

MAKE A MOVE

To Get Approved for Release from Detention

Game Setting

You are all immigrant youth who have been living in the U.S. for some time. Because of your undocumented status you are currently living in a detention center and want to get out as soon as possible. However, there's an official process that must be completed before you are released. First you need to meet with your case manager to find out what your release options are. Once you see your case manager you can choose how you want to be released and can start collecting the items you need to get out. If you collect all the items needed for your chosen release option, you can submit your release request. If it is a safe option, you will be approved and released. Remember you can change your mind at any time and choose a different release option – you just have to see your case manager and let her know.

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Objective

To get released from detention and move your game piece to .

Total Players

This game can be played by 3, 4, or 5 players ages 13 and above.

Components

- 1 game board
- 1 white die
- 1 yellow die
- 1 yellow case manager game piece 
- 5 player game pieces & 5 cubes of same color (purple, blue, green, orange, red) 
- 1 lawyer deck (10 orange cards total)
- 5 submission packets (1 for each player in his or her language of choice)
- 1 chance card deck (24 striped cards total) – ADVANCED VERSION ONLY

How to Play

Throughout the game, each player takes a turn (see “On Your Turn”). When the current player’s turn is over, he or she passes the  to the person on his or her left who then takes a turn.

At the beginning of the game, each player first must meet with the case manager to receive a submission packet (see “Meet the case manager” under “Actions”).

Each player continues to take his or her turns until he or she has been approved for release and has then moved his or her game piece to .

GETTING STARTED

Choose which version of the game you wish to play: beginner or advanced.

THE BEGINNER VERSION does not use chance cards. In this version if you pass over a striped space, do nothing extra.

THE ADVANCED VERSION is a longer and more informative game that uses the chance card deck. In this version after a player has met with the case manager once and when his game piece passes over a striped space, this player must take a chance card (see “Take a Chance Cards” under “Actions”).

Once you’ve selected which version you want to play, you must set up the game for the total number of people playing.

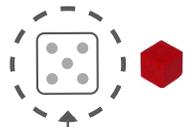
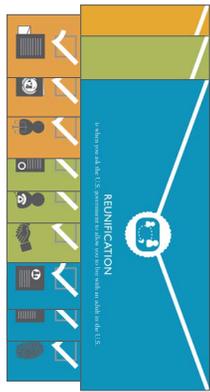
See *Figure 1* and the *Game Setup* section to see how to setup the game.

FIGURE 1.

The game setup shown here is for 4 players.

CHANCE CARD DECK

24 cards total, used in advanced version only

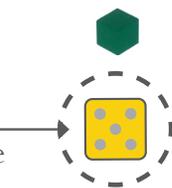


WHITE DIE

Goes to the person who starts the game

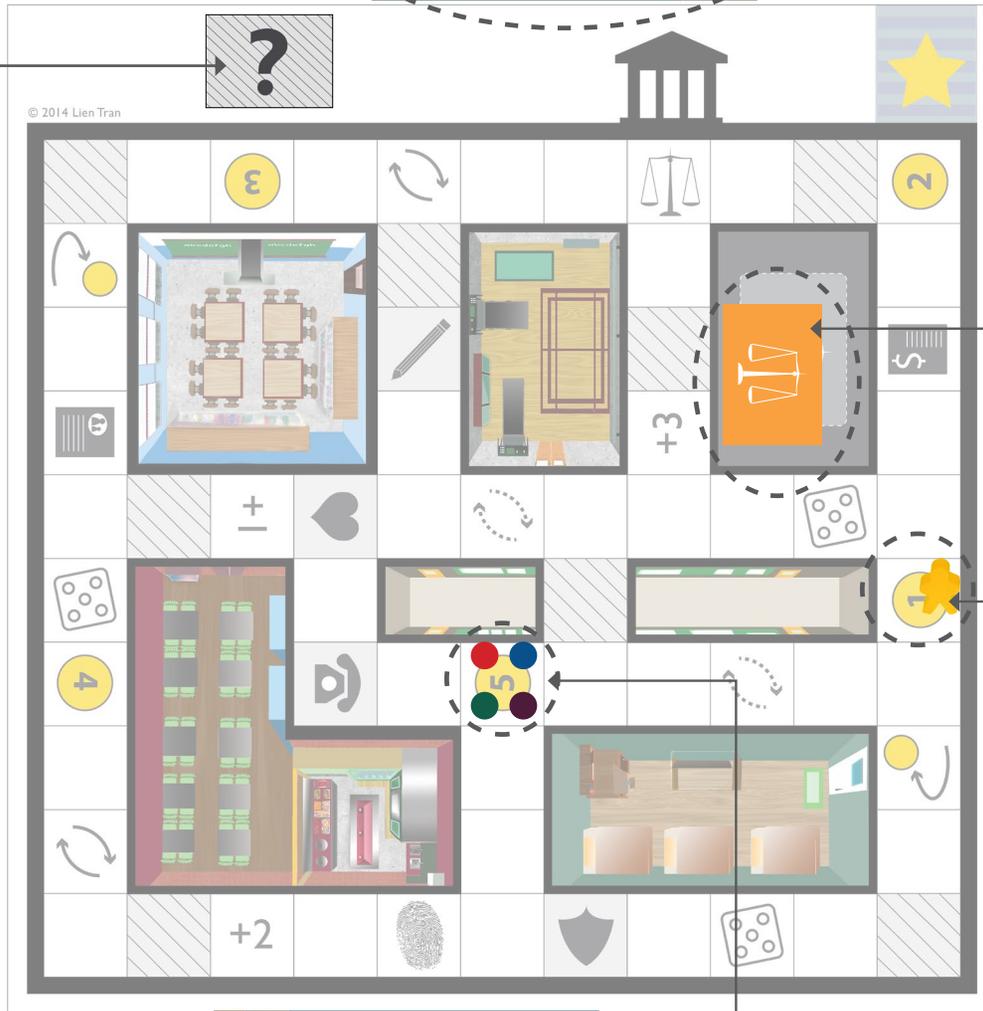
YELLOW DIE

Goes to the person to the right of the player who starts the game



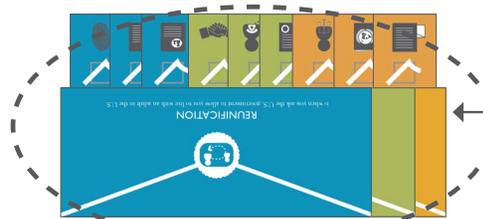
GAME PIECES

1 for each player



SUBMISSION PACKET

3 different envelopes and 9 different release item cards per player; all envelopes starts this side up

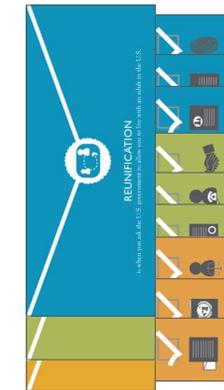


LAWYER DECK

10 cards total; place face down on top of marked box

CASE MANAGER

1 piece that stands up



PLAYER'S CUBE

1 for each player, each of a different color



Game Setup

Also see *Figure 1* for the final game setup.

- Place gameboard between all players.
- Each player should take a cube and should place the game piece of the same color on the space marked **5**.
- The case manager piece  starts on the space marked **1**.
- Shuffle the lawyer deck  and place it in the marked space.
- All players should roll  once to see who starts the game.
- The player who rolls the highest number starts the game with . (Roll again to break a tie.) The person to the right of this player starts with .
- Each player gets a submission packet. (See details in *Figure 2*.)
- **ADVANCED ONLY:** Shuffle the chance card deck. Put it face down near board.

FIGURE 2.

A player's submission packet includes these 3 envelopes and these 9 different release items cards. Make sure you have 3 different cards for each of the 3 colors (check the image on the bottom of each card).



EXAMPLE I.

You roll a 6 with the white  and move 4 spaces on the board. Your game piece lands on a special space (see “Special Spaces” section) and do the corresponding action. Once you land on a space and complete the action, you no longer can move using the white . However, since you were the last person to see the case manager, you have the yellow . You now roll this yellow  and get a 4. You move 4 spaces and land on a blank space. This is the end of your turn.

ON YOUR TURN

1. Roll  and move .
 2. If you have , roll it and move .
- You can move your game piece in any direction **up to** the number you rolled. You can move fewer or no spaces.
 - You cannot split the number rolled on 1 die into more than 1 move.
 - If at the end of a move you land on a space with a symbol or share a space with the case manager, you can **choose** to take a corresponding action (see “Actions” and “Special Spaces”).
 - **ADVANCED VERSION ONLY** – If you pass over  space (even if you do not land on it), you **must** take one chance card (see “Chance cards” under “Actions”).

See *Example I* for an example of a turn.

ACTIONS

A. MEET THE CASE MANAGER

When you share a space with case manager.



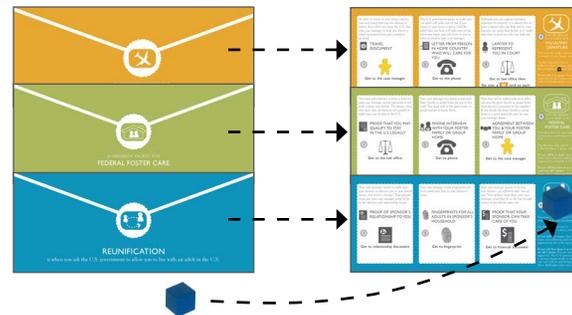
Do **all** of the following that apply to you:

1. If this is your first time meeting the case manager in this game, do the following 3 things:
 - Read the back of the 3 envelopes in your submission packet and then flip them over and keep them spread out in front of you. See *Example 2* and this page's sidebar for more information.
 - Read the detailed side of all 3 envelopes and then choose from these 3 options how you want to be released from the facility.
 - Place  in top right corner of chosen release option's envelope. See *Example 2*.
2. Optional – If you want, move your game piece to . In this situation, the case manager helped give you permission to make a phone call.

3. If you don't already have it, take  from the person who has it. Roll it now to take an additional turn. Keep and use  on your turn until someone else meets the case manager and takes it from you.
4. Move the case manager to the space with a  that has the next number in the sequence. See *Example 3*.
5. Optional – If you want to, change your release option of choice by moving  to a different release envelope. See *Example 4*.

EXAMPLE 2.

After meeting with the case manager for the first time, this player now flips over the 3 release envelopes, learns more about the 3 options, and then chooses to start the reunification process by placing the player cube on the top corner of the blue envelope.



REUNIFICATION is when a child asks the U.S. government to live with an adult in the U.S. If the sponsor is not a parent of the child, he or she must get a notarized letter from one of the parents granting him or her custody of the child.



FEDERAL FOSTER CARE is when a child wants the U.S. government to find him or her a new home in the U.S. to live. The child must qualify for legal relief and have good behavior in order to live with a foster family or group.



VOLUNTARY DEPARTURE is when a child requests to return to his or her home country from a judge. Unlike deportation, a child who is granted voluntary departure doesn't have to wait 10 or more years before applying to return to the U.S.

B. COLLECT AN ITEM

When you land on a space that matches where you need to go to get a release item card.

Read each white section on the release envelopes. Finish what it asks you to do, and then take the matching release item card and place it over the white area. See *Example 5*.

- For each release option, you must collect items *in order* starting with ① then ② then ③.
- You can collect items for any of the 3 options – including options not marked with .
- You can collect only 1 item per die roll. (If you have 2 die rolls on your turn, then you can collect up to 2 items.)

EXAMPLE 3.

After meeting with a player, the case manager must go to another area in the facility to do a task.

If the player met with the case manager during this turn on the space marked ① then during this same turn this player must move the  case manager piece to the space marked ②.

OR

If meeting at space ②, move  to space ③

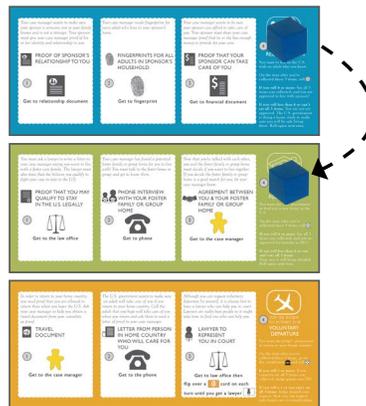
If meeting at space ③, move  to space ④

If meeting at space ④, move  to space ⑤

If meeting at space ⑤, move  to space ①

EXAMPLE 4.

After meeting with the case manager, this player decides now that he wants to request federal foster care release instead of reunification. He moves his cube from the blue reunification envelope to the green federal foster care envelope.



EXAMPLE 5.

A player is interested in requesting release into federal foster care. The first item needed for federal foster care is “proof that you qualify to stay in the U.S. legally”. To collect this item, the player must get to the space marked at the bottom of the box. In this example, it is the “law office” space that is marked with .



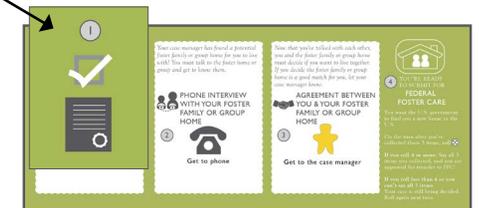
Once this player has landed on this designated space,

he can now take the release item card that matches the icon for this item,

Icon and name for each release item



and place the matching card on top of this release item's white area.



C. TAKE A CHANCE CARD (ADVANCED VERSION ONLY)

Each time you move your game piece  around the board and pass over a striped  space. (A gray space on the board only has meaning in the advanced version.)

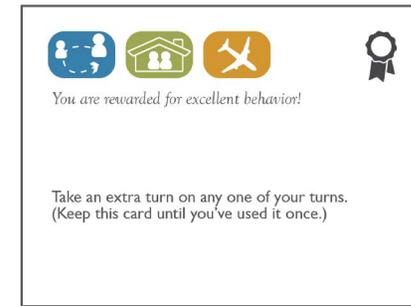
- Do not take chance cards *until* you've had your first meeting with the case manager, flipped over your envelopes, and chosen a release option.
- You do not need to land on the  space, you only need to pass over it. For each  space that is between the space you started your turn and ended your turn, you must take 1 chance card. If you passed over 2  spaces in this turn, then you must take 2 chance cards. Read the card(s) out loud so other players can hear.
- If there are no more unused chance cards, shuffle all the used ones and place them in a stack face down. You can now use this stack as your chance card deck.

There are 2 types of chance cards:

- **REWARD CARD** – has a  in top right corner. It can be used by anyone (because all 3 release option icons appear at the top). You can use it right away, or you can keep it and use it on a later turn. Put this card *face up* in the “used chance card” pile after using it once. See *Example 6*.
- **ACTION REQUIRED CARD** – does **not** have a  in top right corner. This card only applies to you if one of the images at the top of the card **matches** the icon for your current release choice (marked with ). You must do what it says before collecting any other item. Once you have finished what it asks you to do, put the card *face up* in the “used chance card” pile. Note: If the icon(s) do not match your release choice, immediately put the card *face up* in the “used chance card” pile. See *Example 7*.

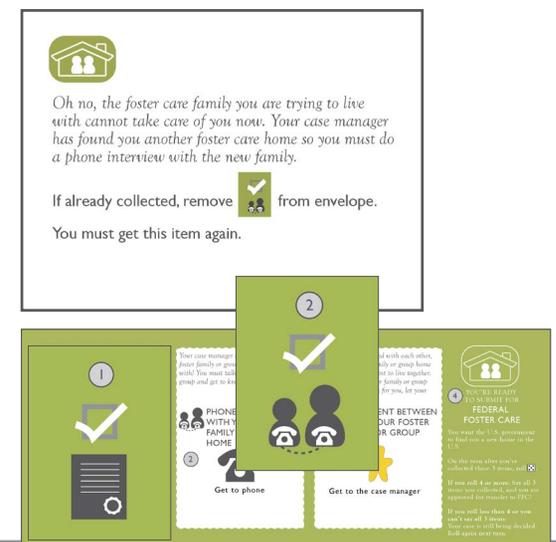
EXAMPLE 6.

This is a reward card. It applies to all players (since all 3 release items appear at the top of this card). Use this card at any time for extra board movement. Use it once and then put it in the used card pile.



EXAMPLE 7.

This is an action required card. The card shown here only applies to a player who has a cube on the federal foster care release envelope. This player must remove the phone interview card from her envelope and must get it again before collecting any other items. Once she gets the phone interview card again, she can put this chance card *face up* in the “used chance card” pile.



D. SUBMIT RELEASE REQUEST

When you start your turn with all 3 item cards for the release option marked with your . See Example 8.

Do all of the following:

1. Read text in section .
2. Roll . If you have it, roll .
3. Add up the numbers from your roll(s).

 If your  is on the voluntary departure envelope:

- **If the total is greater than 1:**
Congratulations! You are approved for voluntary departure. Move your game piece to . You're released!
- **If total is equal to 1:**
Unfortunately, the judge has not approved your request for voluntary departure and you cannot ask again. You must now see the case manager and choose to be released by reunification or federal foster care. Move your  to either  or  envelope.



If your  is on the reunification or federal foster care envelope:

- **If the total is 4 or higher:**
Name without looking the 3 items you collected for this release option. If the other players agree that you named them correctly, congratulations! You are approved for reunification. Move your game piece to . You're released!
- **If you do not name them correctly:**
You must wait until your next turn to roll and try again.
- **If the total is less than 4:**
You must wait until your next turn to try again because your case is still in progress. (For reunification, the Office of Refugee Resettlement is doing a home study to make sure your sponsor's home is safe. For federal foster care, you are still waiting for your transfer to federal foster care to be approved.)

EXAMPLE 8.

Early in the game, a player “Bobby” wanted to reunify with a family member so he placed his colored player cube  on the reunification envelope.



He collects his third reunification item in round 10 and then reads the text in section , which tells Bobby to wait until his next turn to roll the die .



In round 11, Bobby rolls a 3. This means he is not approved yet because there is a home study in progress.

In round 12, Bobby rolls a 5. He correctly names the 3 items required to file for reunification release: (1) fingerprints from all adult household members, (2) his sponsor's financial documents, and (3) proof of his sponsor's relationship to him.

Bobby is now released from detention and can move his pawn to the space marked with a . Bobby has now finished the game.

GAME KEY



CASE MANAGER:

Person responsible for helping you get released from detention. Meet with the case manager when you have questions or to

find out how your release process is going.



LAW OFFICE: Place where you can find a lawyer. A lawyer is a person who can talk to

you about your legal case and can teach you your legal rights. Sometimes lawyers are able to give you information about your legal case but are unable to officially represent you in court.



CLINICIAN: Person who you can talk to about how you are feeling. If you have any personal

problems or feel upset, you should talk to the clinician.



PROBATION

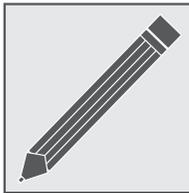
OFFICER: If a child has a criminal history, then he or she must check in with

his or her probation officer and agree to follow the terms of his or her probation.



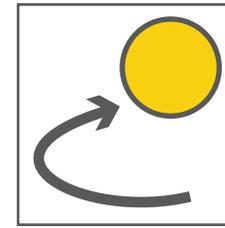
PHONE: The phone lets you talk to your sponsor or potential foster care family. Your case manager

can help you access the phone to make a phone call.

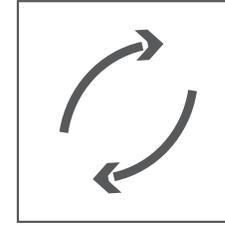


STUDY ROOM: The study room is a quiet place where you can study, do your schoolwork, and also

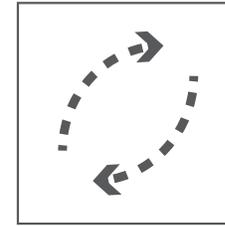
write important letters.



You can move your game piece directly to the case manager. Take, use, and keep the .



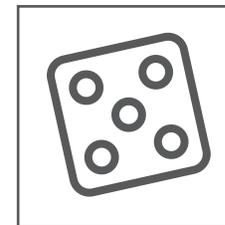
You can switch locations with another player's game piece.



You can switch locations with another player's game piece only if he says it's ok.



You can move your game piece *up* to this number of spaces in any direction.



You can take an extra turn. Roll . If you have , then roll it too.