



The Game of Life and Death

This giant board game was developed by the Combined Refugee Action Group (CRAG) as a community education tool. It was designed in collaboration with people in the Geelong region who are seeking asylum.

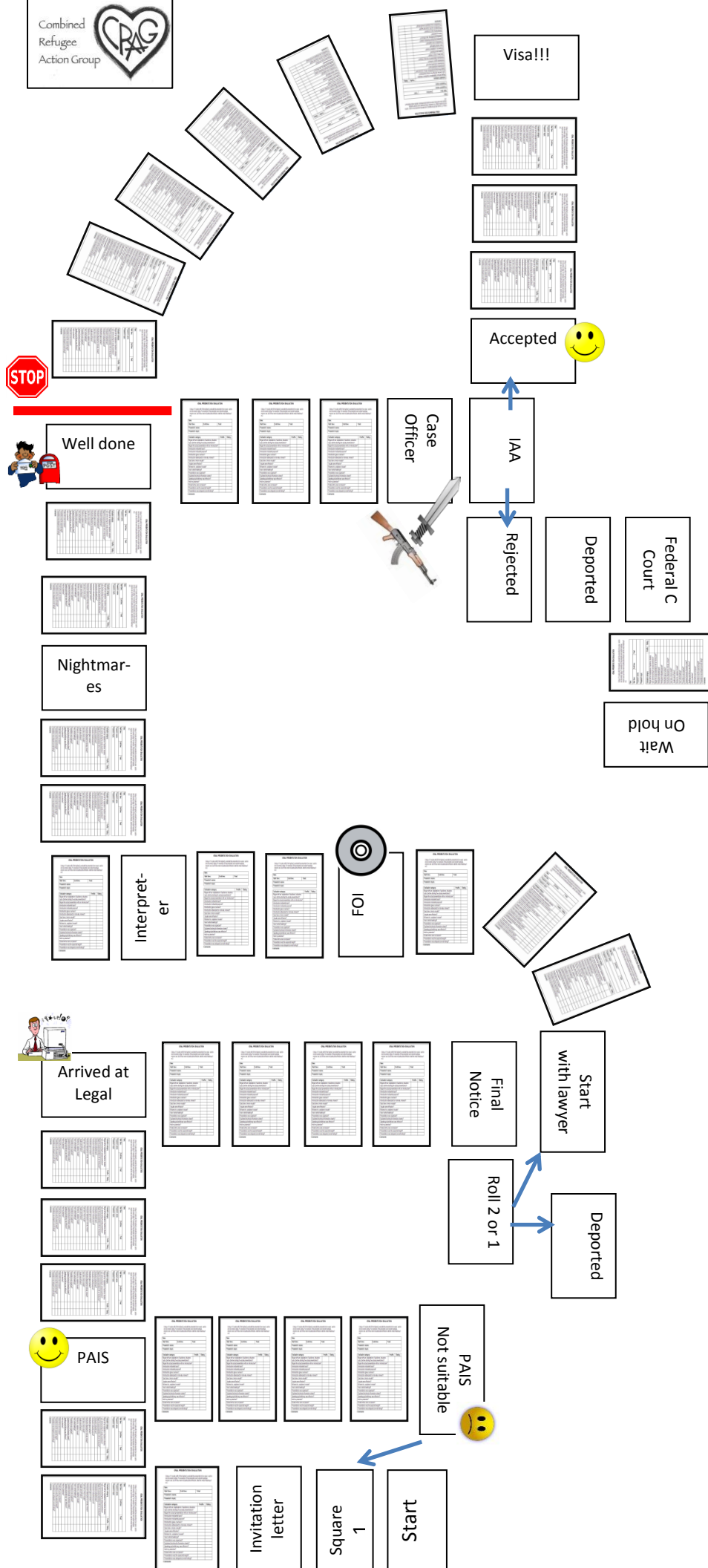
Several people who are seeking asylum, while explaining their experience of the 'Fast Track' refugee status determination process, spoke about feeling that they were at the mercy of a game of chance, full of twists and turns, traps and penalties, with potentially life-threatening consequences. From these conversations, the idea of creating an actual game depicting the experience was formed. Not wanting to trivialise the circumstances of our friends, CRAG sought their approval before going 'live' with the idea. Their responses were very positive, with the overall theme of their comments being, "This is our story. This is exactly what it is like for us. If you can use this to help people to understand our situation, then please do it."

The experiences portrayed in this board game reflect the actual lived experiences of individual people. It should be noted that others have had different experiences such as very professional interpreters or excellent support from a lawyer funded through the Primary Application Information Service (PAIS) system, for example. This variation adds to the feeling people have of being subject to the way the dice happen to fall for them.

The CRAG Executive Committee is very happy to share this resource with other refugee advocacy groups for use in their local communities. We would love to see photos of the game in action. Please send them to our Facebook page <https://www.facebook.com/CombinedRefugeeActionGroup/> or email them to combinedrefugeeactiongroup@gmail.com

All the game landing places and graphics are included in this package, along with a copy of a Temporary Protection Visa application form. A list of the materials needed, and a 'map' for laying out the board game spaces, can be found on the next page.





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You will need:

- Plastic sheet 5m x 2.5 m (builder's plastic works well)
- 37 printed pages of application form
- Printed game pages
- Laminator and laminating sleeves, or clear book covering
- Clear packing tape
- Scissors
- 4 witches' hats (the kind used for sport). These should be in different colours, or with different coloured tape or ribbon applied to differentiate them
- 1 Large 'fuzzy' di. (Fuzzy dice for cars can usually be purchased from discount shops.)

Instructions:

1. Laminate pages or cover with book covering (book covering is more flexible and may make the game easier to roll/fold)
2. Lay plastic flat in a large space.
3. Lay out pages on plastic following the plan at left
4. Check that everything is in order
5. Stick pages down using packing tape
6. Cut out graphics, laminate/cover them and stick them next to corresponding pages
7. Play the game! Use the witch's hats as markers. Four individuals or teams can play at a time. If using teams, then team members can take turns to roll and move for the team. Game ends if someone gets a visa.