

# REFUGEOLOGY



**Play as a refugee as you try to  
navigate your way to safety**

# About Refugeoly

## **What kind of game is Refugeoly?**

Refugeoly is a Serious Game which its main purpose is not just playing for fun but playing to create awareness of this humanitarian crisis. This game is designed to understand the dramatic journey of a refugee trying to get into a country of asylum. Playing Refugeoly will turn you into a refugee and become conscience of the real circumstances that a refugee has to go through in the journey to safety. Refugeoly has been built into a game with the testimonies of refugees and NGO volunteers in refugee camps in Greece, Turkey, Spain and France.

An important fact about Refugeoly is the use of money to play this game by the players that become refugees when playing. To reach a country of asylum the refugees require huge amounts of money, and through playing Refugeoly, the game shows how this money disappears from the hands of the refugees to end in the hands of the Mafia.

The main inspiration to create Refugeoly is the famous game Monopoly (Refugee + Monopoly = Refugeoly), because of its simplicity and the use of money to buy and speculate with property. In the case of Refugeoly this money serves to pay the Mafia that will cross you the mediterranean sea, to pay for asylum papers or simply to buy a tent.

# How to play Refugeoly

## Basic Rules

- If a player loses all his/her money is out of the game.
- To win Refugeoly the player must reach box 39 (Home). If the player dice number passes box 39 must count back from box 39.  
Eg: Player in box 37, dice number 4. Player comes back to box 37.
- Players Expenses. If a players gets into boxes 1, 3 and 13, the player shall place those amounts of money in the Player's Expenses Box.

## Playing with printed money:

- Each player starts with 10.000 dollars. The amount per player is 8x500\$ / 30x100\$ / 3x1000\$ (total 10.000\$) - Mafia Bank starts without money.
  - NGO Bank starts with 10.000\$ (10x1000\$).

## Playing Refugeoly with your phone or pen & paper

- Each player can use their phone calculators starting with 10.000 and can add / deduct depending on winning or losing money during the game.
- Mafia Bank starts without money. The money paid by each player during the game to the Mafia Bank can be written on a piece of paper and be summed up at the end of the game.
- NGO Bank starts with 10.000 dollars. This amount can be written on a piece of paper and be deducted every time a player receives money from the NGO Bank.
- Each player uses a pen and a paper and 10.000\$. The players deduct and add along the game. Mafia Bank starts without money. The money paid by each player during the game to the Mafia Bank can be written on a piece of paper and be summed up at the end of the game.
- NGO Bank starts with 10.000 dollars. This amount can be written on a piece of paper and be deducted every time a player receives money from the NGO Bank.

## **BOARD RULES** *(and the real stories behind each box of the game)*

**0. Country in conflict.** In the last few years the main number of refugees come from Iraq, Syria, Pakistan, Libya, Afghanistan and Kurdistan, but also from many countries in Africa.

**1. Food for the journey. Pay \$100.** This is key once leaving a country in conflict. The journey is always difficult to predict. Outsourcing food is fundamental once a refugee starts a journey.

**2. Car. You get a free lift. Roll dice.** NGO volunteers or simply samaritans often help refugees by taken them to countries borders for free in their personal cars.

**3. Communication gear. Mobile phone and sim card. Pay \$300 to the Mafia Bank.**

Phone contact is an essential kit for the journey. Refugees required to be able to contact family or the Mafia via phone during the journey to safety. Often the Mafia obligates refugees to buy their phones through them, to controls their numbers and communications.

**4. Army Control. You go back to war box (0).** Often refugees find sudden Army Controls during their journey. The military stop them and in most of the cases turn them back to their countries of origin.

**5. Border 1. Go back to war box (0).** There are country borders in every country that the refugees have to go through. Refugees are often stuck in these ones till they have their documents checked or pay money for visas to corrupt army forces in order to carry on the journey.

**6. Mafia. Pay 1000\$.** Specialised in Refugees, Mafias have spread dramatically in the last few years. These ones have an enormous power in countries like Turkey and Libya. It is almost impossible to reach Europe without paying the Mafia.

**7. Live Vest. You have an extra life if you land in the sea (Box 10).** Once the refugees have reached the coast they must buy a life vest before they get on a boat. The Mafia sales these items, sometimes they don't float.

**8. GPS Location. Stay for a turn.** Before boarding the boats, the Mafia concentrates the refugees in specific places. The Mafia move them in groups towards the departure points.

**9. Boat. Pay 3000\$ to the Mafia Bank. Roll dice.** The average price for crossing the Mediterranean is around 3000\$. Sometimes refugee families get a discount.

**10. Dead at Sea. You are dead and out of the game.** Over 3000 people died and around 4000 have disappeared in the Mediterranean only in 2017.

**11. You get sick. Stay one turn.** The travelling conditions on the Mafia boats are terrible, lack of drinking water, enough fuel just to reach the coast, the extremely dangerous hygiene conditions and of course the uncertainty, It is very probable to arrived to the coast sick.

**12. You reach an EU coast. Roll dice.** The lucky refugees that have made the sea journey and have reached an EU coast, start here another journey. Often some refugees are also tricked by the Mafia and land them in a beach not far from where they left. They are back in Libya or turkey.

**13. Tent and sleeping bag. Pay 200\$ to the Mafia Bank.** the Mafia does not allow refugees to carry much personal items with them. Once they arrived to an EU coast they have to buy essential stuff, a tent and a sleeping bag can be sold for 300\$

**14. Border Police. Stay one turn.** The border police in many countries in Europe discretionally stop refugees from crossing. Sometimes keeping them for days next to the border controls.

**15. Border Control 2. Back to Border Control 1.** In some Border Controls in Europe, refugees are stopped and put in buses and taken to the previous country border.

**16. Refugee Camp. Pay 500\$ to the Mafia bank to leave and roll dice.** The Mafia controls refugees all way through. Sometimes refugees have to pay the Mafia just to let them leave the camps.

**17. Train. Roll dice.** Short distance trains are used by refugees within countries, normally there is less police control on these trains.

**18. Red Cross Shelter. Jump to river crossing box (22).** The Red Cross have a number of shelters in different parts of the European routes used by refugees. In those ones they provide of toilets, food and sometimes sleeping areas.

**19. Guard Dogs. Stay one turn.** It has been reported that in some Eastern European countries police and civilians use guard dogs to track refugees.

**20. NGO Support. You receive 1000\$ from NGO Bank.** Some NGOs help refugees by giving them sums of money to enable them to carry on the journey.

**21. Theft. You lose 1500\$. Place this money in the Players Expenses box.** Robbery is very common in refugee camps. Some refugees lose all their savings due to thieves.

- 22. River Crossing. Roll dice and go backwards by the number on the dice.** There are many rivers to cross in order to avoid police control. Specially in winter these rivers are almost impossible to cross. Refugees sometimes spend days or weeks till the river level comes down and then can be crossed.
- 23. NGO Lift. Jump to family reunion box (29).** NGO volunteers often give free lifts to refugees in private cars. Hidden them in the boot or covered with blankets.
- 24. Border Police. Stay one turn.** The border police in many countries in Europe discretionally stop refugees from crossing. Sometimes keeping them for days next to the border controls.
- 25. Border Control 3. Back to border 2 (box 15).** In some Border Controls in Europe, refugees are stopped and put in buses and taken to the nearest country border.
- 26. Asylum Paperwork. Pay 1000\$ to Mafia Bank. Option A: Pay \$1500 to Mafia Bank and roll dice. Option B: Don't pay and stay 2 turns.** Some refugees are pressurised by the Mafia to let them deal with the Asylum Seeker Paperwork, obviously under a payment that sometimes can reach big sums of money. In many of the cases these documents never appear or get lost.
- 27. Storm. Stay one turn.** Weather conditions in central Europe can be very extreme in winter. Often refugees get stuck for days and weeks in the middle of nowhere.
- 28. UNHCR Aid. Roll dice.** The United Nations High Commissioner for Refugees provides support in different parts of the refugee journey.
- 29. Family Reunion. Jump to bus box (31).** Most of refugees families can't travel together, due to money or due to complexity of moving in groups. Some refugee families reunite in different parts of the journey. Sometimes parents send their children ahead alone as it is more probable for a child to get asylum.
- 30. Right Wing Militia. Back to Border police box (24).** Fascist Militias have spread dramatically along many country borders in Europe. These people act in Paramilitary way, uniformed and sometimes with real arms, beating, raping and torturing refugees.
- 31. Mafia Bus. Pay 800\$ to Mafia Bank. Roll dice.** Mafia use buses to move long number of refugees from border to border. Due to stronger control of border policy, buses have been replaced by trucks or vans for this purpose. A long number of refugees have been found dead inside of abandoned lorries in car parks, petrol stations or even next to border controls by Mafia drivers.

**32. Government Detention Camp. Stay one turn.** All European countries have Detention Camps for illegal immigrants. Immigration detention refers to the government practice of detaining asylum seekers and other migrants for administrative purposes, typically to establish their identities, or to facilitate their immigration claims resolution and / or their removals. It is an administrative process rather than a criminal procedure. Detention time defers from country to country, also does the conditions inside of these places in each country.

**33. Asylum Seeker Application rejected. Back to Train box (17) and Roll dice.** Decisions often depend on whether the case owner and the person's account to be believable. There are a number of ways that an applicant's credibility may be damaged, for example, if they have given inaccurate or inconsistent information. Case owners must also take the applicant's behaviour into account.

**34. Border Police. Stay one turn.** The border police in many countries in Europe discretionally stop refugees from crossing. Sometimes keeping them for days next to the border controls.

**35. Border Control 4. Back to Border 3 (box 25).** In some Border Controls in Europe, refugees are stopped and put in buses and taken to the nearest country border.

**36. Asylum Seeker Application Approved. You win.** In The United Kingdom if the claim is allowed on the grounds of the 1951 Geneva Convention, either by the UK Border Agency or at appeal, the applicant gets Refugee Status, which lasts for five years. The UK Border Agency can review this grant of status during this time if there is good reason, such as if the circumstances in the country of origin have changed. After five years, if it is still unsafe for the person to return to their own country, they will be able to apply for a legal status known as Indefinite Leave to Remain (ILR) in the UK.

**37. Mafia. Pay 1000\$ to Mafia Bank.** Specialised Refugee Mafias have spread dramatically in the last few years. These ones have an enormous power in countries like Turkey, Afghanistan or Libya. It is almost impossible to reach Europe without paying the Mafia.

**38. Deported. You are sent back to war box (0).** Deportation, legally speaking (UK) is the enforced removal of someone "for the public good", usually after serving a criminal sentence in the UK. Removals and deportations are usually carried out either on a commercial airline (one person being removed/deported, usually escorted by security guards, and the other passengers are the public travelling for holiday or business) or by private charter flight (usually lots of people being removed/deported to the same country at the same time).

**39. New Home. You are finally accepted. You win.** According to the European Parliament in 2015 and 2016 alone, more than 2.5 million people applied for asylum in the EU. Authorities in the member states issued 593,000 first instance asylum decisions in 2015 - over half of them positive. Most people who applied for protection at the height of the refugee crisis in 2015 had to wait until 2016 to receive their ruling. That year 1.1 million asylum decisions were made. 61% of those were positive with one third of applicants granted refugee status, the highest level of international protection.

*The information shown in the in the above text has been obtained from Government Organisations for the Refugee, NGO Volunteers and the testimonies of Refugees in transit via Skype calls.*

*REFUGEOLY is Vinny Montag project.*