**Refugeology**

*How to Play Refugeology*

* NGO SUPPORT STARTS WITH $10000 (10x1000 notes).
* THE MAFIA BANK STARTS WITH NO CAPITAL.
* EACH PLAYER STARTS WITH $10000 FROM SAVINGS (20x500 / 8x500 / 3x1000).
* IF A PLAYER RUNS OUT OF MONEY, HE/SHE IS OUT OF THE GAME.

0. War box.
1. Food for the journey. Pay $100.
4. Army Control. You go back to war box (0).
5. Border 1. Go back to war box (0).
7. Life vest. You have an extra life if you land at sea (Box 10).
8. GPS location before boarding. Stay one turn.
10. Dead at sea. You are dead and out of the game (Optional: Stay 4 turns and become a new refugee with your remaining money).
11. You get seasickness. Stay one turn.
15. Border control 2. Go back to previous border.
18. Red Cross shelter. Jump to river crossing box (22).
22. River crossing. Roll dice and go backwards by the number on the dice.
23. NGO Lift. Jump to family reunion box (29).
25. Border Control 3. Go back to previous border.
27. Storm. Stay one turn.
28. UNHCR Aid. Roll dice.
33. Asylum seeker application rejected. Back to train box (17). Roll dice.
34. Border police. Stay one turn.
35. Border control 4. Go back to previous border.
36. Asylum seeker application approved. You win.
38. Deported. You are sent back to war box (0).

---

**Player Expenses**

**Mafia Bank**

**NGO Bank**