

# TAKE REFUGE

## THE REFUGEE GAME

**Materials:** A die  
Gameboard  
Rules of the game  
2 to 4 players

Cut out playing pieces for the gameboard.

To make the gameboard and parts more durable, mount them with rubber cement on cardboard, then cover each with clear plastic adhesive paper. Before you cover them, add color with felt tip markers.

After you play the game, answer these questions:

- 1) How many good things happened to you as you played the game?
- 2) Did you find this game frustrating? Why or why not?
- 3) How would you feel if the things that happened in this game happened in to you in real life?

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### Rules of the Game

Each player chooses a token and throws the die. The highest number starts by putting his or her token on square 1. Other players follow accordingly. Whenever a player lands on a black square, he or she must follow the instructions for that square.

The first player to reach square 55 is the winner. But to reach that square, you must throw the exact number needed to land on 55. If you throw a number higher than what you need, move to 55 and continue count by moving backwards. When you reach 55, you have become accepted as a refugee.

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| 3. You forgot your passport! Return to 1.  | 32. A wild animal chases you back to 31.                                   |
| 6. Miss a turn while you look for food.  | 34. The police arrest you & send you back to our country. Return to 1.     |
| 9. You sprain your ankle on a rugged path. Wait here until all the others have passed you. | 38. You are placed in a transit camp. Miss 2 turns                         |
| 11. A fallen tree blocks your path. Miss a turn while you go around it.                    | 40. A heavy storm comes. Take shelter in 37.                               |
| 14. You are so hungry, you take corn from a field. The farmer chases you back to 12.       | 44. You're stuck in a barbed wire fence. Miss one turn.                    |
| 16. You discover a shortcut, go to 20.   | 48. Miss a turn waiting for a boat to take you across the river.           |
| 19. You're lost. Return to 17.   | 51. Bad winds slow you down. On your next turn, move forward only 1 space. |
| 22. A scary noise awakens you. Run to safety at 21.  | 53. You get a fever. Miss 2 turns.   |
| 26. Your brother has fallen behind. Find him at 23.  |  |

