

# DESTINATION EUROPE

## RULE BOOK



*NEGOTIATE MIGRATION POLICY  
AND SEE THE IMPACTS OF YOUR  
DECISIONS.*

## FLOW OF THE GAME

Destination Europe is an educational role-playing game, where **no single player wins**. Instead, you measure your success as a group based on how you shaped the lives of the migrants Ahmed, Sunil, and Yulia, and the attitude the public in your country (or an other EU country of your choice) towards migration.

You will play **three rounds**, each round you incorporate a group of decision-makers on a different level: First, a group of **EU ministers** from different EU countries meeting an EU Commissioner, in the second round the **government** of your country (or an other EU country of your choice), and in the last round the council of the capital **city** of that country.

In each round, you are faced with **two challenges** connected to migration that you need to decide upon. Playing out your roles, you **discuss** and finally **vote** on how to tackle the challenge. Your decisions will create and shape your own unique future for the European Union, your country and the three migrants.

## SETUP

Decide who will keep track of Events and give that player the stack of Event, Event Options, and Future cards, called **Events deck**.

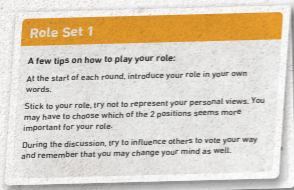
During the game, the player handling that deck moves all discarded or skipped Events, Options, and Futures to the bottom of it.



Fresh out of the box, the Events deck is pre-ordered. In later games, make sure it is ordered, and if needed, re-order it: flip all cards to their front sides, the side with a number in the top left corner. Then, put all cards in

a stack in numerical order, starting with number 1 on top, then 1A, then 1B, then 2, 2A, 2B, and so forth.

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

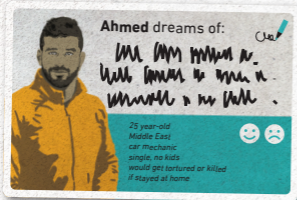


Give each player a **Role card**. If there are 5 players, leave out Role set 6. If there are 4 players, leave out Role sets 5 and 6.

**Initiate the Migrants and the EU Public:** Take one unused set of three Migrant cards and one EU card, leave all remaining Migrant and EU cards in the box. Read the basic information on each of the Migrant cards, then discuss for a minute what you think are the dreams and hopes of each migrant when coming to the EU. Write them down on the fronts of the cards.

Next, write down information about your country or an EU country of your choice on the EU Public card. Discuss for a minute how open or closed is the public there towards migration. Place the EU public chip in one of the three grey middle spots of the scale on the card. If you cannot decide, place it in the centre spot.

Your Migrants and EU Public layout should now look somewhat similar to this:

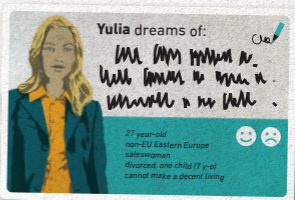


**Ahmed dreams of:** *Clear*

*لم أكن متزوجاً من قبل. كنت أعلم الآلة في بلدي. أريد أن أتزوج وأن يكون لي أطفال في بلدي.*

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

😊 😞

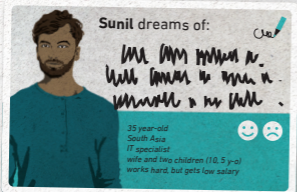


**Yulia dreams of:** *Clear*

*لم أكن متزوجاً من قبل. كنت أعلم الآلة في بلدي. أريد أن أتزوج وأن يكون لي أطفال في بلدي.*

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

😊 😞

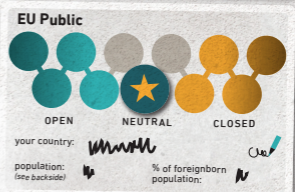


**Sunil dreams of:** *Clear*

*لم أكن متزوجاً من قبل. كنت أعلم الآلة في بلدي. أريد أن أتزوج وأن يكون لي أطفال في بلدي.*

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

😊 😞



**EU Public**

Scale: OPEN (left) - NEUTRAL (center) - CLOSED (right)

your country: *Germany* *Clear*

population: *4* (see backside)

% of foreignborn population: *10*



Keep the **Smiley chips** and the **Voting chips** ready.

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

## ROUND

At the start of each of the three rounds, first give **Voting chips** to the players until each player has a total of ten.

Next flip your **Role card** to the correct page:

In each round, you act as a different person or group. Check the information on your Role card and let everybody else know who you are this round.



In the first round, you play a meeting of **ministers** from different EU countries with the EU Commissioner.



In the second round, you are meeting with the **government** of your country or an EU country of your choice.



In the last round, you are gathered by the council of that country's capital **city**.

Once all players have flipped their role cards to the correct Round and have ten Voting chips, the player with the Events deck starts the round. Each round, two Events are discussed and then voted upon, as described below.

## EVENTS AND OPTIONS

The player handling the Events deck flips the next Event card. Read the Event text aloud. In the first round, you will start with Event 1, in the second round with Event 4, and in the third round with Event 7.

Place the Event card on the table. The next two cards in the Events deck should be the two Option cards for the current Event, they have the same number as the Event, and the letters A and B. Read the text on the fronts, the coloured sides, of both Option cards aloud and place them beneath the Event card. Take care **not** to look at the backsides of the Option cards yet.

For the first Event, the layout on your table, the first Event with its two Options, should look as shown on the opposite page.

You now have **seven minutes** to discuss the current Event and its Options. The player responsible for keeping the time sets the timer and gives a signal when the discussion time is over, and it is time to vote.

### Conflict in the neighbourhood

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

1A

What should be done?

1B

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

EU countries share responsibility; refugees get protection

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



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

Fewer people arrive to the EU irregularly via its eastern borders

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



## VOTE

Each player may vote multiple times. To vote for one of the two Options, place one or more of your Voting chips on one of the two Option cards.

You may place Voting chips on both Options. You may place further Voting chips in reaction to how other players vote. Once you have placed a Voting chip on an Option card, you may **not** take it back again.

You may use up to nine Voting chips on the first Event in a round, you must keep at least one Voting chip for the second Event. If you are undecided, you may abstain from the vote. You may not keep unused Voting chips between the rounds.

You should argue from the point of view of your assigned **Role** and try to convince other players to vote for the same Option as you do. You may change your mind during the discussion if you are convinced by the arguments of other players, however, remember that you may not take back Voting chips you already placed on an Option card.

Once everybody is done voting, the Option with most Voting chips wins.



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

## OUTCOMES

Remove all Voting chips from both Option cards and put them aside for the next round. Move the losing Option card to the bottom of the stack. Flip the winning Option card and read the result on its backside aloud.

The outcome of the Event has an impact on the life and happiness of each Migrant as well as the EU Public. If a green or red smiley is pictured next to a Migrant, place a Smiley chip with the corresponding side up on that Migrant card. Move the EU public chip one spot in the direction indicated. Leave the winning Option card on the table.





## Example Option card:

Place a Smiley chip with the green (happy) side up on Sunil's Migrant card.

Place no Smiley chip on Ahmed's card.

Place a Smiley chip with the red (unhappy) side up on Yulia.

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

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

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

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

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

→9

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

Read card number 9 next.

At the right bottom of the card, a little number tells you which Event or Future card happens next.

In case it was the **first** Event in this round, you will continue with the next Event and follow the same steps as in Event 1.

In case it was the **second** Event in this round, you will need to find the correct **Future** outcome card in the Events deck, flip it to its back, read it aloud, and leave it on the table. Then, proceed to the next round, read the instructions for your new role and restock to ten Voting chips.

## DISCUSSION

After you finish the second event in the third round, read out the Discuss card (#22). Consult the three Future cards you placed on the table and see what future you created overall. Check each Migrant: did they fulfil their dreams? Are they happier than before? What about the EU public? You can now step out of your role and discuss the issues from your own perspective.

## COMPONENTS

- 6 folded Role set cards
- 52 cards: 10 Event cards, 18 Event Option cards, 12 Future cards, 3 sets of 3 Migrant cards and 1 EU Public card each.
- 60 Voting chips, 16 Smiley chips, 1 EU public chip, plus 1 replacement chip of each.
- 1 double-sided map
- this Rules Book

## CREDITS

**Game Design** Alice Szczepanikova with contribution Gamesandlearning.nl

**Graphic Design & Artwork** Heiko Günther

**Publisher** European Union / European Migration

# Your layout at game end might look like this:

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

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

**SUNIL**  
"I work hard but my salary is low. I got a job offer in Europe. I need to convince my family if a good idea to go there."

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

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

→2

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

**AHMED**  
"I pay the rest of my money to a smuggler to get me where I need to count down. But I'm stopped and sent back to where I first crossed the EU border."

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

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

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

→4

**Borders up, keep irregular migrants away**

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

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

→8

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

**AHMED**  
"There's more competition for jobs but people understand that migrants are needed in this country."

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

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

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

→9

You decided to support migrant workers' integration.

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

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

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

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

→12

**Open doors for some & brain drain**

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

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

→15

You launched a new integration programme.

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

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

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

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

→16

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

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

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

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

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

→19

**Tensions under control, divided communities**

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

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

→22

**Discuss**

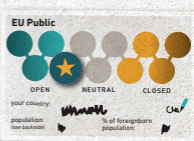
You've reached the end of the story. Look again at your three future outcomes and discuss.

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

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

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

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



**Ahmed dreams of:**

ALL MY DREAMS ARE  
LEFT BEHIND TO MAKE A  
WOMAN & MY FUTURE

17 year-old  
with 1 Euro  
Migrant  
Welfare  
if I can

😊 😊 😊 😊 😊 😊 😊 😊 😊 😊

**Sunil dreams of:**

ALL MY DREAMS ARE  
LEFT BEHIND TO MAKE A  
WOMAN & MY FUTURE

17 year-old  
with 1 Euro  
Migrant  
Welfare  
if I can

😊 😊 😊 😊 😊 😊 😊 😊 😊 😊

we should check papers if we work hard, but gets our history

**Yulia dreams of:**

ALL MY DREAMS ARE  
LEFT BEHIND TO MAKE A  
WOMAN & MY FUTURE

27 year-old  
with 1 Euro  
Migrant  
Welfare  
if I can

😊 😊 😊 😊 😊 😊 😊 😊 😊 😊

we should check papers if we work hard, but gets our history

## **SHORT RULES**

Give each player a role card, initiate the three Migrants and the EU Public. Make sure the Events deck is ordered and give it to one player.

Play three rounds. After the last round, discuss and compare outcomes with other groups.

### **EACH ROUND**

- Check your role and positions for the round and restock to ten Voting chips.
- Discuss and vote on two Event cards
- Read and discuss a Future card.

### **EACH EVENT**

- Read out the Event with its A and B Options.
- Discuss for seven minutes, then vote.
- Read the outcome on the winning Option card, discard the other Option card.
- Place Smileys on Migrants and move the EU marker.

### **VOTING REMINDERS**

- You may vote for both options.
- You may abstain from voting.
- You may not take back Voting chips you placed.
- You may use up to nine Voting chips on the first Vote in a round, you must keep at least 1 for the second.