

# GAME INSTRUCTIONS

## Aim of the Game

You have been forced to flee your home because of conflict and must go on a journey to safety. When you cross the River Nile you arrive in a safe village. You must gather supports to help you put down roots and live a healthy and happy life in your new home.

## You Need

Game board  
3–6 players  
Player Cards  
Pens  
6 Player Tokens  
Dice  
Deck of 16 Chance Cards  
Deck of 42 Question Cards  
6 Miss a Turn Tokens  
House Tokens



## Set Up the Game

- Open the board and place it on a flat surface
- Place the deck of Chance Cards and Question Cards on the board, turned down
- Place the stack of Miss a Turn Tokens on the board
- Place the House Tokens on the corresponding five squares
- Each player takes one Player Card and one Player Token
- Each player must select, and mark with a pen, five of the ten basic needs listed on their Player Card to bring with them. What you choose may help you on your journey

## Start Here

Each player rolls the dice. The player who rolls the highest number goes first. Use your Player Token to move along the squares. Take turns in a clockwise direction.

## Journey to Safety



If you land on a Chance square, pick a Chance Card from the deck. Read out loud and follow instructions. The basic need items you selected on your Player Card may support you or hold you back on your journey, depending on chance.



COVID-19

If you land on a Covid-19 square, roll the dice.

- If you roll an **even number**, you have been affected by the virus and must rest (miss a turn). Take a Miss a Turn Token. Return the token to the board after you have missed your turn.
- If you roll an **odd number**, you are unaffected by the virus and can continue your journey. Roll as normal on your next turn.

## River Crossing

You must stop once you reach the river and wait for a boat. When it is your turn again, roll the dice.

- If you roll number 1–3, there is a boat available. Cross the river and reach the village.
- If you roll 4–6, there is no boat available. Wait until your next turn and roll again.



## Safe Village

When you reach the village, your journey continues, but with a different aim. Each of the five paths represents a step on your pathway to peace.

- Move along each of the five paths. It does not matter which order you go in. When you get to the end of each path the player to your right lifts a Question Card from the deck and asks you a question. If you answer it correctly, you collect a House Token and return to the safe village. If you get the question wrong, you must wait until your next turn to answer another question.
- If you land on a Conflict square, it means conflict has broken out again near the village. This has an impact on everybody, so each player must return one House Token (if they have one) and gather it again later in the game.
- The first player to fill their house is the winner.



# GAME DEBRIEF

It is important to remember that children in your classroom/setting have varied understandings and, in some cases, personal experiences of migration. This may require some preparation before, and extra discussion after, playing the game.

Landing on a Covid-19 square may be upsetting for some players, especially if they, or a family member, contracted the virus. Check in with students after playing the game to ensure that they are OK.

Use the following activities as a tool to debrief the experience of playing *Pathways to Peace*.

## Activity One

Explore the following questions:

- At the beginning of the game, was it difficult to choose your basic needs?
- Did your basic needs help or hinder your journey? How? Why?
- Would you choose different needs if you were to play again?
- Do you think any of the Chance Cards played during the game were unfair? If so, why?
- How did the game change when you arrived in the safe village?
- Why was it important to collect all the different coloured tokens?
- Did you collect the tokens in any particular order? If so, why?
- On reflection, are some of the tokens more or less important? For example, is enrolling your children in school more important than joining a peacebuilding committee?
- Did any player land on the conflict square? If so, what effect did it have on the game? What is this square trying to represent?
- In what way did Covid-19 impact on the game?
- What circumstances in South Sudan might make the impact of Covid-19 more severe? (If the young people are struggling with this question, suggest issues like healthcare, sanitation, conflict, access to testing and vaccines.)
- Extension activity: Depending on when you are playing the game, encourage the young people to investigate the current situation in South Sudan/Sub-Saharan Africa regarding Covid-19 (cases, pressure on healthcare services, vaccinations, experience in refugee camps).
- Does playing the game help you to better understand how people's lives are affected by conflict in South Sudan?

## Activity Two

Ask the young people in pairs to reflect on the game and the debrief questions, and to record any thoughts they have on the worksheet (one sheet between two if appropriate).

**Through playing *Pathways to Peace*, I  
learned ...**

**After playing the  
game, I wonder ...**

**I want to know more about ...**

**At the end of the  
game, I felt ...**

