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## 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 multiculturality of Europe. We want to create awareness, as well as tolerance to our cultural diversity through analogue games and immersive video.

See more at <u>www.thejourney.today</u>

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
- 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

minute left)

- 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 ①.

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  $\odot$ , 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.
  - 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.











### **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**

- Draw 1 Passport. This is your character.
- Draw 1 Destination Card. This is where you want to go.
- 2. 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:
  - Crossing a border.
  - 2. Paying a Human Trafficker to take you across the border illegally.
- 2. HOW TO CROSS A BORDER:
  - Border Crossing Go to the border police and show your passport. Chance to make it across is shown on the map.
  - Illegal crossing Climb through the border fence. Difficulty is 1 higher than at the horder
  - 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 Furo Cards
    - 5+ cost 10 Euro Cards.
- WHEN YOU HAVE USED YOUR ACTIONS, YOU WILL DRAW 1 RANDOM EVENT CARD. 3. This can be good or bad for you.
- NOW YOU NEED FOOD AND WATER, SPEND 1 FOOD AND WATER CARD. 4.

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

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

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.
    - If you are alone, you lose all your items except your money. 1.
    - If you are 2 people, you lose half your items each except your money. If you are 3 people, you lose 2 items each.
- 2. Pay for a Hostel

Cost 1 Euro card per night per person.

- NGO helps you get a bed
  - Free, but only a few spots every night. Talk to the NGO for help.
- 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.

Furos Cards

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



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





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



You know someone in the country you are in. You do not need to 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.



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





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.



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.



### EFFECT

YOU HAVE A PLACE TO SLEEP FOR ONE NIGHT.



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



# EFFECT

SLEEP FOR ONE NIGHT.



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



### EFFECT

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



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



# GAIN ONE FOOD AND WATER.



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



# GAIN ONE FOOD AND WATER.



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



### EFFECT

DO YOU WANT TO STAY HERE AND END YOUR JOURNEY?



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



# EFFECT

CROSSING IS 1 EASIER.



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



GAIN ONE FOOD AND WATER.



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



### EFFECT

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



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



# DE FFECT DO YOU WANT TO STAY HERE?



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



## TFFECT NEXT BORDER CROSSING IS 1 EASIER.



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



# IF F IF C T NEXT BORDER CROSSING IS 1 EASIER.



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



### EFFECT

DO YOU WANT TO STAY HERE AND END YOUR JOURNEY?



You receive support and guidance from a local community organisation.



# IF IF IE C T NEXT BORDER CROSSING IS 1 EASIER.



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



#### EFFECT

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



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



#### EFFECT

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



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



#### EFFECT

NEXT BORDER
CROSSING IS 1 EASIER.



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



#### EFFECT

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



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



EFFECT



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



DO YOU WANT TO STAY



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



#### EFFECT

YOU GAIN KNOWLEDGE.

NEXT BORDER

CROSSING IS 1 EASIER.



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



EFFECT



### You receive money from strangers.



### EFFECT



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



## IF F F E C T

TWO NIGHTS YOU GAIN A SCHENGEN VISA.



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



# GAIN 2 FOOD. YOU HAVE A PLACE TO SLEEP FOR

ONE NIGHT.



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



PROTECTION FROM EXPLOITATION

#### **EFFECT**

IF ROBBED, IGNORE THE PENALTY. ONE USE ONLY.



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



## GAIN ONE FOOD AND WATER CARD.



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



# EFFECT GAIN ONE FOOD AND WATER CARD.



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



#### EFFECT

NO SLEEP PENALTY
NEXT NIGHT.



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



# GAIN TWO FOOD AND WATER CARD.



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



#### EFFECT GAIN RESPECT FOR

HUMANITY.



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



GAIN ONE FOOD AND



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



# DO YOU WANT TO STAY



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



EFFECT



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



#### PROTECTION FROM EXPLOITATION

IF F IF C T

IF ROBBED, IGNORE

PENALTY.



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



#### EFFECT

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



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



#### EFFECT

LOSE 1 ITEM CARD OF YOUR CHOICE.



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



#### EFFECT

NEXT BORDER CROSSING
IS ONE DIFFICULTY
HIGHER.



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



#### EFFECT

NEXT BORDER
CROSSING IS ONE
DIFFICULTY HIGHER.



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



#### EFFECT

NEXT TIME YOU BUY SOMETHING IT COSTS ONE EXTRA EURO.



Encounter challenging terrain that makes your journey physically demanding.



#### EFFECT



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



#### EFFECT



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



#### EFFECT



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



#### EFFECT



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



#### EFFECT

YOU CAN DO NO ACTIONS IN THE NEXT ROUND.



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



### EFFECT

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



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



## EFFECT

YOU CAN ONLY DO ONE ACTION IN THE NEXT ROUND.



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



# EFFECT

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



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



## EFFECT

YOU CAN ONLY DO ONE ACTION IN THE NEXT ROUND.



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



### EFFECT

YOU CAN ONLY DO ONE ACTION IN THE NEXT ROUND.



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.



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!



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.



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.



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.



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.



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



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.



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.



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.



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





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.





**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** 



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 Marsaille 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.



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.







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 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.



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.



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!



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?



### FOOD & WATER



## EFFECT



### FOOD & WATER



## EFFECT



### FOOD & WATER



## EFFECT



### FOOD & WATER



## EFFECT



### FOOD & WATER



## EFFECT



### FOOD & WATER



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### FOOD & WATER



## EFFECT



### FOOD & WATER



### EFFECT



#### You need food and water to survive.

FOOD & WATER



#### EFFECT

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



#### You need food and water to survive.

FOOD & WATER



#### EFFECT

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



#### You need food and water to survive.

FOOD & WATER



#### EFFECT

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

































































































































































































































### Your most important communication device.





#### EFFECT

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



### Your most important communication device.





#### EFFECT

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



### Your most important communication device.





#### EFFECT

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







### EFFECT







#### EFFECT







#### EFFECT







#### EFFECT



#### **MOBILE PHONE**



### EFFECT



#### **MOBILE PHONE**



### EFFECT







### EFFECT







### EFFECT







#### EFFECT







#### EFFECT







#### EFFECT



#### **MOBILE PHONE**



### EFFECT



#### **MOBILE PHONE**



### EFFECT







EFFECT







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EFFECT







EFFECT



**FAMILY JEWELS** 



### EFFECT



**FAMILY JEWELS** 



## E F F E C T



**FAMILY JEWELS** 



## E F F E C T



**FAMILY JEWELS** 



## E F F E C T



**FAMILY JEWELS** 



## E F F E C T



**FAMILY JEWELS** 



## E F F E C T



**LOCAL FRIEND** 



### EFFECT



**LOCAL FRIEND** 



### EFFECT



**LOCAL FRIEND** 



### EFFECT



LOCAL FRIEND



### EFFECT



LOCAL FRIEND



### EFFECT



#### **ILLEGAL REFUGEE CAMP**



## EFFECT



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

### **ILLEGAL REFUGEE CAMP**



## EFFECT

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



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

### **ILLEGAL REFUGEE CAMP**



## EFFECT

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



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

### **ILLEGAL REFUGEE CAMP**



## EFFECT

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



#### POSSIBLE FAKE EU PASSPORT



### EFFECT



#### POSSIBLE FAKE EU PASSPORT



### EFFECT



#### POSSIBLE FAKE EU PASSPORT



### EFFECT



#### POSSIBLE FAKE EU PASSPORT



### EFFECT



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

#### POSSIBLE FAKE SHENGEN VISA



### EFFECT

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



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

#### POSSIBLE FAKE SHENGEN VISA



### EFFECT

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



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

### SHENGEN VISA



### EFFECT

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





Name: Abdul Age: 14

Birth Place: Kabul, Afghanistan

Gender: Male

Hopes & Dreams: To be a peacekeeper, to work with international things, to learn how to read and write.

BIO: You were raised to be a child soldier, by parents who owed a big debt to a local overlord. When you were nine, you practiced with weapons already, getting ready to fight for the local militia. They were part of the Taliban, but your parents were not. But, when the time came to take up arms and kill for them, your mother decided to instead send you away in secret, let you flee & get to Europe and freedom. You have never been to school, so you can't read or write, but you can speak languages well. You were a natural at learning them. You realise you are very lucky, because you survived through things that have killed many others, and you made it to Turkey and then to Greece without being harmed. Many of the refugees around you were not so lucky. Now, you want to go to school.

FEARS: To be forced to kill, to go back or be refused entry to Europe, to think about your parents and what has happened to them after you disappeared. You tell yourself they are fine.

**CONNECTION: None** 



یاسیورت نمبر / Passport No

P02155814

### د افغانستان اسلامي جمهوريت / ISLAMIC REPUBLIC OF AFGHANISTAN لول / Type



ياسيورټ

PASSPORT

Surname AHMADI Given Name ABDUL Nationality **AFGHAN** Date of Birth 10 June 2011 Place of Birth KABUL Date of Issue 10 June 2015 Date of Expiry 10 June 2030

Sex / حنس M

> Signature / لاسليك عاليه احمدي

احمدي ورکرل شوی نوم افغان

د زيزون نيټه جون 10 1389 د زيزون ځای

> كابل د صدور نبټه

جون 10 1393 د ختمیدو تاریخ

حون 10 1408

کوډ / Code

AFG















Name: Adam Age: 12

Birth Place: Basra, Iraq

Gender: Male

Hopes & Dreams: To get to a safe country, to finish school, to have a lot of animals wherever you end up. **BIO**: You belong to a small religious minority where you came from, and one that was targeted by terrorists in Iraq during the ISIS years. It was during those years that your family was forced to flee from their land and their farm, and you miss the animals and the calm and wonderful days that you experienced growing up. That has been the most difficult part, being away from all the animals, but you believe that you will have a farm again in whatever country you end up in. Your parents stayed behind, sending you alone to try to get to Europe so you can then bring them along at some time in the future, but everything has been more dangerous and worse than you were told before you were smuggled across from Turkey to Greece. Somehow, you still have to go on trying.

**FEARS**: To not see your family again, to be alone, to be hurt or threatened

CONNECTION: None.



### REPUBLIC OF IRAQ



# جمهورية العراق

جواز سفر PASSPORT



	المراق				
TYPE یکتب	COUNTRY CODE	لدولي	الرقم ا	PASSPORT N	رقم جواز السفر ٧٥
P IRQ				A1	7470520
		46	1/1/X		سماء مسماه
CIVEN LA LA LA LA CO					حمد
GIVEN NAMES		1//			
ADAM		TAR	100		
SURNAME		44			سم العائلة
MHAWI					مهاوي
PLACE OF BIRTH		4			كان الميلاد
BASRA - IRQ		TA			لبصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	الجنس	ناريخ الميلاد
2011-06-03	IRAQI	M	قي	ذكر.عرا	2011-06-03
				اسم الأم	
MOTHER NAME			غ	هنا حان	
HANAA HATE	M	YA	TIX		
DATE OF EXPIRY تاريخ المسألة DATE OF ISSUE تاريخ الانتهاء				احمد المهاوي	
2015—	-0104	2023-	-01-	-04	
ISSUING AUTHOR	AND AND AND AND	SIN		سلطة الإص	
BASRA				البصر	

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Name: Adnan **Age**: 14

Birth Place: Homs, Syria

Gender: Male

Hopes & Dreams: To have a home, to do something with theatre, to write a book about your parents.

BIO: Your family have always been cultural, your mother loved theatre and your father was a writer. You have vivid memories of books, plays and movies being important parts of your childhood, but it was cut short when you all had to evacuate from Homs. You had no home left, and your family was left drifting between relatives and later, camps. Then, the relatives could no longer support you, and you had to flee to Turkey. From there, you moved alone, all the way to Greece, after you convinced a fisherman. You were always good at talking to people, convincing them of your points. Compared to many of the others, it was a rather easy - they knew another boat that could take you, and you told them that you could make them famous when you were a big actor one day. They believed you, and you believe yourself too. You just have to get to Europe - or maybe America - and it will happen.

FEARS: To let others down, to fail in getting to the city and country of your dreams.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
	Euros	Euros	Euros
	(B)	(E)	The state of the s

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE الحمهورية العربية السورية

**PASSPORT** PASSEPORT

الرقم الدولي/Country code/Code du Pays

Sex/Sexe:

SYR



جوان سفر

Issue no./N. delivrance 003-10-L035125 رقم جواز السفر الاسم المعطى Given Name/Prénom: ADNAN Surname/Nom: HUSSEIN اسم العائلة Father Name/Nom du père: ADEL عادل اسم الأب Mother Name/Nom de la mère: THANNA ثانا اسم الأم Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد Birth Place/Lieu de naissance: ALEPPO مكان الولادة

М

ذكر

الجنس















Name: Ahmed

**Age**: 12

Birth Place: Basra, Iraq

Gender: Male

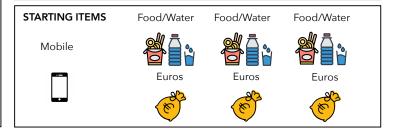
**Hopes & Dreams**: To reunite with your family, to be able to play soccer

again.

BIO: You always loved to play soccer, but it was outlawed when the militants took over your area in western Iraq. They stopped everyone from having fun, and beat anyone who tried. They threatened your family with terrible things for not following their rules. Your parents decided to try to flee, but they could only afford the price the smugglers wanted for a single person. They picked you, thinking you had a better chance to survive and create a life, and maybe bring your parents along one day. Your little sisters would not stand a chance. You decided to succeed, to make your family happy again. You were taken through Turkey in a car, and from there, you were taken to Greece to the camp. Here, you are trying to make some friends, but most of all you want to find a way out so you can save your family.

**FEARS**: To be found by soldiers, to be injured, to let your family down.

CONNECTION: None



### REPUBLIC OF IRAQ



# جمهورية العراق

جواز سفر PASSPORT



یکتب TYPE	COUNTRY CODE	لدولي	الرقم ا	PASSPO	RT No	رقم جواز السفر
P	IRQ				A174	170520
			TO S	NVO	7/1	أسماء مسماه
						أحمد
GIVEN NAMES						
AHMED		7/1/	F/X		7/7	
SURNAME						اسم العائلة
NOURI			44			موري
PLACE OF BIRTH						مكان الميلاد
BASRA - IRQ				XXX/	$\forall H$	البصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	ں ج	الجنس	تاريخ الميلاد
2011—06—03	IRAQI	M	ني	عرا	ذكر.	2011-06-03
			4	سم الأم	1	
MOTHER NAME			رف	روحش عا		
<b>ROHASH ARIF</b>	•	$\forall // \neq$	HA.			
DATE OF EXPIRY	DATE تاريخ الانتهاء	OF ISS	UE ة	تاريخ المسأا		احمد المهاوي
2015—	-01—04	2023-	-01-	-04		
ISSUING AUTHOR	ITY	7/1	دار	سلطة الإص		
BASRA				البصر		















Name: Aisha Age: 12

Birth Place: Sahara, Iraq

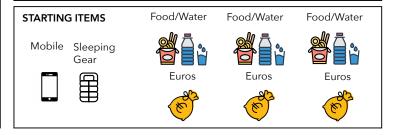
Gender: Female

**Hopes & Dreams**: To start a family, to have a little house with a dog and a cat.

BIO: You don't have so many memories from before you ended up in a refugee camp when you were young, but you do remember a house. The smell of food. Your dog and your cat. It's what you hold onto now, after you were forced to flee again. You were captured by ISIS together with your friend Zainab, and she protected you and helped you. You want simple things, you don't understand so much of everything that has happened, but you are always kind and try to care about others. When the two of you escaped to Turkey after the war with ISIS ended, you got help from volunteer workers and many others on the way there, and you started believing that people were mostly nice, despite all the horror. Now, you hope to get to Europe, hoping your parents are already there.

**FEARS**: To talk about your parents or to think about where they might be, animal cruelty, to get separated from Zainab.

CONNECTION: Zainab, 13 years old, from Mosul, Iraq.



### REPUBLIC OF IRAO





جواز سفر PASSPORT



	حمهورية العراق				
TYPE یکتب	COUNTRY CODE	لدولي	الرقم ا	PASSPORT N	رقم جواز السفر ٥
P	IRQ			A17	470520
			7/		أسماء مسماه
					عائشة
GIVEN NAMES					
AISHA			4/4		
SURNAME					اسم العائلة
FAEEDI					الفعيدي
PLACE OF BIRTH			M		مكان الميلاد
BASRA - IRQ					البصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	الجنس	تاريخ الميلاد
2011-06-03	IRAQI	F	قي	ذكر.عرا	2011-06-03
MOTHER NAME BAYAN HASA	.N		į	اسم الأم بيان حسر	
DATE OF EXPIRY	DATF تاريخ الانتهاء	OF ISS	ية UE	تاريخ المسأا	احمد المهاوي
2015-	-0104	2023-	-01-	<b>—04</b>	
ISSUING AUTHOR	RITY		دار	سلطة الإص	
BASRA				البصر	













Name: Ali Age: 12

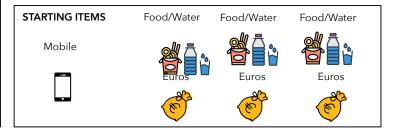
Birth Place: Mosul, Iraq

Gender: Male

Hopes & Dreams: To become a famous football player, to play at a big arena so your mother can watch you on TV. BIO: When you were small, you played football on the streets of Mosul with your friends, dreaming of crowds cheering for you. But, the terrorism from ISIS and their war took all of that away from you. You and your mother fled together with your siblings, and finally ended up in a camp in Turkey. There, you lived for years, playing football on the roads between the tents. You never gave up your dream. But, the conditions became worse and your mom explained that she had managed to find a way to get you to Europe. You were smuggled out and taken to a ship. You were very sick during some of the trip. The camp you found yourself in just a few weeks ago is a lot worse than the one you came from, but here, they can take you to the country that your mother said would welcome you. So you can play football..

FEARS: To be injured or hurt so you cannot run, having no friends.

**CONNECTION**: None



### REPUBLIC OF IRAQ



# جمهورية العراق

جواز سفر PASSPORT



	-مهورية العراق					
	COUNTRY CODE	الدولي	الرقم	PASSPO		3 30.13
P	IRQ				A17	470520
						سماء مسماه
						علي
GIVEN NAMES						
ALI		TAX			10	
SURNAME		4/				سم العائلة
MOHAMED						محمد
PLACE OF BIRTH		4/			I A	مكان الميلاد
BASRA - IRQ		4			4	البصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	ر ج	الجنس	تاريخ الميلاد
2011—06—03	IRAQI	M	قي	عرا	ذكر.	2011-06-03
				اسم الأم	45	
MOTHER NAME			ىن	لیلی حس	TOI	
LAILA HASSA	N				44	
DATE OF EXPIRY	DATE تاريخ الانتهاء	OF ISSU	لة JE	تاريخ المسأا	TOT	احمد المهاوي
2015—	-0104	2023-	-01-	<b>-04</b>	LA	
<b>ISSUING AUTHOR</b>	RITY	4/	دار	سلطة الإص	45	
BASRA				البصر	TO	















Name: Aliya Age: 12

Birth Place: Kabul,

Afghanistan

Gender: Female

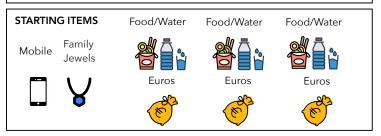
**Hopes & Dreams**: To be able to go to school, to see your family again, to become a

doctor.

BIO: Your father paid for you, your mother and your brother to leave Afghanistan and go into Iran, but there you were separated from your mother at the border. You and your brother went through Iran on foot, avoiding settlements and using the little money you had left from what your father had given you. Half starving, you managed to cross into Turkey up in the remote, rough countryside. There you were processed by the Turkish border guards, and finally sent onwards to the refugee camps in Greece. You needed to get to a country where girls are allowed to study and to become whatever they want. That is what kept you going. In Greece, however, you have had to beg and collect food where you could in the camp, while your brother tried to work, but he has worked with some suspicious people.

**FEARS**: To lose your brother, to have to sleep in dark, crammed spaces. That your brother is working with dangerous people.

**CONNECTION**: Your brother, Farhad, 13 years old from Kabul, Afghanistan.



### د افغانستان اسلامی جمهوریت / ISLAMIC REPUBLIC OF AFGHANISTAN

ياسيورټ پول / Type Code / کود / پاسپورت نمبر / Passport No P AFG PASSPORT P02155825 نوم Surname يرادر BARADAR ورکرل شوی نوم Given Name عاليه ALIYA ملبت Nationality افغان **AFGHAN** د زيزون نيټه Date of Birth Sex / جنس حون 10 1390 10 June 2012 Place of Birth د زيزون ځاي KABUL كابل Date of Issue د صدور نېټه 10 June 2015 جون 10 1393 Date of Expiry د ختميدو تاريخ 10 June 2030 جون 10 1409

> لاسلیک / Signature عالیه احمدی















Name: Amina

**Age**: 13

Birth Place: Aden, Yemen

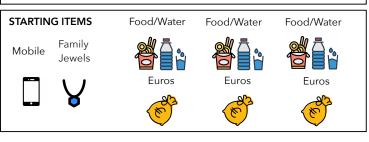
Gender: Female

Hopes & Dreams: To have a safe home, to go to school and become a teacher, to be able to help children who have experienced similar hardships like you.

BIO: Life in Mogadishu was filled with danger and uncertainty. Violence and conflict plagued your city, and after many years of trying to earn enough for a way out, your parents tried to leave. Together, you made the difficult decision that you and your mother would leave everything behind in search of safety and a better future. The smuggler boats were dangerous, you saw another boat disappear in the waters, and you only survived thanks to your mother. But, she did not. Now, in a refugee camp, you think about her all the time. You miss your home, despite knowing that it does not exist the way you remember it. Not without her. Despite the challenges, you hold onto hope and dream of becoming a teacher to inspire and support children who have experienced similar struggles.

**FEARS**: Going to sleep, because you sometimes forget that your mother is gone, and you realise it again in the morning. Never having the opportunity to pursue education.

**CONNECTION: None** 



### JAMHUURIYADDA SOOMAALIYA

حمهم رية الصومال

SOMALI REPUBLIC

PASSPORT جواز سفر PASSPORT

Nooca / يكتب / Type

Astaanta / الرقم الدولي / Country Code

P00321501





Р

SOM

NID: 29408119139827





Magaca / اسم / Name

Jinsiyada / جنسية / Nationality

SOMALI

Lab Dheddig / جنس / Gender

FEMALE

Taariikhda Dhalashada / تاريخ الميلاد / Date of Birth

05 May 2009

Date of Issue

16 October 2019

Taariikhda Arrinta / تاريخ المسألة / Date of Expiry

16 October 2024

Shaqada / إشبغال / Occupation

STUDENT

Meesha laga Bixiyey / مكان الإصدار / Place of Issue

MOGADISHU

Meesha Dhalashada / مكان المعادر / Place of Birth

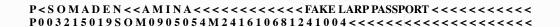
MOGADISHU

Xafilska laga Biziyey / سلطة الإصدار / Issuing Authority

SOMALI GOVERNMENT

Holder's Signature / توقيع حامل البطاقة / Holder

Amina Adam

















Name: Amina Age: 13

Birth Place: Sana'a, Yemen

Gender: Female

**Hopes & Dreams**: To not be hungry every day, to go to school, to feel safe

**BIO**: Nothing works in your home country. Everyone is starving, and they keep fighting each other anyway. You don't know who they are, but you knew to be afraid of anyone who was armed. It took your family many months to save up to try to get you to Europe. Most could never afford it, but you were lucky, they had some savings. You feel guilty every day for leaving your family, but they refused to keep you there. They wanted a better life for you, so you must try to get to Europe. You traveled many nights in the back of a car, then on a boat. You saw another boat collapse under the weight of the people in it, but your boat made it to Turkey. You still have nightmares about the trip, and now you don't know where to go.

FEARS: Water (The sea) and to never see your family again.

CONNECTION: None



# REPUBLIC OF YEMEN PASSPORT



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حمهورية اليمن

















**BIO**: You have grown up in the camp. You don't remember a childhood anywhere else, only a different camp in Turkey, not long ago, before the volunteers and workers helped you get transferred to a camp in Greece. Here, you feel at home, you've learnt what you can do to survive as best you can. The people to know, the places you can go to get some extra food, and you don't know any other life. But, they are saying that soon you have a chance to go elsewhere in Europe. You might take your chance, try to get a better future somehow. You just don't know how it would look or what you could do, because you have only gone to volunteer school in the camp. Maybe you could learn.

**FEARS**: The unknown, life outside the camp, losing the only home you've had, trying and failing.

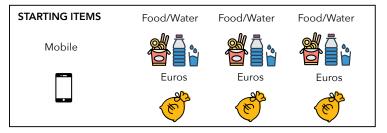
**CONNECTION:** None

Name: Amir Age: 14

Birth Place: Baghdad, Iraq

Gender: Male

Hopes & Dreams: To one day build a real life, to study to learn a job, learn many different languages.



# REPUBLIC OF IRAQ





جواز سفر PASSPORT



		الرجمهورية العراة						
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PLACE OF BIRT	ГН					$\mathcal{S}_{A}$		كان الميلاد
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DATE OF BIRT	H NATIO	ONALITY	SEX	نسية	•	الجنس		ناريخ الميلاد
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ISSUING AUTH	IORITY	Y/A	4/	دار	طة الإص	سلم		
BASRA					بصر	11		















BIO: You saw two of your siblings die from starvation, and your mother almost disappear to hunger and despair. Your father worked all day and half the night to try to feed you, but it was impossible. You all moved into a refugee camp in a neighbouring country, but there the resources ran out too and sickness spread, and your father finally decided to send you to Europe, with the last of your savings. None of your other siblings could make it, he said. You had to be strong, he said. So you tried. And you made it to Europe, but you have no hope left. Everything here is miserable, but you know you have to go on, one more day, one more week, hoping to get into Europe and explain to them that you want to live.

**FEARS**: Starving, sleeping (because of nightmares), not being strong enough to survive.

**CONNECTION**: None

Name: Anwar Age: 13

Birth Place: Mogadishu,

Somalia

Gender: Male

Hopes & Dreams: To survive, to be away from hurt and pain, to have hope again.



### JAMHUURIYADDA SOOMAALIYA

حمهم رية الصومال

SOMALI REPUBLIC

PASSPORT جواز سفر PASSPORT

Nooca / يكتب Type

Country Code / الرقم الدولي / Astaanta

SO

P00321501





۲

SOM



Mother's Name / اسم الأم / Mother

#### IMAN MOHAMED

Jinsiyada / جنسية / Nationality

#### SOMALI

Lab Dheddig / جنس / Gender

#### MALE

Taariikhda Dhalashada / تاريخ الميلاد / Date of Birth

### 05 May 2009

Date of Issue

## 16 October 2019

الريخ المسألة / Date of Expiry / تاريخ المسألة / Date of Expiry

16 October 2024

NID: 29408119139827

Occupation / إشغال / Shaqada

#### STUDENT

Meesha laga Bixiyey / مكان الإصدار / Place of Issue

#### MOGADISHU

Meesha Dhalashada / مكان الميلاد / Place of Birth

#### MOGADISHU

Xafilska laga Biziyey / سلطة الإصدار / Issuing Authority

#### SOMALI GOVERNMENT

Holder's Signature / توقيع حامل البطاقة / Holder's

Anwar Aamiin















Name: Ayman **Age**: 13

Birth Place: Damascus, Syria

Gender: Male

Hopes & Dreams: To make sure your brother is safe. To see your father again.

**BIO**: Your parents were part of the opposition in Syria, against the dictator. You don't remember any of your childhood in Damascus, but they have shown pictures and a lot of other things. But, your father was imprisoned, and you and your younger brother had to flee. It was so long ago. Since then, you have spent years in tents, growing up in refugee camps. But, the situation got worse, and the conditions terrible. You got sick and they couldn't help you. Your mother stayed behind, telling you to go to Europe, that there were countries there that would accept you. Give you medicine. You just cling to the fact that you must protect your brother. You must be strong and not get more sick, to make sure he is safe.

**FEARS**: That you will lose track of your brother, dying, getting more sick.

**CONNECTION**: Tal, 12 years old, your brother who is with you in the camp.



SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية السورية

PASSEPORT

الرقم الدولي /Country code/Code du Pays SYR



Issue no./N. delivrance 003-10-L035126 رقم جواز السفر الاسم المعطى Given Name/Prénom: AYMAN Surname/Nom: ALSIDDIQ اسم العائلة Father Name/Nom du père: ADEL عادل اسم الأب Mother Name/Nom de la mère: صدقة SIDDIQA اسم الأم Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد **ALEPPO** Birth Place/Lieu de naissance: مكان الولادة

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Sex/Sexe:















Name: Faisal Age: 12

Birth Place: Damascus, Syria

Gender: Male

Hopes & Dreams: To go back

to school, become a

journalist, have new friends.

BIO: Growing up in Damascus, you were spared the worst of the war, kept safe by your family. But, your father was a journalist, and even after the war having been reduced to a standstill, the regime did not approve of his articles. Your family decided it was time to leave and seek safety elsewhere. It took a long time for you all to make it to Turkey, where your parents now live in a refugee camp, but they sent you further. Arranged a dangerous sea crossing over into Greece, and the plan was that you would go onwards. But, that is where you got stuck, and you don't know what you need to do to continue. You keep thinking about your parents, and your friends that you miss. You need to make new friends here the camp, but how?

**FEARS**: That you will never see your parents again, to be without friends, to get lost.

**CONNECTION**: Sarah, your cousin, 13 years old from Aleppo.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
	Euros	Euros	Euros
	(E)	(E)	(R)

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية السورية

رقم جواز السفر

اسم الأم

PASSPORT جواز سفر

Type/Type/پکتب

الرقم الدولي / Country code/Code du Pays

P

SYR

Issue no /N delivrance



Surname/Nom: FAISAL مصر Surname/Nom: HUSSEIN السم المعائلة حسيين Father Name/Nom du père: ADEL اسم الأب

003-10-L035125

Mother Name/Nom de la mère: THANNA はは

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

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Sex/Sexe: M الحنس ذكر















Name: Farah Age: 12

Birth Place: Kabul, Afahanistan Gender: Female

Hopes & Dreams: To get help, to reach safety, to help

your family.

BIO: You lived a good life in Afghanistan, you remember that. You lived in a big house with a lot of food and a lot of other good things, and your mother and father both worked. Your father was the local administrator in a region, so you had quite a lot of money. But, when Afghanistan was abandoned by its friends and allies, you suddenly lost all your income, and your father tried to go back to being a teacher. Your mother didn't dare to go to work anymore. It did not work - they had made powerful enemies, who forced your entire family to flee. Your parents paid for you to be smuggled out of the country, all the way to Greece, with all their savings. That's how far their money got you. They hoped that you could get to safety. You still aren't safe, and you don't know how you will be able to talk to them. You're in Greece now, but the smugglers are gone and you are all alone.

**FEARS**: To be alone, to be abandoned by your friends, that something very bad has happened to your parents.

CONNECTION: None.



یاسیورت نمبر / Passport No

# د افغانستان اسلامي جمهوريت / ISLAMIC REPUBLIC OF AFGHANISTAN Type / Lee

ياسيورټ

PASSPORT

Surname AHMADI Given Name FARAH Nationality AFGHAN Date of Birth 10 June 2011 Place of Birth KABUL Date of Issue 10 June 2015 Date of Expiry

10 June 2030

**AFG** P02155813 جنس / Sex

> لاسلیک / Signature عاليه احمدي

احمدي ورکړل شوی نوم ملبت افغان د زيزون نيټه جون 10 1389 د زيزون ځای کابل د صدور نبټه جون 10 1393 د ختمیدو تاریخ جون 10 1408

نوم

کوډ / Code















Name: Farhad Age: 13

Birth Place: Kabul, AFG

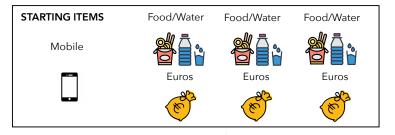
Gender: Male

Hopes & Dreams: To have a safe and peaceful life, to find a well-paying job so you can bring your parents with you somehow.

**BIO**: You have always lived in a war-torn country. You have never known what peace feels like, but for a while, it seemed more likely. Your family worked with the Americans when they were still there, which meant you had to flee when the Taliban came. Your parents did not know if they could make it to Europe, they had heard it was impossible for adults, but they sent you. You slept in the open, with nothing to keep you warm except the clothes on your back, and endured a lot of things that you never want to think about again. You finally made it to Europe, but you're still scared and you miss your old life. You don't know what the future holds, but you hope for a better tomorrow.

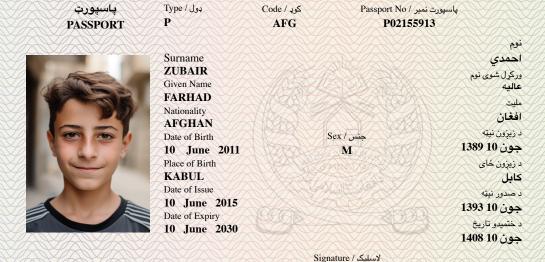
**FEARS**: Being sent back to Afghanistan, not being able to earn money to get your family out.

**CONNECTION**: Aliya, 12 years old from Kabul, Afghanistan.



زبير فرهاد

## د افغانستان اسلامی جمهوریت / ISLAMIC REPUBLIC OF AFGHANISTAN

















Name: Fatimah Age: 14

Birth Place: Khartoum,

Sudan

Gender: Female

Hopes & Dreams: That there will be peace in Sudan, that you don't have

to go to Europe.

BIO: It feels like it was just a week ago that you left Sudan in a hurry, alone, sent ahead by your family. It was a lot longer, just in the lead-up to the conflict between military groups, but everything feels urgent. You still believe there will be peace any day now and that you will be able to return. You argued a lot with your parents when they wanted to send you to Europe on your own, saying that they only had money for one person. You wanted to stay. Wait for things to get better. But, they refused, and now you are here. You are just waiting for the phone call telling you that you can go home again, and so you haven't tried so hard to make friends or anything like that. You suspect you might have to start, soon, because the conditions are tough and you are growing more worried each day.

**FEARS**: That you will have to go to Europe instead of returning home, that your country will become a permanent war zone, that you won't see your parents again.

#### CONNECTION: None





# THE REPUBLIC OF SUDAN

نوع جواز السفر / Passport Type

الرقم الدولي / Country Code

SDN

جمهورية السودان

Passport No / پاسپورت نمبر P03075926



جواز سفر/ PASSPORT

Full Name / الاسم الكامل FATIMAH ABDULHADI



Rationality / جنسية SDN / السودان جمهورية Place of Birth / مكان الميلاد / AL KAMLINE / الكاملين الكاملين / Sex / الجنس / F

Place of Issue / مكان الإصدار OMDURMAN / أم درمان

توقيع الحامل / Signature of Holder فاطمة عبد الهادي الرقم القومي / .National No. / الرقم القومي 190-7725-8474

تاریخ المیلاد / Date of Birth 25-04-2010

تاريخ المسألة / Date of Issue

30-04-2020 تاريخ الانتهاء / Date of Expiry

29-04-2025

















Name: Hassan Age: 14

Birth Place: Aden, Yemen

Gender: Male

**Hopes & Dreams**: To become an actor on the big screen, to help others get to

safety, to be a leader.

BIO: You almost died, making it to Turkey. It is a story you've told a lot of people now - you are a natural storyteller, always talking about your experiences. You managed to sneak onto a trailer truck going north, and somehow they did not discover you in any of the checkpoints. Then, you managed to sneak onto a container ship in the harbour in Egypt, taking you all the way to Athens, Greece. That's where they found you and put you in this camp, but you know that you will be able to make it further. You are confident. You've always managed before. Hopefully you can help some of the others too. You will get everything you have hoped for. You haven't had any parents since you were small, so you don't know how the others feel, missing theirs so much.

**FEARS**: To let others down, to fail in getting to the city and country of your dreams.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
	Euros	Euros	Euros
	(E)	E S	E T

# REPUBLIC OF YEMEN PASSPORT



لوول ۱۱۲۲	COUNTRY CODE	PASSPC الرقم الدولي	پاسپورت نمبر / NO ا XI
P	YEM		07675809
SURNAME	NY ON YOU		اسم العائلة
AL-KAYAL			الكيال
GIVEN NAMES HASSAN			أسماء مسماه
PROFESSION			أمينة
STUDENT			مهنة طالب
PLACE OF BIRTH SANA'A			مكان الميلاد
DATE OF BIRTH	SEX.		صنعاء تاريخ الميلاد
10/10/2010	M	أنثى	10/10/2010
DATE OF ISSUE	DATE OF EXPIRY	تاريخ الانتهاء	تاريخ السئلة
10/10/2018	10/10/2024	10/10/2024	10/10/2018
ISSUING AUTHOR	ITY		1////

هورية اليمن



SANA'A















Name: Idris

Birth Place: Mogadishu,

Somalia

Aae: 12

Gender: Female

Hopes & Dreams: To

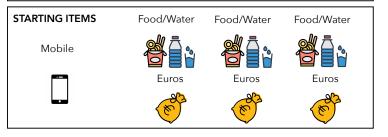
become a musician, to have a life without suffering, to fall in

love.

BIO: You were always the funny one, the one drumming on things or playing music too loud. You liked dancing as a child, and you were always a bit romantic. Most of that is lost now, but you still carry it within you, keeping it safe for the day when you might be safe. You were sent by your parents to try to get to Europe, and you don't know how you managed to survive the dangerous sea crossings, but somehow you did. Maybe by believing that you would be all right. Maybe by having a song in your head that kept you focused even as you almost collapsed out of exhaustion and a terrible illness. You thought you were going to die. But, you made it to Greece. It's one step on the way. You have many more to take, but you will take them, dance them even. You also dream about love, to find the love of your life, somewhere in a free country.

**FEARS**: To be alone, to lose your ability to enjoy music, being ill.

CONNECTION: None



## JAMHUURIYADDA SOOMAALIYA

حمهم رية الصومال

SOMALI REPUBLIC

PASSPORT جواز سفر PASSPORT

Nooca / يكتب / Type

Country Code / الرقم الدولي / Astaanta

SOM

P00321501





Mother's Name / اسم الأم / Mother's **ASHA DAHIR AWSAID** 

Jinsiyada / جنسية / Nationality

SOMALI

Magaca / اسم / Name IDRIS HUSSEIN

Lab Dheddig / جنس / Gender

Taariikhda Dhalashada / تاريخ الميلاد / Date of Birth

05 May 2009

Date of Issue

16 October 2019

Taariikhda Arrinta / تاريخ المسألة / Date of Expiry

16 October 2024

NID: 29408119139827

Occupation / إشغال / Shaqada

STUDENT

Meesha laga Bixiyey / مكان الإصدار / Place of Issue

MOGADISHU

Meesha Dhalashada / مكان الميلاد / Place of Birth

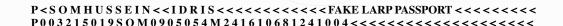
MOGADISHU

Xafilska laga Biziyey / سلطة الإصدار / Issuing Authority

SOMALI GOVERNMENT

Holder's Signature / توقيع حامل البطاقة / Holder's

Idiris Xuseen















Name: Kareem

Age: 12

Birth Place: Sanaa'a, Yemen

Gender: Male

Hopes & Dreams: To be a singer, or a construction worker. To get to a good country soon, so you still have time to help your family at home.

BIO: You liked playing, singing, dancing. Entertaining people. Using your body and your hands. You think it helped you survive - always with a smile, talking to people, engaging with them. With border guards, with strangers who helped you. It is a way to be able to ignore the past as well. Your starving mother who gave all her last food to you, so that you could try to escape the horror of the refugee camps and the droughts, the ruined farmland. You reached Turkey, then you managed to talk your way in to being included on a boat, despite it being full already. It nearly cost you your life, but you held onto things, wanting to get to Europe to help your family. Then you got stuck in the camp in Greece, but you can hopefully talk to the guards & the volunteers. Get help somewhere, with a smile - like always.

**FEARS**: Going to sleep, because you sometimes forget that your mother is gone, and you realise it again in the morning. Never having the opportunity to pursue education.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water	
Mobile				
<u> </u>	Euros	Euros	Euros	
	(E)	(E)	E S	

# REPUBLIC OF YEMEN PASSPORT











LALE CO	COUNTRY CODE	ا الرقم الدولي E	پاسپورت نمبر / ASSPORT No
P	YEI	4	07675809
SURNAME			اسم العائلة
AL-HOSSEIN			الحسين
GIVEN NAMES			أسماء مسماه
KAREEM			كريم
PROFESSION	MUMAL		مهنة
STUDENT			طال
PLACE OF BIRTH			مكان الميلاد
SANA'A			مينعاء
DATE OF BIRTH	SEX.	- Limin	تاريخ الميلاد
10/10/2010	M	ذكر	10/10/2010
DATE OF ISSUE	DATE OF EXPIRY	تاريخ الانتهاء	تاريخ المسألة
10/10/2018	10/10/2024	10/10/2024	10/10/2018
ISSUING AUTHOR		10/10/2024	
P	alt		سلطة الإصدار
SANA'A			الصنعاء















Name: Karim Age: 14

Birth Place: Nablus, Palestine

Gender: Male

Hopes & Dreams: To return to Palestine, to live in a free nation one day, to finish

school.

BIO: You were part of a program that allowed kids from Palestine to visit Europe, when you had your passport stolen and all your documents were lost. Without anything, they tried to send you back, but the border guard in Israel would not let you through, and so you ended up alone and lost, without any chance of getting home. You tried to go back to Turkey, and you are used to a lot of hardships. You survived, but just barely, and was told you needed to seek out people who could help you. Nothing worked, and in Turkey, no one wanted to accept you either because you had no papers. However, some people finally helped you to set you up with some identity documents, but whether they are your real ones or fake ones, you don't know. You escaped on a container ship that took you to Greece. You are able to talk to your parents, whenever you can borrow a phone.

FEARS: To never be able to return to your home, to be homeless or sick, to be alone.

CONNECTION: None



تصريح السفر PASSPORT

# سلطة الفلسطينية

الاسم الكامل

**FULL NAME** 

MOTHER'S NAME

DATE OF BIRTH مكان الميلاد

PLACE OF BIRTH

اسم الأم

رقم الهوية

تاريخ المبلاد

ID NO.

## No A 0 0 4 1 8 2 6



KARIM MAQBOUL **ARABEYA** العربيةرقم الهوية 990007758 990007758 10-12-2011 2011-12-10 **NABLUS** نابلس MALE 25-03-2025

تاريخ الانتهاء DATE OF EXPIRY 24-03-2020 رام الله

تاريخ للسالة DATE OF ISSUE

مكان الإصدار PLACE OF ISSUE

مهنة

SEX

طالب **PROFESSION** 

P<PSE<KARIM<MAQBUL<<ARABEYA<<<<< FAKE LARP PASSPORT<<<<<<<<<< A0000000<0PSE<<||112104M250325099997758<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

RAMALLAH

STUDENT













Name: Khaled Age: 14

Birth Place: Homs, Syria

Gender: Male

**Hopes & Dreams**: To go back to school and become a doctor. To save lives.

**BIO**: You've always been fascinated by the human body and how it works, and you want to help people who are suffering like your family did during the war. Your life in Syria was turned upside down by the war. You had to move, then move again, and again, so many times you had to pack everything and leave. Your family decided to leave the country after your father was killed, and it took many months of travel to finally reach Europe. Your mother stayed in Turkey, and she is hoping that if you can get to a good country in Europe, maybe you can reunite with her. You're grateful to be safer now, but you still miss your home and worry about the family members you left behind. In the camp, you try to learn what you can, and prepare for future studies. You are very motivated to study medicine.

**FEARS**: That your family members who are still in Syria or Turkey will be hurt or killed, that you won't be able to continue your education in your new country.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile Sleeping Gear			
	Euros	Euros	Euros
	E S	(E)	E S

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE الجمهورية العربية السورية

جواز سفر PASSPORT

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

P SYR



Issue no./N. delivrance 003-10-L035125 رقم جواز السفر الاسم المعطى Given Name/Prénom: KHALED حسين JANDALY Surname/Nom: اسم العائلة Father Name/Nom du père: ADEL عادل اسم الأب Mother Name/Nom de la mère: THANNA اسم الأم ثانا Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد Birth Place/Lieu de naissance: **ALEPPO** مكان الولادة Sex/Sexe: M ذک الحنس













Name: Kostya Age: 14

Birth Place: Donetsk, Ukraine

Gender: Male

Hopes & Dreams: The war in Ukraine ends, to study astronomy, to find your family.

BIO: You always liked stars and planets, and you wanted to study to become an astronomer, or even an astronaut. Your parents supported you. But, before you could study, Russia invaded your country and took away your home. You ended up behind the enemy lines, and your family feared for their lives. The soldiers forced you to leave your family and evacuate to Russia, but there, you were not safe. You went south, bringing some of your astronomy books with you, and you tried to get to Europe through Turkey instead. You had quite a lot of money, compared to many other refugees, so it wasn't that bad - until you got to Greece, when they didn't want to listen to you. You still believe you will be able to reunite with your family and study, but you need to find them.

**FEARS**: That your parents might be dead, that the war will never end, that you won't be able to go back.

**CONNECTION: None** 









P UKR FD022044

Прізвище/ Surname

HOBIKOB/NOVIKOV

Дані імена/ Given Names

КОСТЯ/KOSTYA

Національність/ Nationality

УКРАЇНА/UKRAINE Дата народження/ Date of Birth

02 AMC/NOV 09 20011031-01084

Секс/Sex Micце народження/ Place of Birth

Ж/F ДОНЕЦЬК ОБЛ./DONETSK Дата випуску/ Date of Issue Aвторитет/Authority

15 XOB/OCT 20 5180

Date of Expiry

15 **XOB/OCT 24** 

Підпис власника/ Holder's Signature

Запис №/ Record No.

Kostya Nobikova

P<UKRNOVIKOV<<KOSTYA<<<<<< FAKE LARP PASSPORT FD022044<6UKR0911021M25111458957012201044 < 66













Name: Layla Age: 14

Birth Place: Mogadishu,

Somalia

Gender: Female

Hopes & Dreams: To be reunited with your parents, to become a doctor and help

others in need.

BIO: You had a happy life with your parents and siblings in Mogadishu until the day the militants attacked your neighbourhood. You had to flee with your older brother to save your lives. Your brother managed to find a way to get you to Europe, but it meant not knowing what happened to your parents, and to leave any hopes of living at home behind. You miss them every day and worry about their safety. You are now living in a refugee camp with your brother and some other families. You go to a very simple, volunteer-run school in the camp and try to learn as much as you can, because you feel that you have to take responsibility of others now. You help the other children with their homework and tell them stories to make them forget about their troubles

FEARS: To never see your parents again, to not be able to become a doctor, to be sent back to Somalia.

CONNECTION: None

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## JAMHUURIYADDA SOOMAALIYA

حمهم رية الصومال

SOMALI REPUBLIC

PASSPORT جواز سفر PASSPORT

Nooca / يكتب / Type

Country Code / الرقم الدولي / Astaanta

SOM

P00321501





Magaca / اسم / Name

LAYLA ADEN Mother's Name / اسم الأم / Mother's

**ASHA DAHIR AWSAID** 

Jinsiyada / جنسية / Nationality

SOMALI

Lab Dheddig / جنس / Gender

Taariikhda Dhalashada / تاريخ الميلاد / Date of Birth

05 May 2009

Date of Issue

16 October 2019

Date of Expiry / تاريخ المسألة / Date of

16 October 2024

NID: 29408119139827

Occupation / إشغال / Shaqada

STUDENT

Meesha laga Bixiyey / مكان الإصدار / Place of Issue

MOGADISHU

Meesha Dhalashada / مكان الميلاد / Place of Birth

MOGADISHU

Xafilska laga Biziyey / سلطة الإصدار / Issuing Authority

SOMALI GOVERNMENT

Holder's Signature / توقيع حامل البطاقة / Holder's

Layla Aden















**BIO**: your father that had been with you disappeared after the guards took you all, and you do not know where he was taken, but you were taken up by a rescue boat and brought to the camp in Greece. You think your father is somewhere here too, but you don't know where. One person has kept you okay - Nadia, a friend that you made in the last camp who has been there with you on the journey. The two of you are like sisters, and you never want to be separate from her. Together, you have promised each other that you will reach Europe and work for girls worldwide, so no one has to run away from war.

**FEARS**: That your father is dead, that you will lose Nadia, to go back to Afghanistan right now.

**CONNECTION**: Nadia, 12, a friend from the camp.

Name: Leila Age: 13

Birth Place: Herat, AFG

Gender: Female

Hopes & Dreams: To back to Afghanistan, and fight for its freedom somehow. To secure a future for girls all over the world.



ليلا نظري

### د افغانستان اسلامي جمهوريت / ISLAMIC REPUBLIC OF AFGHANISTAN















Name: Lina Age: 14

Birth Place: Aleppo, Syria

Gender: Female

Hopes & Dreams: To become an artist and make a better world, to be able to live in freedom, to return to Syria one day. BIO: You used to live in a beautiful city, surrounded by history and culture. You used to draw it, making drawings of flowers, or buildings and all. You saw your friends die, your school bombed, and your house destroyed. You don't know if your family survived, but you believe they did. The last thing your mother did was to get you a place in a car, and you fled the country, leaving behind everything you knew and loved. You went through a lot to get to Europe. You walked for days, then you crossed the sea on a boat that was barely holding up, all the way to Greece. You were lucky enough to survive, but the memories haunt you every night. You're scared and you don't know what the future holds, but you're grateful to be alive.

**FEARS**: That your parents are dead, that you won't be able to return to Syria, loud noises.

**CONNECTION**: Omar, 12, from Aleppo. Omar lost his parents somewhere on the journey, even though they had escaped together. You helped him survive the trip, and you feel you need to protect him.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile Sleeping Gear			
	Euros	Euros	Euros
	(E)	(E)	(E)

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية السورية

PASSPORT چواز سفر

SYR

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



PNSYRKARYUZLINA<<<<KARYUZ<<<<<< FAKE LARP PASSPORT<<<<<< 0057658069SYR8885252F1610176033<50001685<<<<<<<<













Name: Mariam **Age**: 13

Birth Place: Kandahar,

Afghanistan Gender: Female

Hopes & Dreams: To be able to read and write different languages, to see your parents again, to reach safety. BIO: When you were little, you were told that girls could study now. They could become anything you wanted to be. A doctor, a teacher, you were free. You did not want to believe them when they said that it might be taken away from you again - all you wanted was to study, to read, to know everything about books, poems, all of it. But, the Taliban came back, and your mother realised that you would lose everything she had fought for. You tried getting help from the Americans, but they abandoned you and your country. Instead you had to flee. You got separated from your parents in Turkey, when you were supposed to go by a small boat. You hurt your leg in the trip, and now you're stuck in a camp with an injured leg. You need to see a doctor before it becomes worse.

FEARS: To not be able to walk, to lose the last of your freedom, to never see your parents again.

CONNECTION: None



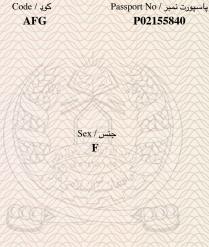
# د افغانستان اسلامي جمهوريت / ISLAMIC REPUBLIC OF AFGHANISTAN پول / Type



پاسپورټ

PASSPORT

Surname HAMRAZ Given Name MARIAM Nationality **AFGHAN** Date of Birth 10 June 2011 Place of Birth KABUL Date of Issue 10 June 2015 Date of Expiry 10 June 2030



وركرل شوى نوم افغان د زيزون نيټه جون 10 1389 د زیزون ځای کابل د صدور نبټه

حون 10 1393

جون 10 1408

د ختمیدو تاریخ

احمدي

V السليك / Signature عاليه احمدي















Name: Maya **Age**: 13

Birth Place: Juba, South

Sudan

Gender: Female

Hopes & Dreams: To rebuild your life, to reunite with your siblings, to cook good food.

BIO: Your family grew up in a refugee camp, but for a short while in 2020, you returned to South Sudan when the war and strife was over. However, misery, lack of jobs and simmering old conflicts meant that you soon had to leave again. However, during those months when you were 10, you remember the taste of the food of your homeland, how you loved standing in your kitchen making lovely things to eat from what little you could afford. It only lasted while your father had a job, but you can still taste the memory of it. Fleeing, your family made it to Turkey, and there your parents managed to put you on a boat to Greece, where you are now. It was a dangerous journey, and now you are just waiting for them to join you. Maybe you will make it to Europe before they do.

FEARS: That your parents will not be allowed to leave Turkey, your nightmares about hunger, that you will never have a home again

CONNECTION: None.

STARTING ITEMS		Food/Water	Food/Water	Food/Water
Mobile	Family Jewels			
	\ /	Euros	Euros	Euros
	8	E S	(E)	E S





### Republic of South Sudan

Issuing State Passport No. Type SSD R00536076

Surname

AHMED Given Names MAYA Nationality

SOUTH SUDANESE

Occupation STUDENT

Sex

Date of Issue 10, 06, 2020 Holder's Signature

Maya Ahmed

Personal No. M8900008163042

Date of Birth Place of Birth 22, 07, 2011 **JUBA** Place of Issue **Expiry Date** JUBA 10, 06, 2025 Issuing Authority

MINISTER OF INTERIOR

Peter Puok Kong



SSD

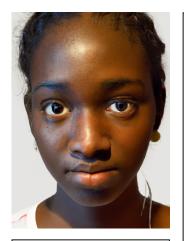












Name: Muna **Age**: 13

Birth Place: Khartoum, Sudan

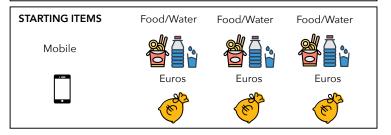
Gender: Female

Hopes & Dreams: You have held on to your friend Fatimah and your dream to see your family again. You dream and talk of the clothes that you will show, as a way to hold onto something far away from war.

BIO: Where many of the refugees in your camp have been there for a while, you are new. It is dirty, strange and violent, and there are so many hungry and angry and hopeless people. It is scary and awful, but at least you are alive. You fled the recent fighting in Sudan and your family paid for you to go north together with your friend, Fatimah. It had been very bad even before the recent fighting, but your family worked for the government. They had some money. But, with the fighting in Khartoum, your family had no choice. Your brothers had to fight, but they paid for smugglers to take you through Egypt and into Turkey.

**FEARS**: To live in a camp forever, to lose Fatimah, to never see your family again.

CONNECTION: None





### THE REPUBLIC OF SUDAN

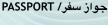
نوع جواز السفر / Passport Type

Full Name / الأسم الكامل MUNA ELFAKI

الرقم الدولي / Country Code **SDN** 

جمهورية السودان

یاسیورت نمبر / Passport No P03075926



SDN



جنسية / Nationality

السودان جمهورية / SDN مكان المدلاد / Place of Birth الخرطوم / KHARTOUM

Sex / الجنس أنثى / F

مكان الإصدار / Place of Issue

أم درمان / OMDURMAN

توقيع الحامل / Signature of Holder منى الفكى

الرقم القومي / .National No 190-7725-8474

تاريخ المعلاد / Date of Birth

25-04-2010

تاريخ المسألة / Date of Issue 30-04-2020

تاريخ الانتهاء / Date of Expiry 29-04-2025



P030759269SDN7004258M250425<<<<<<<<<<













Name: Nadia **Age**: 14

Birth Place: Aleppo, Syria

Gender: Female

Hopes & Dreams: To

become a schoolteacher in history, to share stories with others, and to reunite with her parents someday.

**BIO**: Life in Aleppo became unbearable as the war intensified. Your parents could not afford to pay smugglers for themselves, but they could for you. It was a perilous journey, filled with fear and uncertainty, but after being caught in Turkey for a while, you managed to cross the sea in a small boat, over to Greece. The memories of that voyage haunt your dreams. You wake up in cold sweats, reliving the terrifying moments when the boat filled with water and you clung to dear life. Now, you find yourself in a new country, surrounded by strangers, with your parents still trapped in Syria. Despite the challenges, you hold onto your dream of becoming a schoolteacher in history. You have always loved stories, and you want to share the rich history and experiences of people with others. It brings you comfort and hope for a brighter future.

FEARS: The recurring nightmare of the boat journey, never reuniting with your parents, not being able to pursue your passion for teaching history.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water	
Mobile Sleeping Gear				
	Euros	Euros	Euros	
	(E)	<b>E</b>	E S	

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

Issue no./N. delivrance

الجمهورية العربية الشورية

رقم جواز السفر

جواز سفر

الرقم الدولي / Country code/Code du Pays SYR



الاسم المعطى Given Name/Prénom: NADIA Surname/Nom: ZAFARULLA حسين اسم العائلة Father Name/Nom du père: **ADEL** عادل اسم الأب Mother Name/Nom de la mère: اسم الأم THANNA ثانا

003-10-L035125

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

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

أنثى Sex/Sexe: الحنس

PNSYRZAFARULLANADIA<<<<ZAFARULLA</> 0057658069SYR8885252F1610176033<50001685<<<<<<<<<<













Name: Omar Age: 12

Birth Place: Aleppo, Syria

Gender: Male

Hopes & Dreams: To go to school, to become a doctor, to reunite with his family.

BIO: Ever since you first saw the suffering in your country and were helpless to do anything about it, you wanted to become a doctor. You saw the doctors and heard about how it was before the war. Now, you hope that you will have the chance in another country, after you and your family fled Syria after your home was destroyed. You walked for days to reach the Turkish border, where they were able to get a ride on a truck to Istanbul. From there, you joined a group of refugees who were making the dangerous journey to Greece by boat. You were lucky to make it alive, but your parents were separated from you during the journey. Now, you find yourself in a camp, waiting for your parents to arrive, dreaming about some place that you might call home one day.

FEARS: Losing your family forever & being deported.

**CONNECTION**: Lina, 14, also from Aleppo. When you lost your parents on the way, you were helped by Lina, who was on the same boat. Now, she is one of your only friends on the journey.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
<u></u>	Euros	Euros	Euros
	(E)	(E)	(E)

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الحمهورية العربية الشورية

الرقم الدولي/Country code/Code du Pays

Sex/Sexe:

SYR



Issue no./N. delivrance 003-10-L035125 رقم جواز السفر Given Name/Prénom: **OMAR** الاسم المعطى Surname/Nom: **ASSAD** اسعد اسم العائلة Father Name/Nom du père: ميشائيل MISHAEL اسم الأب Mother Name/Nom de la mère: اسم الأم LINA Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد Birth Place/Lieu de naissance: **ALEPPO** حلب مكان الولادة الجنس

M

ذكر













Name: Rashid **Age**: 13

Birth Place: Aden, Yemen

Gender: Male

Hopes & Dreams: To work and earn money, to come back to your family when there is peace and you have a real job.

BIO: You are so angry, angry at everything going on around you. You are angry at the guards trying to keep you in the camp, who won't let you through, who are trying to kill so many people by stopping them from going to Europe. It was this anger that helped you survive, when you had to swim to the shore after your boat was captured by coast guards, and you could barely see land. You made it, and you thought you had found freedom, but you were just brought in and put in a camp. Your family entrusted everything on the chance that you could get to Europe, to send money home to to bring them along, but instead people are trying to stop you. You don't know what you can do anymore.

FEARS: To be kept in the camp forever, to be helpless, to be beaten.

CONNECTION: None



### REPUBLIC OF YEMEN **PASSPORT**



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TYPE Lee	COUNTRY CO	الرقم الدولي DE	پاسپورت نمبر / PASSPORT No
P	Y	EM	07675809
SURNAME			اسم العائلة
SAEED			الكيال
GIVEN NAMES			أسماء مسماه
RASHID			اأمينة
PROFESSION			مهنة
STUDENT			طالب
PLACE OF BIRTH			مكان الميلاد
SANA'A			صنعاء
DATE OF BIRTH	SEX.	- cim	تاريخ الميلاد
10/10/2010	M	نکر	10/10/2010
DATE OF ISSUE	DATE OF EXPIRY	تاريخ الانتهاء	تاريخ المسألة
10/10/2018	10/10/2024	10/10/2024	
ISSUING AUTHORI			10/10/2016
			سلطة الإصدار
SANA'A			صنعاء















Name: Rima Age: 14

Birth Place: Aleppo, Syria

Gender: Female

Hopes & Dreams: To

become a schoolteacher in history, to share stories with others, and to reunite with

her parents someday.

**BIO**: Life in Aleppo became unbearable as the war intensified. Your parents could not afford to pay smugglers for themselves, but they could for you. It was a perilous journey, filled with fear and uncertainty, but after being caught in Turkey for a while, you managed to cross the sea in a small boat, over to Greece. The memories of that voyage haunt your dreams. You wake up in cold sweats, reliving the terrifying moments when the boat filled with water and you clung to dear life. Now, you find yourself in a new country, surrounded by strangers, with your parents still trapped in Syria. Despite the challenges, you hold onto your dream of becoming a schoolteacher in history. You have always loved stories, and you want to share the rich history and experiences of people with others. It brings you comfort and hope for a brighter future.

**FEARS**: The recurring nightmare of the boat journey, never reuniting with your parents, not being able to pursue your passion for teaching history.

CONNECTION: None

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
-	Euros	Euros	Euros
	E CONTRACTOR OF THE PROPERTY O	(E)	E S

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية السورية

رقم جواز السفر

جواز سفر PASSEPORT

ایکتب/lype/lype

الرقم الدولي / Country code/Code du Pays

P

SYR

Issue no./N. delivrance



Given Name/Prénom: RIMA الاسم المعطى ريما Surname/Nom: SAFAR اسم العائلة ... محمد Father Name/Nom du père: MOHAMED

003-10-L035125

اسم الأم صدق SIDIQA اسم الأم

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

Sex/Sexe: F الجنس ذكر













Name: Ruslan Age: 13

Birth Place: Grozny, Russia

Gender: Male

**Hopes & Dreams**: To go back to Grozny and live in his family's home.

BIO: It started the day when your dad protested against the national security guards, outside your home in Grozny. They had been harassing him and your family, and he finally had enough, and tried to protest with the government. After that, they often came, took things from your family, destroyed your home. One day, they shot and killed your dad, and you fled. That was two years ago. You went alone, and never looked back, and you still don't know who is alive. You finally reached the Georgian border, then made it in to Turkey many days later. But, Turkey refused to accept you as a refugee. For almost two years you lived in extreme poverty, before you managed to get some help from a family who found you. They helped you get to Greece.

**FEARS**: That someone will find out about the family who helped you, afraid of soldiers/security guards.

**CONNECTION: N/A** 



# РОССИЙСКАЯ ФЕДЕРАЦИЯ / RUSSIAN FEDERATION

**HACCHOPT/PASSPORT** 

тип / Туре Код государства / Code of P выдачи issuing State

Homep Flacehopt / Passport No.

RUS



Фамилия / Surname
ДАДИЕВ /
DADIEV
Имя / Given names
РУСЛАН /
RUSLAN

Национальность / Nationality РОССИЙСКАЯ ФЕДЕРАЦИЯ / RUSSIAN FEDERATION

Дата рождения / Date of Birth

10.05.2009

Секс / Sex Место рождения / Place of Birth

M/M ГРОЗНЫЙ/USSR

Дата выдачи / Date of Issue

10. 02. 2015

Дата истечения срока / Date of Expiry

10.02.2025



Орган, выдавший документ / Authority

ФМС 77110

Подпись владельца / Holder's Signature

Руслан Дадиев













Name: Sarah Age: 14

Birth Place: Aleppo, Syria

Gender: Female

Hopes & Dreams: To be a female leader, to make it to Europe, to make your family

proud.

**BIO**: You were always a leader among your friends, and your family encouraged it. You studied hard, you went to school every day and you were never sick. Even through war, you continued, but soon all the jobs disappeared and your family's money ran out. They did everything they could to stay, but finally they decided to send you and your cousin, Yasmin, to Europe. You were supposed to go to Italy, but ended up in Turkey, then Greece, and now you are in a camp. Here, it is more important than ever that you are strong and that you do not lose focus. For your cousin and for your family's sake. You will convince the volunteers, the guards, the politicians - whoever you need to convince - that you need to go to Europe. You keep telling Yasmin that it will be all right, that you are special, and will be taken in. Often, you believe it, but not always.

FEARS: To lose Yasmin, to starve, be hurt or die. Guards.

**CONNECTION**: Yasmin, your cousin, 13 years old from Aleppo.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
	Euros	Euros	Euros
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SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية الشورية

اسم العائلة

جواز سفر

الرقم الدولي / Country code/Code du Pays SYR

Issue no./N. delivrance 003-10-L035125 رقم جواز السفر الاسم المعطى Given Name/Prénom: SARAH ساره Surname/Nom: HUSSEIN حسين

Father Name/Nom du père: ADEL عادل اسم الأب

Mother Name/Nom de la mère: THANNA ثانا اسم الأم

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

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

أنثى Sex/Sexe: الحنس

PNSYRHUSSEINSARAH<<<<HUSSEIN<<<<FAKE LARPPASSPORT<<<<< 0057658069SYR8885252F1610176033<50001685<<<<<<<<<<<













Name: Tal Age: 12

Birth Place: Aleppo, Syria

Gender: Male

Hopes & Dreams: To make people happy, to make peace in Syria, to get your brother the right medicine so he doesn't get more sick. **BIO**: Somehow, through the escape from Syria, several years in refugee camps, you have always been the happy one. The one who laughs, who jokes, who plays tricks on your older brother or the other children. You try to cheer Ayman, your brother, up when he is sad or has nightmares. He tries to protect you, but sometimes it feels like you are protecting him as well. You don't remember much at all about life before the refugee camps, but you remember your mother and how she told you that you had to go alone with your brother to Europe. You don't know what to expect of Europe. You just know you want to entertain and make people laugh, because the painful things are less painful then.

**FEARS**: That your brother will be sad or hurt, that you can't make people happy anymore, becoming sick.

**CONNECTION**: Ayman, 13 years old, your brother, who is sick and needs medicine.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
·-	Euros	Euros	Euros
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003-10-L035125

SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

Issue no./N. delivrance

الجمهورية العربية السورية

رقم جواز السفر

تاريخ الميلاد

جواز سفر PASSPORT

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



Surname/Nom: TAL الاسم المعطى تل Surname/Nom: ALSIDDIQ اسم العائلة حسين Father Name/Nom du père: ADEL اسم الأب عادل Mother Name/Nom de la mère: SIDDIQA

Birth Place/Lieu de naissance: ALEPPO مكان الولادة

11/06/2002

Sex/Sexe: M الجنس ذكر

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Name: Vladimir

Age: 12

Birth Place: Kherson, UKR

Gender: Male

Hopes & Dreams: Be an artist and make a better world, to be able to live in freedom & to return to Syria one day.

BIO: You were taken by Russia after the war in Ukraine started, deported and evacuated from Kherson against your will when the Russian army retreated from the city. They took you to an orphanage, despite being old enough and capable yourself. You and two others broke out, but two nights later you were found again. But, the family who found you, helped you escape. The journey was terrible, but everyone said you were supposed to be able to enter Europe as a Ukrainian refugee and get help, so you got some help. At least until the Turkish guards asked for money and the people helping you in Turkey didn't have any. You were suddenly thrown together with other refugees, and then transported to Greece with them. Now, you have to find a way to return to Ukraine, to your family and to see your country free again.

FEARS: Being helpless or restricted by someone, sleeping, loud noises.

**CONNECTION: None** 



FD022044







Тип/ Туре Код країни/ Country Code Номер паспорта/ Passport No.

P UKR Прізвище/ Surname

HOBIKOB/NOVIKOV

Дані імена/ Given Names КОСТЯ/КОЅТҮА

Національність/ Nationality УКРАЇНА/UKRAINE Дата народження/ Date of Birtl

 Дата народження/ Date of Birth
 Запис № / Record No.

 02 ΛИС/NOV 09
 20011031-01084

 Секс/Sex
 Місце народження/ Place of Birth

Ж/F ДОНЕЦЬК ОБЛ./DONETSK Дата випуску/ Date of Issue Aвторитет/Authority

I5 ЖОВ/ОСТ 20 5180

Date of Expiry

15 **XOB/OCT 24** 

Підпис власника/ Holder's Signature

Kostya Nobikova

P<UKRNOVIKOV<<KOSTYA<<<<<< FAKE LARP PASSPORT FD022044<6UKR0911021M25111458957012201044 < 66













Name: Yasin Age: 12

Birth Place: Aleppo, Syria

Gender: Male

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

**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

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
-	Euros	Euros	Euros
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SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

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جواز سفر

الرقم الدولي / Country code/Code du Pays

Sex/Sexe:

SYR



Issue no./N. delivrance 003-10-L035125 رقم جواز السفر الاسم المعطى Given Name/Prénom: **YASIN** Surname/Nom: YOUSSEF يوسف اسم العائلة Father Name/Nom du père: **ABDEL** اسم الأب ضديجة Mother Name/Nom de la mère: KHADIJEH اسم الأم Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد Birth Place/Lieu de naissance: **ALEPPO** مكان الولادة

М

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













Name: Yasmin

**Age**: 13

Birth Place: Aleppo, Syria

Gender: Female

Hopes & Dreams: To be safe from war, to see your family,

to study.

**BIO**: You and your cousin, Sarah, fled together. Your families thought you would have a higher chance of making it to Europe if you went together, and they tried to make sure you would get all the way. But, the ship that was supposed to go to Italy never took you there, and instead you were sent between Turkey and Greece a few times, before finally ending up in the camp here. You are always the scared one, thinking everything will go wrong. You don't understand how you will ever get out of here, much less be accepted in Europe, but Sarah knows more than you do. She says there is special treatment for refugees from Syria. Sometimes, you dare trust her, and you think everything so far is just a big misunderstanding. Other days, you cry and feel like life will never be good again.

FEARS: To lose Sarah, to starve, be hurt or die. Guards.

**CONNECTION**: Sarah, your cousin, 13 years old from Aleppo.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
<u></u>	Euros	Euros	Euros
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SYRIAN ARAB REPUBLIC REPUBLIQUE ARABE SYRIENNE

الجمهورية العربية الشورية

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الرقم الدولي / Country code/Code du Pays

Sex/Sexe:

SYR



Issue no./N. delivrance 033-25-L075225 رقم جواز السفر الاسم المعطى Given Name/Prénom: **YASMIN** ىاسمىن Surname/Nom: DSHTI دشتي اسم العائلة Father Name/Nom du père: **ABBAS** عباس اسم الأب Mother Name/Nom de la mère: AYA آمة اسم الأم Birth Date/Date de naissance: 11/06/2003 تاريخ الميلاد Birth Place/Lieu de naissance: **ALEPPO** مكان الولادة

PNSYRDSHTIYASMIN<<<<DSHTI<<<<<FAKELARPPASSPORT<<<<<< 0057658069SYR8885252F1610176033<50001685<<<<<<<<<<













Name: Zahra Age: 14

**Birth Place**: Basra, Iraq **Gender**: Female

**Hopes & Dreams**: To attend university, to become a lawyer or doctor, to see your

family again.

BIO: Unlike some in the camp, you are there because you believe you have a better future in Europe. You were meant to be smuggled straight to your destination country, and your family paid a lot of money to make sure it happened, but something went wrong and you were sent to Greece instead. You haven't been able to reach your parents in some time, but you are trying to make the best of the situation. You have gone to school unlike many of the other refugees around you, and you try to help others to manage through the asylum process. You support them, help teach the younger kids to read or write and more. You also try to be a good friend, even if life in the camp is a nightmare compared to what you had hoped to see when you arrived. One day, you will build a better life, somewhere in Europe. You just have to hold out.

**FEARS**: That your future will never happen, that your family has gotten arrested or something has happened to them.

**CONNECTION**: Sarah, your cousin, 13 years old from Aleppo.

STARTING ITEMS	Food/Water	Food/Water	Food/Water
Mobile			
	Euros	Euros	Euros
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### REPUBLIC OF IRAQ



# جمهورية العراق

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جواز سفر



	حمهورية العراق	4/			X//	
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						الزهراء
GIVEN NAMES						
ZAHRA		100			IP	
SURNAME						اسم العائلة
<b>ALKARWAN</b>					4	الكروان
PLACE OF BIRTH						مكان الميلاد
BASRA - IRQ		4/4			44	البصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	-	الجنس	تاريخ الميلاد
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targets for ISIS when the war came to Iraq. Your parents tried to protest against neighbours who were on the side of the fanatics, tried to do what they could to stop their influence. When ISIS took the city, they killed your parents. You don't want to think about it. You were captured by people loyal to them, and you were taken to one of their camps. You tried to talk with them, pretended you were friends. One of them thought he was going to marry you. You fooled them, and then the war finally ended. You and your friend Aliyah from the camp tried to flee to Europe with the help of your grandparents in Baghdad and their contacts. You have made it to Greece, but the nightmares are still with you and you don't think they will ever go away.

**BIO**: Your family was well educated and liberal, and so they were primary

**FEARS**: Religious fanatics, people who are angry, anything that reminds you of your parents, nightmares.

CONNECTION: Aliyah, 14 years old from Baghdad, Iraq

STARTING ITEMS Food/Water Food/Water Food/Water Birth Place: Mosul, Iraq Gender: Female Mobile Sleeping Gear Hopes & Dreams: To work

Name: Zainab **Age**: 13

with the UN, to be a diplomat, to help your friend Aliyah.

# REPUBLIC OF IRAQ





PASSPORT جواز سفر



	COUNTRY CODE	لدولي	الرقم ا	PASSPORT N	33.13
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					زينب
GIVEN NAMES					
ZAINAB		7/10	X//		
SURNAME					اسم العائلة
HADID			3/1		حديد
PLACE OF BIRTH					مكان الميلاد
MOSUL - IRQ					البصرة - العراق
DATE OF BIRTH	NATIONALITY	SEX	نسية	الجنس	تاريخ الميلاد
2011-06-03	IRAQI	F	أنث	ذكر.عا	2011—06—03
				اسم الأم	
MOTHER NAME			دي	لیلی هان	
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DATE OF EXPIRY	DATE تاريخ الانتهاء /	OF ISS	لة UE	تاريخ المسأ	زینب حدید
2024-	-0104	2016-	-01-	-04	

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ISSUING AUTHORITY MOSUL

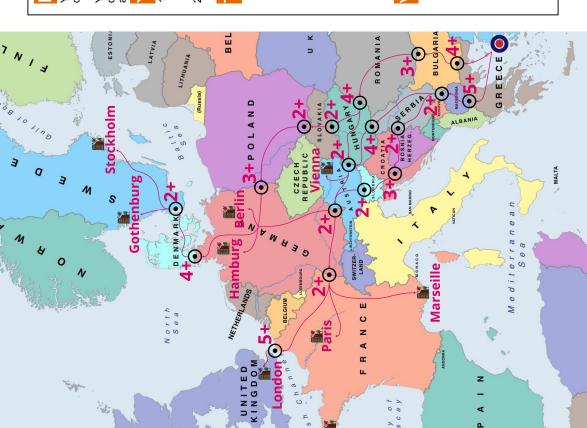












# Human Trafficker Guide

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**

- Get as many refugees as possible to pay you to cross a border. Get as much money out of each refugee as possible.
- 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
      - 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 fit 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

















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.

# **JGO - Guide**

You are from the NGO SafePass Network. Your organisation helps refugees ravel 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.

# he 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
- 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.

# Vhat you need

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





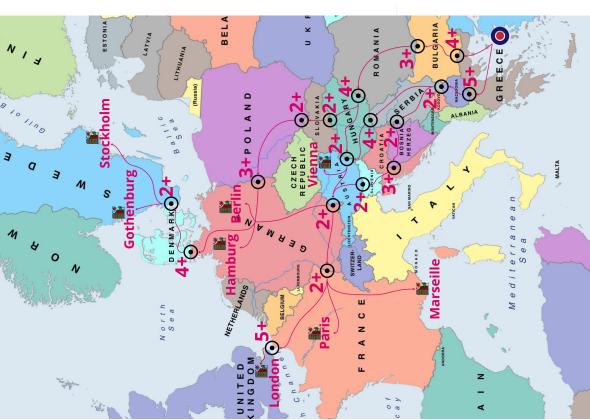












# <u> Border Control - Guide</u>

You are the Border Police. Your task is to check everyone who want 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















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.













# Botten