

Development of the game

It's a cooperative game, everyone wins or everyone loses					
Between 2 and 4 players can play the game.					
The game cards that must be shuffled at the beginning are:					
6 cards for refugee families					
5 cards for receiving countries					
30 tool cards					
22 general action cards					
20 action cards on land					
20 action cards at sea					
A family is assigned randomly to each player.					
Each family will have to choose, also randomly, a country.					
A tool card is given to each family.					
The four groups of cards are placed face down according to the number of players:					
	Players	Tool	General	Land	Sea
	2	16	16	16	16
	3	18	18	18	18
	4	20	20	20	20
In each turn a dice is rolled					
If 1 rolls out, the family go back 1 square and return a tool card.					
If 2 rolls out, you must take a general card.					
If 3 rolls out, the family move a square forward and take a land or sea card (depending on where it is)					
If 4 rolls out, the family move a square forward and take the card that they want.					
If 5 rolls out, the family move two squares.					
If 6 rolls out, the family move two squares and take a tools card.					
If you pick a general, land or sea card, the suggested action and its consequences must be carried out.					
They go on...					
Tool cards are for each family, but they can be exchanged.					
If a family is separated, the player, at each turn, must make as many runs as the number of people in the family and move in different directions initially.					
When they manage to unite the whole family in the same square, they can continue together.					
When a family arrive at their destination, they help other families as well.					
If all the cards in a group are finished before everyone has arrived at their destination, the game is over and all families are repatriated to their country of origin					
If everyone arrives in the country of destination, the game is won					