOU GAIN A
SCHENGEN VISA.**



THE
JOURNEY
TODAY
EVENT CARD

*Humanitarian organisations
provide essential aid, including
food, shelter and healthcare
assistance.*



HUMANITARIAN AID

E F F E C T

**GAIN 2 FOOD. YOU HAVE
A PLACE TO SLEEP FOR
ONE NIGHT.**



THE
JOURNEY
TODAY
EVENT CARD

*You are protected from
exploitation or abuse thanks to
the intervention of caring
individuals.*



PROTECTION FROM EXPLOITATION

E F F E C T

**IF ROBBED, IGNORE THE
PENALTY. ONE USE
ONLY.**



THE
JOURNEY
TODAY
EVENT CARD

*You receive a surprise gift
from a friendly stranger.*



SURPRISE GIFT

E F F E C T

**GAIN ONE FOOD AND
WATER CARD.**



THE
JOURNEY
TODAY
EVENT CARD

*During a crisis, you receive
emergency aid from a
humanitarian organisation.*



EMERGENCY AID

E F F E C T

**GAIN ONE FOOD AND
WATER CARD.**



THE
JOURNEY
TODAY
EVENT CARD

*You find a temporary shelter
that offers a warm place to
rest and regroup.*



TEMPORARY SHELTER

E F F E C T

**NO SLEEP PENALTY
NEXT NIGHT.**



THE
JOURNEY
TODAY
EVENT CARD

*Kind-hearted individuals offer
you warm meals, satisfying
your hunger and providing
nourishment.*



WARM MEALS

E F F E C T

**GAIN TWO FOOD AND
WATER CARD.**



THE
JOURNEY
TODAY
EVENT CARD

*People you encounter show
genuine empathy and
understanding, making you
feel valued and respected.*



EMPATHY & UNDERSTANDING

E F F E C T

**GAIN RESPECT FOR
HUMANITY.**



THE
JOURNEY
TODAY
EVENT CARD

*You gain access to clean and
safe drinking water, ensuring
your well-being.*



ACCESS TO CLEAN WATER

E F F E C T

**GAIN ONE FOOD AND
WATER CARD.**



THE
JOURNEY
TODAY
EVENT CARD

*You are granted access to
education, opening doors to
knowledge and opportunities.*



ACCESS TO EDUCATION

E F F E C T

**DO YOU WANT TO STAY
HERE?**



THE
JOURNEY
TODAY
EVENT CARD

*You discover a creative outlet
that allows you to express
yourself and find joy in art or
music.*



CREATIVE OUTLET

E F F E C T

GAIN ONE EURO CARD.



THE
JOURNEY
TODAY
EVENT CARD

*You are protected from
exploitation or abuse, thanks
to the intervention of caring
individuals.*



PROTECTION FROM EXPLOITATION

E F F E C T

**IF ROBBED, IGNORE
PENALTY.**



THE
JOURNEY
TODAY
EVENT CARD

*During the night, someone has
stolen all your things.*



ROBBERY

E F F E C T

**IF YOU ARE TRAVELLING
ALONE, YOU LOSE ALL YOUR
THINGS. IF NOT ALONE, YOU
LOSE HALF ROUNDED UP.**



THE
JOURNEY
TODAY
EVENT CARD

*You were stressed on the bus,
and suddenly you realise you
have lost one of your items.*



LOST ITEM

E F F E C T

**LOSE 1 ITEM CARD OF
YOUR CHOICE.**



THE
JOURNEY
TODAY
EVENT CARD

*Experience verbal or physical
harassment from locals or
authorities.*



HARASSMENT

E F F E C T

**NEXT BORDER CROSSING
IS ONE DIFFICULTY
HIGHER.**



THE
JOURNEY
TODAY
EVENT CARD

*Encounter difficulties due to
the language barrier, making
communication challenging.*



LANGUAGE BARRIER

E F F E C T

**NEXT BORDER
CROSSING IS ONE
DIFFICULTY HIGHER.**



THE
JOURNEY
TODAY
EVENT CARD

*Face discrimination based on
your refugee status, making it
challenging to find
acceptance.*



DISCRIMINATION

E F F E C T

**NEXT TIME YOU BUY
SOMETHING IT COSTS
ONE EXTRA EURO.**



THE
JOURNEY
TODAY
EVENT CARD

*Encounter challenging terrain
that makes your journey
physically demanding.*



DIFFICULT TERRAIN

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

*Experience delays in
transportation, causing
disruptions and longer waiting
times.*



DELAYED TRANSPORTATION

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

Feel extreme fatigue and exhaustion from the long and arduous journey.



EXHAUSTION

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

Get separated from your family members during the journey, causing emotional distress.



SEPARATION

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

Experience being detained or held in custody during the immigration process.



DETENTION

E F F E C T

**YOU CAN DO NO
ACTIONS IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

*Become a victim of
exploitation or abuse, face
injustice and mistreatment.*



HOSTILE BORDER GUARDS

E F F E C T

**YOU CAN'T CROSS THE NEXT
BORDER. YOU NEED TO
TRAVEL EITHER THROUGH A
DIFFERENT BORDER OR USE
A HUMAN TRAFFICKER.**



THE
JOURNEY
TODAY
EVENT CARD

*Experience difficulties in
finding suitable shelter,
leading to insecurity and
discomfort.*



LACK OF SHELTER

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

Feel a sense of isolation and loneliness, longing for companionship and connection.



LONELINESS

E F F E C T

**IF TRAVELLING ALONE
YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

*Feel constant fear and anxiety
about the possibility of
deportation or forced return.*



FEAR OF DEPORTATION

E F F E C T

**YOU CAN ONLY DO ONE
ACTION IN THE NEXT
ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

*Face challenging conditions in
refugee camps, including
overcrowding and limited
resources.*



REFUGEE CAMP

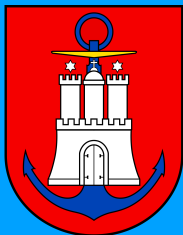
E F F E C T

**YOU CAN ONLY DO
ONE ACTION IN THE
NEXT ROUND.**



THE
JOURNEY
TODAY
EVENT CARD

Your older brother
Mohammad lives in
Hamburg. He has
promised to help you
find a good school.



HAMBURG

You want to go to Stockholm. Your favourite uncle Hassan lives there. Sweden is far from war and you like it when it is cold.



STOCKHOLM

You hope to go to Vienna to meet your cousin, Amir. you have seen pictures of giant palaces and would love to live in such a beautiful place.



VIENNA

You want to go to
Gothenburg to reunite
with your sister, Maria.
She's a nurse there and
you hope one day to be
one too.



GOTHENBURG

You want to travel to
Marseille to live with
your cousin, Sophie.
Sophie lives near the
beautiful beaches and
always tells you about
the calming waves.
What a dream!



MARSEILLE

You want to travel to London to live with your brother, Jamal. In London, you dream of a life where you can feel safe and just be a regular kid again.



LONDON

You wish to go to Paris to live with your uncle, Saleh. He lives near the beautiful Seine River and has promised to take you to the top of the Eiffel tower when you arrive.



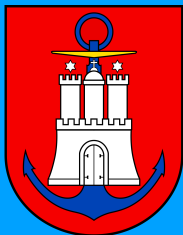
PARIS

You want to journey to Berlin to live with your cousin, Heidi. She used to tell you stories about the Tiergarten park when she visited you. You now hope to live close to the park.



BERLIN

You want to travel to Hamburg to join your aunt, Olga. She lives on a boat on the Elbe river and has a room ready for when you arrive. You cannot wait to hug her again.



HAMBURG

You hope for a life in Stockholm with your cousin Ali. He is a professional football player and you would love to be one too.



STOCKHOLM

You're excited to move to Vienna to live with your grandpa, Hassan. He has a nice home and said you can live with him.



VIENNA

You're want to travel to Gothenburg to join your uncle, Boris. He is a fisherman and has promised to take you out into the big sea. You have dreamt of this for a long time.



GOTHENBURG

You're excited to go to Marseille to join your cousin, Ariel. She is a teacher and talks about how great her school is. You're eager to attend school again and learn new things every day, far from the conflicts of your homeland.



MARSEILLE

You're excited to go to London to live with your uncle, Ahmed. He said you could stay with him in his cosy apartment for as long as you like.



LONDON

You want to travel to Paris to join your favourite aunt, Mira and her family. They have room for you and will welcome you with open arms when you get there.



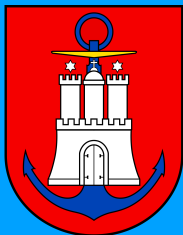
PARIS

You're eager to travel to Berlin to join your uncle, Ibrahim. He's found work in the city and will help you get one too.



BERLIN

You're planning to head to Hamburg to be with your older cousin, Nadia. She's a famous architect there. You wish to study engineering and construct big buildings drawn by her.



HAMBURG

Your much older sister
Jasmin lives in
Stockholm. She has
promised you that you
can stay at her house
as long as you like.



STOCKHOLM

You plan to go to Vienna to stay with your older sister, Fatima. She knows some people who might have a job for you.



VIENNA

You're planning to head to Gothenburg to be with your aunt, Aisha. You don't know her very well but she is family.



GOTHENBURG

You're hoping to travel to Marseille to be with your brother, Amer. Amer plays handball at a local club. You dream of playing handball together, far from the stress you have experienced these past few years.



MARSEILLE

You plan to move to London to be with your cousin, Sara. In London, you can't wait to return to school and learn English.



LONDON

You're planning to head to Paris to be with your brother, Fadi. He's attending a famous school and always tells you about his classes. In Paris, you're looking forward to going to school, gaining an education, and maybe becoming a teacher one day.



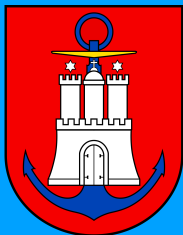
PARIS

You're planning to get to Berlin. You saw a movie once about Berlin and it was one of the most beautiful cities you have ever seen in a film.



BERLIN

You're eager to go to Hamburg to live near your dear friend, Iris. She has promised you can stay with her and her family for as long as you need. She might even be able to get you a job as a gardener's assistant.



HAMBURG

You hope to move to Stockholm to help your grandma, who lives there alone. You have not seen her in years and miss her so much.



STOCKHOLM

You're eager to travel to Vienna to join your friend, Ali. He's going to school and has promised to help you join him at school. In Vienna, you can't wait to go to school again and learn new things, far from the conflicts back home.



VIENNA

Your friend, Alexei lives in Gothenburg with his family. You have chatted about how great the city is so you want to live there yourself.



GOTHENBURG

Your favourite friend Sahar fled to Marseille with his family a year ago. He sends pictures of the sea and families strolling along its streets all the time. It looks like the most beautiful place on earth.



MARSEILLE

Your friend Yusuf is in London. He's plays in a local football team and said you could join them. In London, you hope to play football, meet new friends, and live a peaceful life.



LONDON

You want to go to Paris to be near your cousin, Nawal. She has married a Frenchman and they have promised to take care of you and anyone from your family that travels with you. You cannot wait to see them.



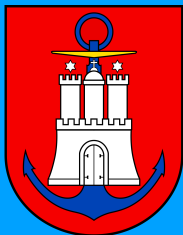
PARIS

You aim to get to Berlin to be close to your cousin, Lukas and his mother Iris. They live in a calm neighbourhood where kids can play freely. In Berlin, you dream of playing in the park, and maybe even joining a football club.



BERLIN

You're determined to move to Hamburg to be close to your uncle, Bilal. You hope Hamburg will be your new home far from war and terror.



HAMBURG

Your dream is to settle
in Stockholm and
nothing shall stop you.
You want to be as far
away from the war you
have left behind.



STOCKHOLM

You want to go to Vienna to be with your aunt, Layla. She has a comfortable apartment and has promised to take care of you. In Vienna, you hope to find a safe place, where you can relax and be a normal teenager and far from war.



VIENNA

You want to end up in Gothenburg to be close to your aunt, Fatima. She is a chef at a popular local restaurant, and she has promised you can help her out and make money there.



GOTHENBURG

Your favourite football player Zidane is from Marseille. You want to live in the city where he came from and maybe one day be a professional footballer like him.



MARSEILLE

You're ready to relocate to London to stay with your grandma, Amina. She has promised to take care of you and help you find your family. You miss them all so much.



LONDON

Your old Aunt Isabell
lives in Paris where
she sells flowers. That
sounds like a peaceful
and beautiful life. You
cannot wait to join her
in Paris!



PARIS

You really want to move to Berlin to be with your aunt, Haty. She's part of a organisation that helps new refugees find a home and a job. Maybe she can help you too?



BERLIN

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You need food and water to
survive.*

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

You need food and water to survive.

FOOD & WATER



E F F E C T

**IF YOU RUN OUT OF FOOD
AND WATER YOUR JOURNEY
ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Pay for food, a place to sleep
and more.*

MONEY



E F F E C T

**MONEY TO SPEND ON YOUR
JOURNEY.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Your most important
communication device.*

MOBILE PHONE



E F F E C T

**YOU HAVE TWO ACTIONS
PER ROUND. IF LOST YOU
ONLY HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*You avoid losing an action when
sleeping outside.*

SLEEPING GEAR



E F F E C T

**YOU GET A GOOD NIGHTS
SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*Your grandmother's jewels.
Loosing them would be
shameful.*

FAMILY JEWELS



E F F E C T

**CAN BE SOLD.
1 FAMILY JEWELS =
3 EUROS**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to
sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to
sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

*When played, you have a place to
sleep and food to eat this round.
Can only be used once.*

LOCAL FRIEND



E F F E C T

**WHEN PLAYED YOU DO NOT
NEED TO SPEND A FOOD OR
FIND A PLACE TO SLEEP.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

You have gotten info on TikTok where there is a refugee camp close by.

ILLEGAL REFUGEE CAMP



E F F E C T

**YOU HAVE TWO ACTIONS PER
ROUND. IF LOST YOU ONLY
HAVE ONE.**



THE
JOURNEY
TODAY
ITEM CARD

*Even a fake document can
sometimes help you cross a real
border.*

POSSIBLE FAKE EU PASSPORT



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 3+ ROLL. IF
YOU ROLL 1 OR 2, YOU ARE
ARRESTED AND SENT BACK
TO GREECE.**



THE
JOURNEY
TODAY
ITEM CARD

*Even a fake document can
sometimes help you cross a real
border.*

POSSIBLE FAKE EU PASSPORT



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 3+ ROLL. IF
YOU ROLL 1 OR 2, YOU ARE
ARRESTED AND SENT BACK
TO GREECE.**



THE
JOURNEY
TODAY
ITEM CARD

*Even a fake document can
sometimes help you cross a real
border.*

POSSIBLE FAKE EU PASSPORT



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 3+ ROLL. IF
YOU ROLL 1 OR 2, YOU ARE
ARRESTED AND SENT BACK
TO GREECE.**



THE
JOURNEY
TODAY
ITEM CARD

*Even a fake document can
sometimes help you cross a real
border.*

POSSIBLE FAKE EU PASSPORT



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 3+ ROLL. IF
YOU ROLL 1 OR 2, YOU ARE
ARRESTED AND SENT BACK
TO GREECE.**



THE
JOURNEY
TODAY
ITEM CARD

Even a fake document can sometimes help you cross a real border. Is it worth the risk?

POSSIBLE FAKE SHENGEN VISA



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 2+ ROLL. IF
YOU ROLL 1, YOU ARE
ARRESTED AND YOUR
JOURNEY ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

Even a fake document can sometimes help you cross a real border. Is it worth the risk?

POSSIBLE FAKE SHENGEN VISA



E F F E C T

**YOU CAN CROSS ANY EU
BORDER ON A 2+ ROLL. IF
YOU ROLL 1, YOU ARE
ARRESTED AND YOUR
JOURNEY ENDS.**



THE
JOURNEY
TODAY
ITEM CARD

*You have achieved your dream and
can move freely in the EU.*

SHENGEN VISA



E F F E C T

**THIS ALLOWS YOU TO CROSS
ANY EU BORDER WITHOUT
GETTING STOPPED.**



THE
JOURNEY
TODAY
ITEM CARD

THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



SYSTEM
& GENERATION
CIVIL CONNECTIONS
CENTRE FOR CIVIL CONNECTIONS

THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union





BIO: You grew up, learning to recognise the sound of gunfire or bombs from afar. However, when one wave after another of refugees fled the war, your parents were wealthy and thought they could remain. Things got worse and worse, but you all stayed behind, thinking democracy and a different world would win one day. But, not long ago, the bombings started again, and this time, it was Turkey who were attacking you and your family. You don't know why. Your parents realised they had to go. They sent you ahead, thinking your chances were bigger, and they paid a lot of money to get you through Turkey to Greece. You kept some math books with you, some other books, but you have lost them all. You know you have a bright future if they just allowed you. One day, you will be a professor.

FEARS: To go back to Turkey who attacked you, to be disliked, to be lonely.

CONNECTION: None

Name: Yasin

Age: 12

Birth Place: Aleppo, Syria

Gender: Male

Hopes & Dreams: To have peace, to go to university, to save your parents.

STARTING ITEMS

Mobile



Food/Water



Euros



Food/Water



Euros



Food/Water



Euros



PASSPORT جواز سفر
PASSEPORT



SYRIAN ARAB REPUBLIC
REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية السورية

Type/Type/ يكتب Country code/Code du Pays/الرقم الدولي

P SYR

Issue no./N. delivrance **003-10-L035125** رقم جواز السفر

Given Name/Prénom: **YASIN** عمر الاسم المعطى

Surname/Nom: **YOUSSEF** يوسف اسم العائلة

Father Name/Nom du père: **ABDEL** عبد اسم الأب

Mother Name/Nom de la mère: **KHADIJEH** خديجة اسم الأم

Birth Date/Date de naissance: **11/06/2003** تاريخ الميلاد

Birth Place/Lieu de naissance: **ALEPPO** حلب مكان الولادة

Sex/Sexe: **M** ذكر الجنس



PNSYRYOSSEFYASIN <<<<YOSSEF<<<<<< FAKE LARP PASSPORT <<<<<<
0057658069SYR8885252M1610176033<50001685<<<<<<<<<<<<<<<<92

THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



THE JOURNEY TODAY



Co-funded by
the European Union



SYSTEM
& GENERATION

CIVIL CONNECTIONS

THE JOURNEY TODAY



Co-funded by
the European Union



Human Trafficker Guide

You will be portraying the Human Trafficker, a ruthless business person who can smuggle refugees over borders, if they can pay the price.

You pretend to offer a safe way to cross the border, but often there is a lot of risk involved. Your main motivation is to make a lot of money by taking advantage of the difficult situation the refugees are in.

Your Task

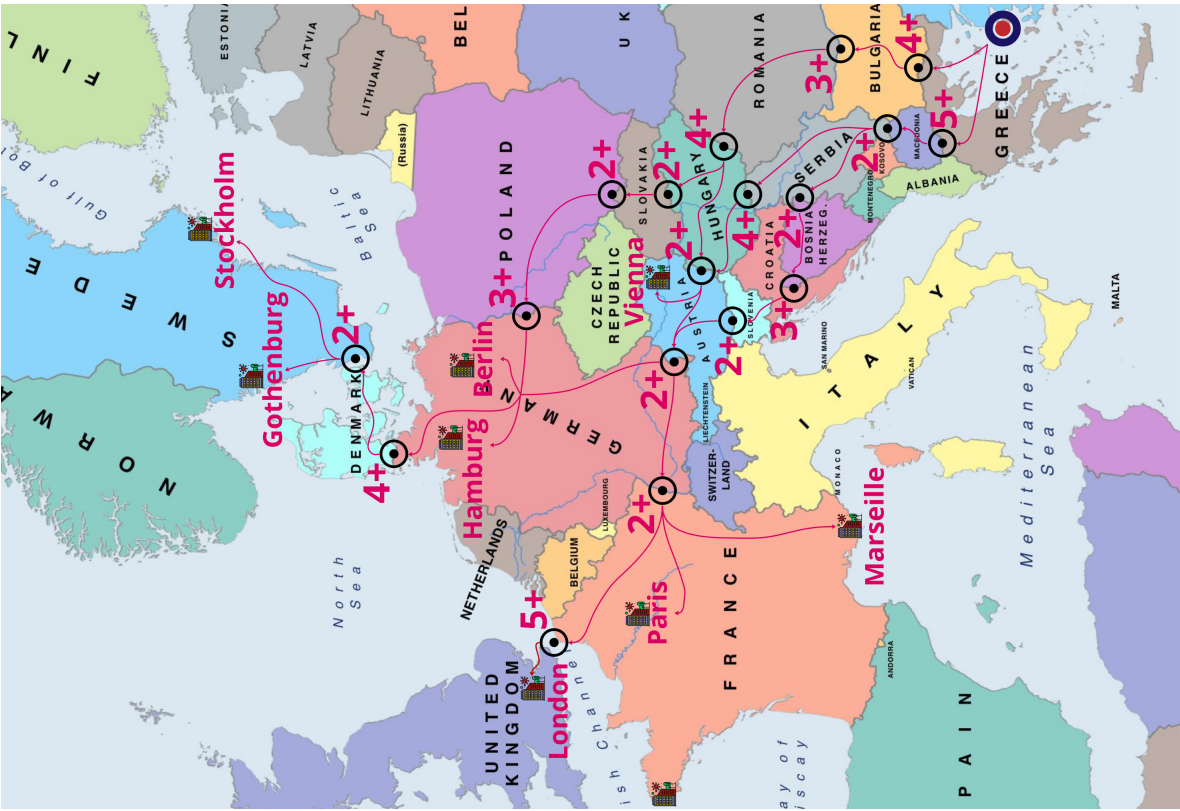
- 1: Get as many refugees as possible to pay you to cross a border. Get as much money out of each refugee as possible.
- 2: You also buy jewellery from the Refugees. You will pay 3 Euro cards for 1 Family Jewels card.

The Rules

- You can take up to 4 refugees every 8 minutes. Set a timer or use a watch.
- The price to cross a border depends on the difficulty of the border.
 - 2+ cost 4 Euro cards
 - 3+ cost 6 Euro cards
 - 4+ cost 8 Euro cards
 - 5+ cost 10 Euro cards
- Each payment is for a car that can take up to 4 refugees at a time. So it is better if refugees work together.
- Refugees need to be at the same border crossing to work together.
- You are allowed to contact refugees and try to sell your services.
- You can try to sell your trips for more money than below. Or for less money if you cannot get people to pay the regular price.

What do you need

- Something to keep the time
- 6 Euro cards. (Go get more if you need)
- Map of borders



THE JOURNEY TODAY



Co-funded by
the European Union





SafePass Network

SafePass Network is here to help refugees safely. We make sure they're safe and have what they need when they travel to new places. We know it's hard for them to leave their homes and go to different countries, so we're here to help them.

We do two main things: Speaking Up and Helping Out.

- 1: We talk to governments and groups to make sure refugees are treated well and kept safe.
- 2: We work with many people to make sure everyone respects refugees' rights and keeps them safe.

On the ground, we directly help refugees. We tell them about safe ways to travel, give them a place to sleep, food and water and money to help them on their travels.

Our team, made up of volunteers and professionals, makes sure every refugee is listened to and gets help, no matter who they are or where they come from.

When you support SafePass Network, you're helping refugees find a safe new home. Join us to create a safe path for people looking for a safe place to live. Together, we can make their journey hopeful, respectful, and full of chances for a better life.

One world for all. And we are all humans who deserve to be helped.

NGO - Guide

You are from the NGO SafePass Network. Your organisation helps refugees travel in Europe, and your task is to help as many as you can.

An NGO is a Non-Governmental Organisation. Other NGOs you might have heard of are the Red Cross, Doctors Without Borders or Greenpeace.

Your Task

- Help as many refugees as you can. You do not have enough time or money to help everyone. You have to decide who needs your help the most.

The Rules

- You can only help 2 refugees every 8 minutes.
- You can only help refugees who and ask you for help.
- When they do, write down their name on a list.
- Ask them the following questions to decide who needs help the most:
 - What country are you from?
 - How old are you?
 - Why are you fleeing?
 - Is there anything special I should know about your situation?
- When you have this information, you will choose which two people you can help.
- When 8 minutes have passed, you can help 2 more people. Until then, you tell them to come back later.
- **The people you help will get:**
 - A place to sleep for the night
 - Food and water, so they don't have to spend a Food and Water Card.
 - 1 Euro Card to help them further along.

What you need

- 10 Euro cards (Get more if you run out)
- Pen and paper
- Something to keep the time

THE JOURNEY TODAY



Co-funded by
the European Union



Border Control - Guide

You are the Border Police. Your task is to check everyone who wants to cross a border. Are their papers in order? Do they have the correct visa? If not, your job is to deny them entry to the country and send them back to where they came from.

Your Task

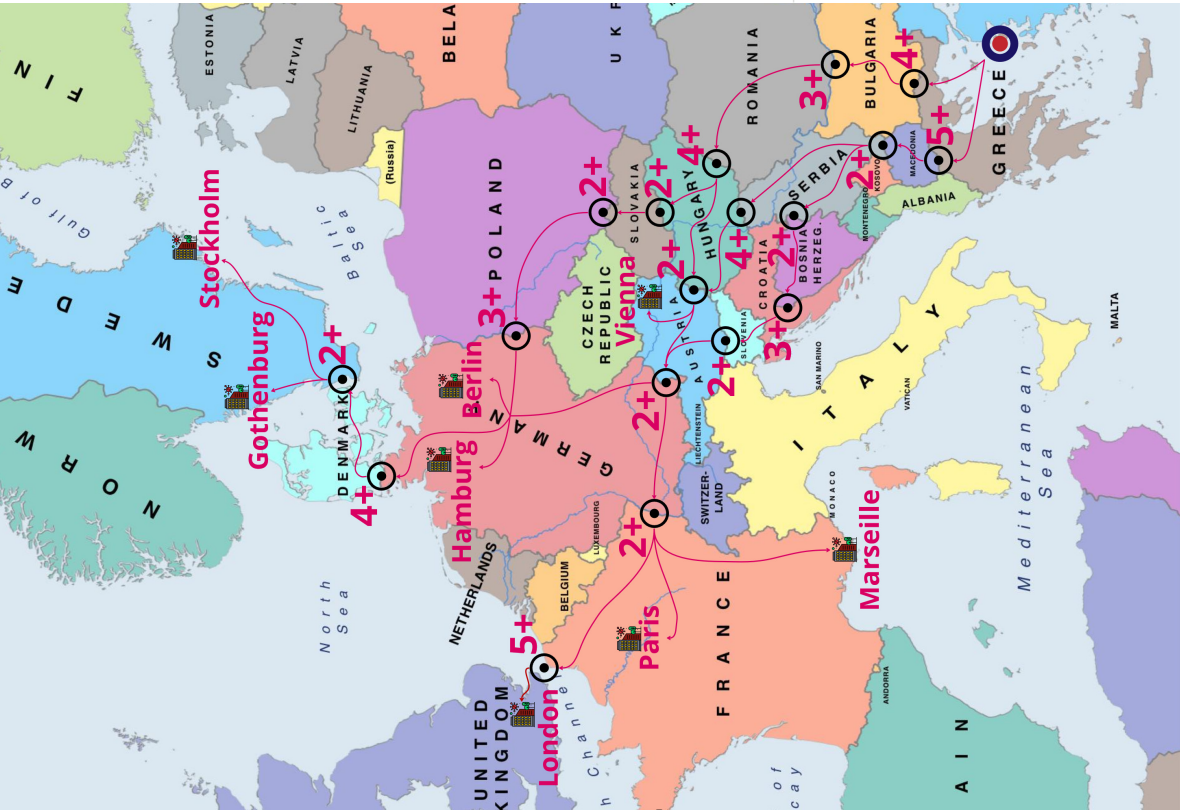
Examine passports and other papers of all refugees to check if they are allowed to cross the border.

The Rules

- When a refugee wants to cross a border, ask to see their passport. Examine it for about 30 seconds.
- Ask the person what border they want to cross. Have them show you on the map.
- To see if they are allowed to cross, roll a die. Compare your die roll with the number for the border crossing. If it is equal to or higher than that number, the refugee can cross.
Example: The border crossing from Greece to Bulgaria has a difficulty of 4+. The refugee can cross on a roll of 4, 5 or 6.
- If you roll lower than the difficulty number, the refugee cannot cross and will have to wait until tomorrow to try again.
- The refugee can have an Item Card that changes the difficulty of a border crossing. In that case, compare the roll to the difficulty on the card instead. Follow the instructions on the card. You might have to arrest the refugee.

What do you need

- A six sided die
- The border map



THE JOURNEY TODAY



Co-funded by
the European Union



What Now? is a Live Action Role Playing Game (LARP) where participants take part in a simulated game where they play as refugees. The experience starts with them having successfully navigated a long and treacherous path and have finally arrived in Greece, in an improvised camp on one of the islands. But there is no time to rest. They need to find a place to settle down. But what is the best option? What way is safest? And how do you actually move through Europe to get where you hope to get? The LARP is meant to be played from 7th grade and up as a supplement to the regular education program.



Co-funded by
the European Union



Participation
Design Agency



Botten

