



Borderlines

A PERILOUS ESCAPE

Rule Book

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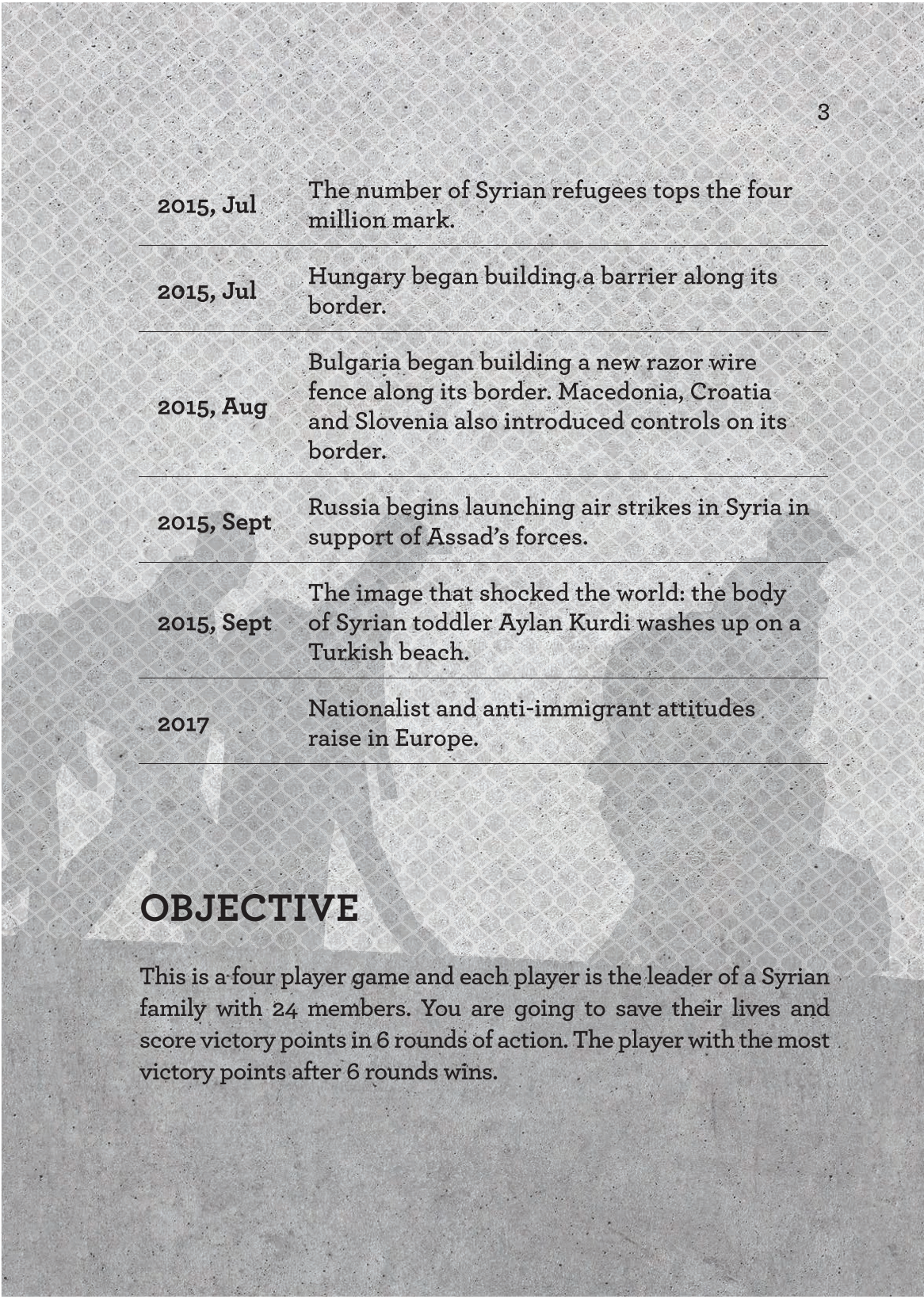


INTRODUCTION

The Syrian refugee crisis is one of the largest humanitarian crises in past 50 years. Since the Syrian civil war began in 2011, the Syrian army has fought against opposition groups. Homes have been devastated by bullets, bombs and chemical weapon. 5.6 million people have been forced to flee Syria as refugees. Another 6.6 million Syrians are displaced within the country. Most Syrian refugees are residing in neighboring countries like Turkey, Jordan and Lebanon, scattered in urban areas, while less than 10% are accommodated in refugee camps. Some have fled to Europe to seek protection. With limited humanitarian aid, refugees continue to face poverty, human trafficking and poor sanitation after almost a decade.

Time line

2011, Mar	Beginning of unrest in Syria.
2011, May	Syrian families begin to flee their homes. In Turkey, the first refugee camps open.
2013, Mar	One million Syrian refugees registered with UNHCR.
2013, Aug	Chemical weapons were used in an attack on Damascus that killed about 300 people.
2014, Jun	Islamic State militants declare “caliphate” in Syria.



2015, Jul	The number of Syrian refugees tops the four million mark.
2015, Jul	Hungary began building a barrier along its border.
2015, Aug	Bulgaria began building a new razor wire fence along its border. Macedonia, Croatia and Slovenia also introduced controls on its border.
2015, Sept	Russia begins launching air strikes in Syria in support of Assad's forces.
2015, Sept	The image that shocked the world: the body of Syrian toddler Aylan Kurdi washes up on a Turkish beach.
2017	Nationalist and anti-immigrant attitudes raise in Europe.

OBJECTIVE

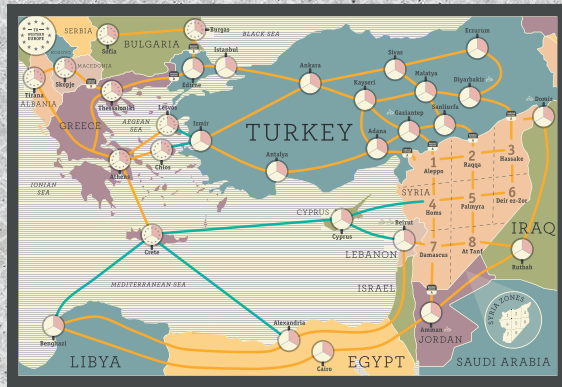
This is a four player game and each player is the leader of a Syrian family with 24 members. You are going to save their lives and score victory points in 6 rounds of action. The player with the most victory points after 6 rounds wins.

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COMPONENTS


































Main board

x1



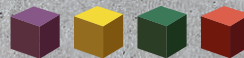
Event & Black market board

x1.

EVENT SUMMARY						FINAL VICTORY POINTS	
REPORT	1	2	3	4	5	6	
 EACH PERSON ALIVE							= 1pt
 EACH PERSON IN WESTERN EUROPE							= 1pt = \$25
 EACH WINDIE KEPT							= 1pt
 EACH PERSON DEAD							= 1pt
SETTING PHASE							
WALLS							
 Refugee Camp	 Aid	 Border Control	 Aid	 Casualties			

Refugee cube tokens

x 96 (24 of each colour)



Dice

x1



Roulette

x1



Starter player card

x1

STARTER
PLAYER

Black market opportunity cards

x12 (4 with start label)

BLACK
MARKET

3
↓
2



War cards

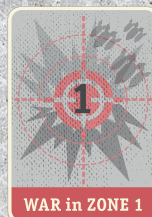
x6

WAR

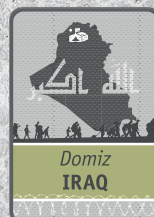


6

**War zone
cards**
x8



**Refugee camp
cards**
x6



**Refugee camp
tokens**
x6



Border tokens
x8 (x5 A & x3 B)



Aid cards
x10



House cards

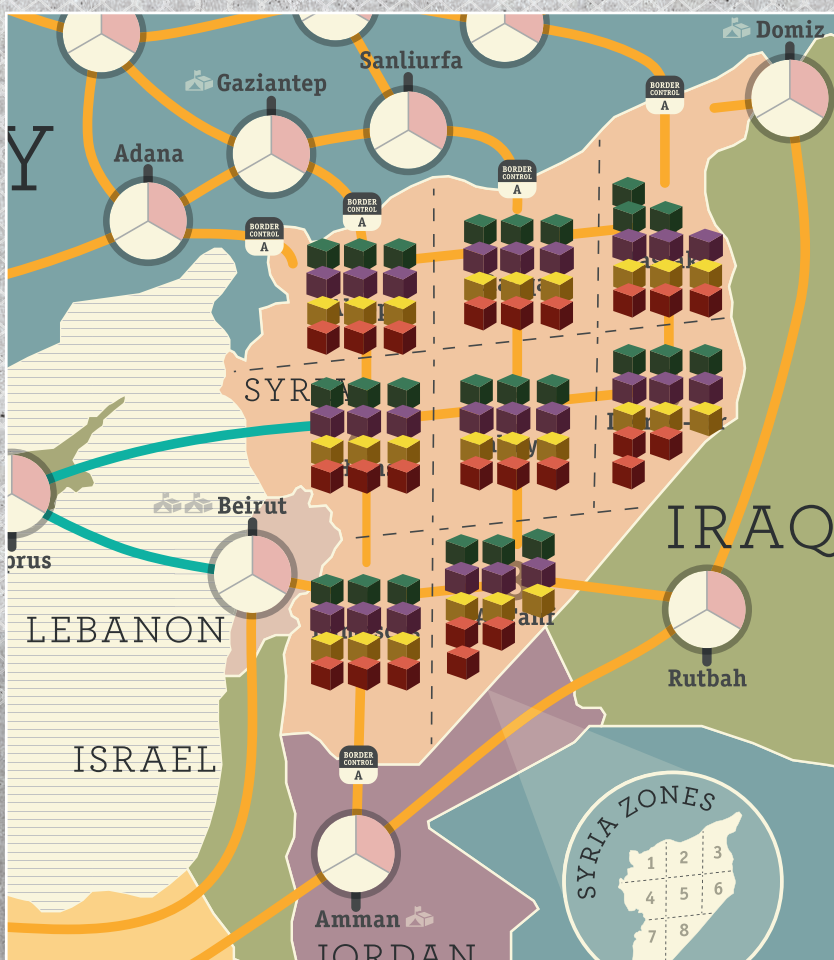
x20



Bank notesx120 (40 each of
\$1, 5 & 10)

SET UP

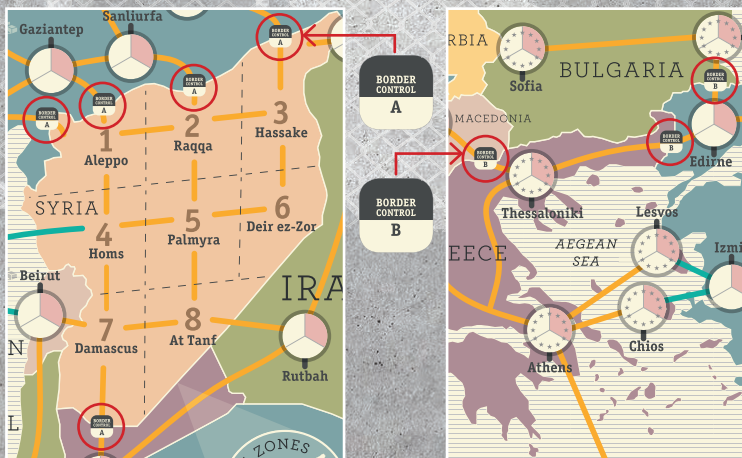
1. Each player needs to choose 1 colour of refugee token. Then place your 24 refugee tokens evenly on the 8 zones in Syria. Each zone should have 12 refugee tokens, 3 of each colour.



- Place 4 black market opportunity cards with “START” on the black market board randomly.





















- Each player has 5 houses and \$40.
- Give the starter card to the starting player.
- Set all 8 border tokens face down on the main board.





GAME PLAY

There are 6 rounds in the game. In each round, events will take place, you will have to respond and take action. (Round 3 and 6 have an extra war phase after players take action)

EVENT SUMMARY						
ROUND	1	2	3	4	5	6
EVENT PHASE			 	  	 	   
ACTION PHASE						
WAR PHASE						

 War
  Border Control
  Casualties

 Refugee Camp
  Aid

Each round has an Event Phase followed by Action Phase and War Phase (only in round 3 and 6).

EVENT PHASE: Follow the event summary table and play the related event in each round.

WAR

Play a new war card (follow the round no.), put them next to the main board and they will stay until the end of the game.

Put a random war zone number card on each new war card.

For ISIS and Russia air strike, the war zone card needs to be placed facing down so that no one will know the zone number until war phase in round 6.

For example Syrian government war card with face up war zone card. ISIS war card with face down war zone card:



BORDER CONTROL

Borders will be closed in rounds 4 and 6. In round 4, turn the border A tokens over. In round 6, turn the border B tokens over.

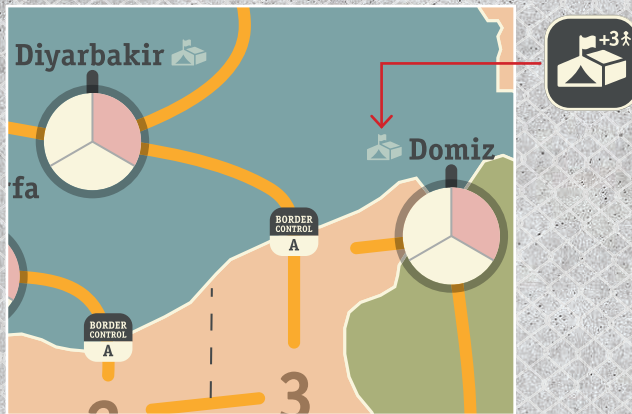
If the border is open  remove the token.

If the border is closed  keep it on the main board until the end of the game, no one can pass through that road anymore.

REFUGEE CAMP

Pick one refugee camp card and place one refugee camp token on the city shown on the card.

Each refugee camp can accommodate three refugees.



AID +

Each player will receive 2 aid cards randomly of which they can only keep one. Aid cards can be used in the action phase.

Different kinds of aid:

- One extra step for the black market opportunity card
- Two extra refugees for the black market opportunity card
- One person in refugee camp goes to Europe directly (without \$20 bonus)
- \$40
- Refugee camp event. One more refugee camp will be placed at the beginning of that player's turn.

ACTION PHASE:

Start with the starting player, and then go clockwise.

In each round, each player takes their turn to take one action.

One action means buying a card from the black market and taking the action on the card.

You can sell a house when buying a black market card. Houses cannot be sold in other time.

One house is worth \$25 and you can sell more than one house at a time.

You cannot sell your house after you buy a black market card (when you are moving your refugee tokens)

Black market opportunity cards:

There are 3 elements on the cards (number of people, number of steps and boat trip)

If the card shows 3 people and 2 steps, that means you can move 3 of your refugee tokens. Each move two steps.

Moving between zones in Syria still counts as steps.

You must use all of your steps.

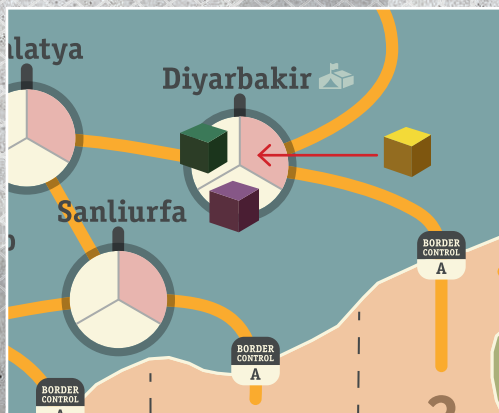
You can move refugee tokens in different zones in one action

You cannot move the same refugee token twice in one action.
(except boat trip)

Each city can only allow three refugee tokens to stay. (Except in Syria)

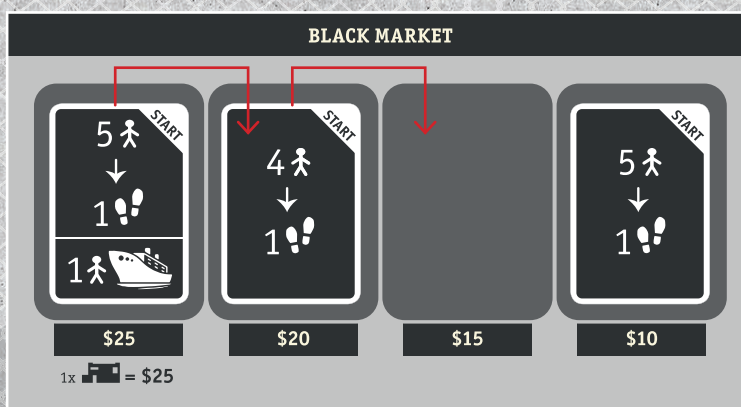
Refugee tokens can pass through a city which already has three refugee tokens

When a third refugee token arrives in the city to stay, it faces human trafficking and needs to be placed in the red area of the city. The roulette should be spun immediately to determine their fate. Depending on the result, the player must pay the fee immediately or lose that refugee token.



After you finish your action, shift all the black market opportunity cards to the right side and place a new black market card on \$25.

For example, if card at \$15 was bought, then move card from \$20 to \$15, from \$25 to \$20, and place new card on \$25



If all the black market opportunity cards are used, shuffle all of them and reuse them.

Boat trip (blue line):

You can only take a boat trip when the black market opportunity card which you buy has a boat symbol.

You need to make all on-land movements first before the boat trips.

Player can move a refugee token which has already moved on land in the same action.

Each boat trip can only take one refugee token for one step.

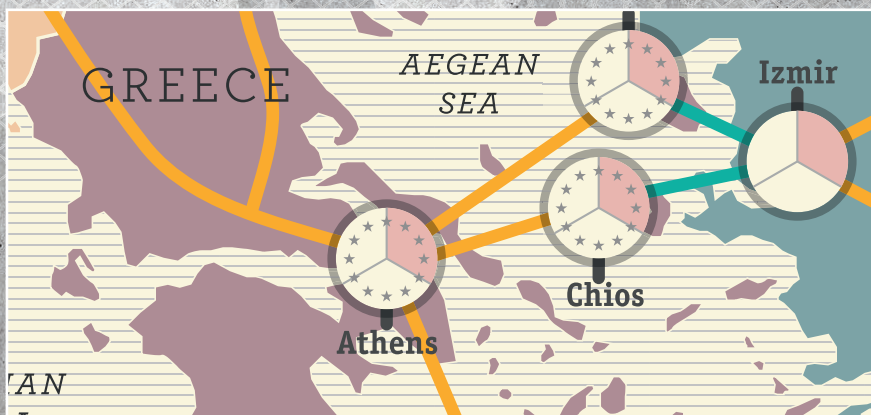
You cannot land on a city which already has three refugee tokens.

When you take a boat trip, spin the roulette immediately. There are three possible outcomes.

1. Safe: the refugee token can go to the next city.
 2. Return: the refugee token cannot move and stays in the same city.
 3. Death: you lose your refugee token.
- Boat trips are not compulsory.

Bonus

For each refugee token that reaches Europe (cities with stars), the player gets \$20 immediately.



End of action

The starter player will change every round. The new starter is the one who on the left side of the previous starter.

WAR PHASE:



It only happens at the end of round 3 and round 6

Reveal the affected zone number on ISIS and Russia air strike in round 6

Every player needs to roll the dice if they have refugee tokens in the affected zones in this stage. The number of times the dice is rolled depends on the number of refugee tokens in the affected zone. If you have 3 tokens in the affected zone, you need to roll the dice three times. You should then check the sum of the dice on the war card table to see how many refugee tokens are killed.

After the attacks in round 3, shuffle all 8 zone number cards and place 3 new cards on the first 3 war cards randomly.

ENDING THE GAME AND SCORING

The game finishes after 6 rounds

+1 victory point for each person alive

+1 victory point & \$20 bonus for each person in Western Europe

+1 victory point for each house kept

-1 victory point for each person dead

The player with the most victory points wins

If two or more players have the same victory points, the one with the most money wins.

DEBRIEFING QUESTION

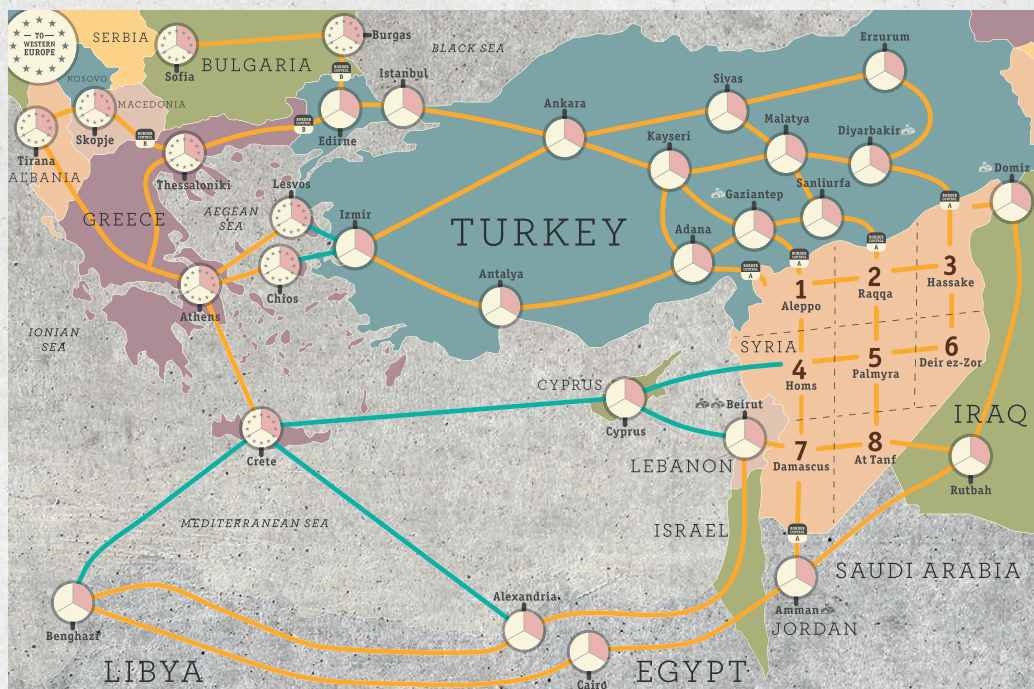
- How did you feel while playing the game?
- Which part of the game did you find hardest and why?
- How did you make decisions during the game and why?
- What stops us from welcoming refugees?
- How can we welcome new people in our community?
- How should we respond to the refugee crisis?

SUPPORT SYRIAN REFUGEES

OM - Syrian Refugee Relief

<https://www.om.org/en/content/syrian-refugee-relief>





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4
PLAYERS

AGE
14+

1hr

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