

Introduction to the game

1. Why someone should play the game?

The board game promotes intercultural communication in a friendly, funny and creative way. It improves players' knowledge about the host country by exchange of: cultural specifics, traditions and customs, education and communication.

2. How to play the game?

By answering questions on a wide range of subjects ranging from traditions to cultural specifics the players expand their knowledge and understanding about the host countries.

3. Where and when to play the game?

The board game can be easily played in the classrooms at refugee centers and/or in refugee camps. It is portable "anytime, anyplace" and aims to encourage interactive learning and discussions on inter culturalism

Basic information about the game

1. Target-audience (players): refugees, migrants and immigrants coming from a different linguistic and cultural background; helpers and counsellors working with refugees.
2. Main objective: development of the intercultural awareness and understanding; intercultural learning.
3. Playing method: different questions to be answered in six question categories:
 - Everyday life,
 - Traditions,
 - Leisure,
 - Education and work,
 - Communication,
 - Code of conduct (does and don'ts)
4. The game philosophy: everyone is a winner.
5. Open end idea: use the idea and add your own questions.
6. Flexibility of the game: allows any adult group to play-adjustment of questions is required to suit any age group.
7. Playing time: open end game, as long as there is desire to learn and have fun at same time. Fits perfect in any timeframe e.g. from 10 minutes to 1 hour and more.
8. Translatable into any language- flexible and adaptable.

Rules of the game

1. Number of players: suits best for 2-6 players
2. Instruments of the game:

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- Board: with marked places for the question cards; routes to move along; colored spots to stop and draw a card
 - Dice
 - Question cards
 - Counters
3. The cards to each question category have to be placed on the board according to the corresponding colour/category.
 4. Each player chooses different counter and puts it on any coloured spot on the board.
 5. Each “RefuGame” player throws the dice and the one with the highest number starts. The play continues in any direction.
 6. When a player lands on a coloured spot he/she draws a question card in the corresponding colour/category. Please, read the question loud and then answer it. You may involve all the others to answer the same question. The player keeps the card until the end of the game.
 7. If a player does not want to answer the question, then the player must skip his/her next turn.
 8. If the counter hits a “smiley face”, the player is free to choose a question card from any of the categories.
 9. The game is finished at the time that is agreed upon.
 10. There is no winner in the game. Optionally the players can agree on: the player who first has answered questions from all six categories is the winner of the game.