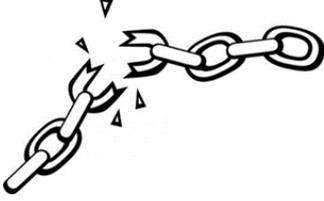
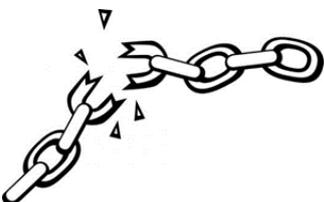


<p><b>FAST ROUTE</b></p> <p><i>Move a square forward.</i></p>	<p><b>SECOND OPPORTUNITIES</b></p> <p><i>Move a square forward or take a tool card.</i></p>	<p><b>NEWS</b></p> <p>Someone tells you that they are explaining the best way on the radio.</p> <p><i>If you have a radio, you can listen to it and move 2 squares forward.</i></p>
<p><b>FASTER ROUTE</b></p> <p>You find a person that instructs you to get there faster, but you have to understand it.</p> <p><i>Only if you have a dictionary, you can move 2 squares.</i></p>	<p><b>FIGHT</b></p> <p>A family struggles with you, but thanks to communication everything can be fixed.</p> <p><i>Roll the dice again.</i></p>	<p><b>MONEY</b></p> <p>You find a bag with money. Thanks to this, you can get better transport.</p> <p><i>Move 2 squares forward.</i></p>
<p><b>RABBIT</b></p> <p>You hunted a rabbit!</p> <p><i>If you have a lighter, you can light a fire and cook it. This will give you strength to move 2 squares forward. If you have to eat it raw, move only 1 square forward</i></p>	<p><b>EXPRESS UNION</b></p> <p><i>If a family is separated, you can join it in one turn.</i></p>	<p><b>2 OPTIONS</b></p> <p><i>Go back 2 squares, but get a tool card, or advance a square, but return a tool card.</i></p>

<p style="text-align: center;"><b>WORK</b></p> <p>During the journey a person offers you work for a period of time. With the money you can pay for a truck that will take you.</p> <p style="text-align: center;"><i>Move 3 squares forward.</i></p>	<p style="text-align: center;"><b>WHERE ARE MY THINGS?</b></p> <p>You've just lost money, food and clothes. You can't continue without these basic needs.</p> <p style="text-align: center;"><i>If you do not have the THREE things, you will have to return to the start square.</i></p>	<p style="text-align: center;"><b>DEHYDRATION</b></p> <p>If you spend a lot of time without drinking water, you have two options:</p> <p style="text-align: center;"><i>If you have a canteen/water flask, you can continue playing. If you do not have it, go back 2 squares.</i></p>
<p style="text-align: center;"><b>ILLNESS</b></p> <p>A member of your family gets ill.</p> <p style="text-align: center;"><i>If you have a medicine card, you can heal her/him. If you cannot, you miss 2 turns.</i></p>	<p style="text-align: center;"><b>STOMACH CRAMP</b></p> <p>After eating, you get to work, run and swim. That's why you get it.</p> <p style="text-align: center;"><i>You have to go back 3 squares.</i></p>	<p style="text-align: center;"><b>ASSALT</b></p> <p>You have just been assaulted by a group of thieves.</p> <p style="text-align: center;"><i>Because of that, you lose 2 tool cards.</i></p>
<p style="text-align: center;"><b>KIDNAPPING</b></p> <p>A group of kidnappers have just kidnapped a family member.</p> <p style="text-align: center;"><i>You have to pay the rescue with money or go back 2 squares.</i></p>	<p style="text-align: center;"><b>EXPULSION</b></p> <p>Don't let them pass.</p> <p style="text-align: center;"><i>Lose a turn.</i></p>	<p style="text-align: center;"><b>HUNGER</b></p> <p>You haven't eaten for long.</p> <p style="text-align: center;"><i>If you have a meal card, you can continue playing. If you don't have it, go back 2 squares.</i></p>

<p><b>SUN EXPOSURE</b></p> <p>You spend a lot of time in the sun.</p> <p><i>If you don't have sun screen lotion, you have to go back 3 squares and rest 1 turn.</i></p>	<p><b>BITE</b></p> <p>You've just been stung by a strange insect, you have an allergic reaction.</p> <p><i>If you have a medicine card, you can continue. If you don't have it, go back 1 square.</i></p>	<p><b>Separation of the family</b></p> 
<p><b>Separation of the family</b></p> 	<p><b>QUICK TRANSPORT</b></p> <p>You just found a truck that will allow you to move forward faster.</p> <p><i>Move a square forward, but if you have a map, advance two.</i></p>	<p><b>FAVOURABLE WEATHER</b></p> <p>Thanks to the weather you have no difficulty walking.</p> <p><i>Move a square and re-launch the dice.</i></p>
<p><b>PIT</b></p> <p>You find a pit with drinking water.</p> <p><i>With the strength of the water, move two squares forward.</i></p>	<p><b>CONVOY</b></p> <p>You find a convoy of trucks that will help you to move forward.</p> <p><i>Advance 3 squares.</i></p>	<p><b>ABANDONED HOUSE</b></p> <p>You find a house a little destroyed. To explore it, you need a flashlight/torch.</p> <p><i>Only if you have a flashlight, move a box forward.</i></p>

<p style="text-align: center;"><b>CAR</b></p> <p>You find a car but it doesn't work.</p> <p><i>If you can repair it with the corresponding a card, move three squares.</i></p>	<p style="text-align: center;"><b>INTERNATIONAL HELP</b></p> <p>You find ACNUR and they offer you help.</p> <p><i>Grab two tools targets.</i></p>	<p style="text-align: center;"><b>VOTE OF CONFIDENCE</b></p> <p>When you get to a country in the first world, you get work and you can earn money for transport.</p> <p><i>Move two squares.</i></p>
<p style="text-align: center;"><b>AN OLD FRIEND</b></p> <p>You find and old friend who is in the same situation as you and will help you.</p> <p><i>Throw again the dice.</i></p>	<p style="text-align: center;"><b>HELICOPTER</b></p> <p>Seeing a helicopter you decide to make yourself seen.</p> <p><i>If you have a flare gun, you can move from a whole country to the next.</i></p>	<p style="text-align: center;"><b>EXHAUSTION</b></p> <p>Because of an over-exertion you need to sit down to rest</p> <p><i>Miss a turn.</i></p>
<p style="text-align: center;"><b>CUT OFF THE BORDER</b></p> <p>Due to a country decision, the border will be closed.</p> <p><i>Miss a turn.</i></p>	<p style="text-align: center;"><b>YOU DRANK CONTAMINATED WATER</b></p> <p>Because of this infection, you have to stop so that your body can be purified.</p> <p><i>You miss two turns if you don't have any pills to treat it.</i></p>	<p style="text-align: center;"><b>INFECTION</b></p> <p>When crossing a border, you have been wounded. The wound has become infected.</p> <p><i>If you don't have any medicine, you have to move back a square.</i></p>

<p style="text-align: center;"><b>CONFUSION</b></p> <p>Crossing the border, they confuse you with a terrorist.</p> <p style="text-align: center;"><i>Go back to the border above.</i></p>	<p style="text-align: center;"><b>ARMED CONFLICT</b></p> <p>Without realizing it, you came into a dangerous area, you have to scape.</p> <p style="text-align: center;"><i>Move back a square.</i></p>	<p style="text-align: center;"><b>ROBBERY</b></p> <p>Due to your current condition, you've been mugged.</p> <p style="text-align: center;"><i>You lose two tool cards or you can scare the muggers off with an axe.</i></p>
<p style="text-align: center;"><b>NIGHT OF FARE</b></p> <p>There is a lot of darkness in your area.</p> <p style="text-align: center;"><i>Use a flashlight or move back a square.</i></p>	<p style="text-align: center;"><b>MINED AREA</b></p> <p>Accidentally you enter an area that is mined.</p> <p style="text-align: center;"><i>Move back three squares.</i></p>	<p style="text-align: center;"><b>BROKEN</b></p> <p>You broke a piece of the truck that you were using in a bad weather</p> <p style="text-align: center;"><i>If you don't have the tools to repair it, move two squares</i></p>
<p style="text-align: center;"><b>MOTIVATION</b></p> <p>A person motivates them about the place where they go, about the quality of life.</p> <p style="text-align: center;"><i>Take a tool card</i></p>	<p style="text-align: center;"><b>SEA CURRENTS</b></p> <p>Currents make the boat move faster.</p> <p style="text-align: center;"><i>Move 1 square.</i></p>	<p style="text-align: center;"><b>GOOD WEATHER CONDITIONS</b></p> <p>In the ship they only worry about reaching the promised land well, so everyone is happy.</p> <p style="text-align: center;"><i>Move 1 square forward. If you have cards to play, move 2 squares</i></p>

<p><b>STRONG WINDS</b></p> <p>They help you reach your destination sooner.</p> <p><i>Move 1 square forward</i></p>	<p><b>ISLAND</b></p> <p>We are looking for an island where there is food and you will be able to rest a bit to catch up.</p> <p><i>Only if you have binoculars. you can find it and move 2 squares</i></p>	<p><b>NGO</b></p> <p>Some volunteers from an NGO see them from afar and provide them with water, food, hygiene and clothing to warm up.</p> <p><i>Move 3 squares forward.</i></p>
<p><b>GLIDING</b></p> <p>A plane overtakes them at sea and this makes sea aid arrive faster.</p> <p><i>Advance 2 squares</i></p>	<p><b>LAUNCH OF FLARES</b></p> <p>If you have a flare gun, it is time to use it.</p> <p><i>Advance 1 square only if you have it.</i></p>	<p><b>MARITIME AID</b></p> <p>A larger ship is at sea and takes you faster and more conveniently to shore.</p> <p><i>Go to the coast</i></p>
<p><b>HELP</b></p> <p>The more cooperation and help among all, the better.</p> <p><i>Roll the dice again.</i></p>	<p><b>CONTAGIOUS DISEASE</b></p> <p>A passenger carries a disease that could be contagious to the other crew members.</p> <p><i>This causes you to miss a turn.</i></p>	<p><b>THE ENGINE BREAKS DOWN</b></p> <p>In the middle of the Mediterranean Sea, the engine of the boat suffers a problem and stops working.</p> <p><i>If you do not have tools to repair it, you have to go back to the point where you were</i></p>

<p style="text-align: center;"><b>SUNSTROKE</b></p> <p>Due to strong heat, people, especially the elderly and children, suffer from extreme sun exposure.</p> <p><i>It could be avoided if you have sun cream. Go back 1 square.</i></p>	<p style="text-align: center;"><b>LOST OF COURSE</b></p> <p>The captain loses his course and goes to another part of the sea.</p> <p><i>With the compass, you can find the course again, but if you do not, you miss a turn.</i></p>	<p style="text-align: center;"><b>CLIMATE</b></p> <p>A great storm or strong winds make them fall off into the sea.</p> <p><i>If you do not have lifejackets, go back 3 square.</i></p>
<p style="text-align: center;"><b>STORM</b></p> <p>The family falls into the sea due to poor weather conditions.</p> <p><i>You will swim to the nearest shore, but you will miss a turn</i></p>	<p style="text-align: center;"><b>THE STATE OF THE BOAT</b></p> <p>The boat collides with a couple of sharp objects and this causes a crack in the structure.</p> <p><i>If you cannot repair it with the corresponding tool, go back to the coast</i></p>	<p style="text-align: center;"><b>COLD NIGHTS</b></p> <p>Cold is a big problem at night, causing people to suffer from hypothermia.</p> <p><i>If you have clothes, continue. If you do not, go back 1 square</i></p>
<p style="text-align: center;"><b>CLASHES</b></p> <p>The discomfort among a few passengers causes confrontations.</p> <p><i>Miss a turn</i></p>	<p style="text-align: center;"><b>FOOD</b></p> <p>Food is finished</p> <p><i>If you do not have some, you must go back 2 squares.</i></p>	

## Sunscreen



## Map



## Compass



## Canteen



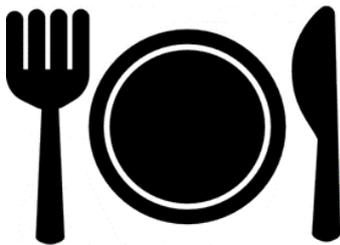
## Money



## Binoculars



## Food



## Lighter



## Flashlight



## Flare Gun



## Medicines



## Money



## Dictionary



## Tools to repair the hull of a ship



## Tools to repair the engine of a boat



## Tools to repair the engine of a truck



## Tools to repair the engine of a car



## Food



## Sunscreen



## Clothes against the cold



## Flare



## Medicines



## Lantern



## Medicines



## Clothes against the cold



## Radio



## Cards to play



<p style="text-align: center;"><b>Small hatchet</b></p> 	<p style="text-align: center;"><b>Medicines</b></p> 	<p style="text-align: center;"><b>Lifejacket</b></p> 
<p style="text-align: center;"><b>Libya</b></p> <p><b>Grandfather</b> (68) Hassan Alahmar</p> <p><b>Mother</b> (39) Duha Alahmar</p> <p><b>Daughter</b> (6) Jasmin Alahmar</p>	<p style="text-align: center;"><b>Afghanistan</b></p> <p><b>Pregnant mother</b>(41) Abena Imann</p> <p><b>Twin daughter 1</b> (14) Bianka Imann</p> <p><b>Twin daughter 2</b> (14) Ariana Imann</p>	<p style="text-align: center;"><b>South Sudan</b></p> <p><b>Grandmother</b> (65) Samah Saed</p> <p><b>Grandfather</b> (71) Ayman Saed</p> <p><b>Granddaughter</b> (18) Lia Saed</p>
<p style="text-align: center;"><b>Syria</b></p> <p><b>Father</b> (50) Ahmad Mufdi</p> <p><b>Mother</b> (45) Malak Mufdi</p> <p><b>Son</b> (9) Khaled Mufdi</p>	<p style="text-align: center;"><b>Ukraine</b></p> <p><b>Brother 1</b> (23) Andriy Korzhak</p> <p><b>Brother 2</b> (16) Ihor Korzhak</p> <p><b>Sister</b> (9) Oksana Korzhak</p>	<p style="text-align: center;"><b>Irak</b></p> <p><b>Father</b> (49) Ahmad Jamal</p> <p><b>Mother</b> (47) Nadia Jamal</p> <p><b>Son</b> (13) Mohamed Jamal</p>

**Spain**



**United Kingdom**



**France**



**Germany**



**Sweden**

