



INVISIBLE IN INDIA

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OVERVIEW

COVID-19 has left the world at a standstill. A seemingly invisible enemy has readily infected vulnerable populations, leaving them more marginalized than ever before.

You and your teammates will experience the broad and multi-faceted impact of COVID-19 through the simulated journeys of various internal migrant workers in India.

Is there hope? Does your fate rest in your own hands?

GAME OBJECTIVE

Invisible in India aims to immerse you and your fellow players into the Indian COVID-19 landscape, but with a twist. You will experience the ramifications and challenges of the novel coronavirus through the eyes of various internal migrant workers, the “invisible” people that uphold the democratic nation.

Invisible in India is a partially cooperative game. Players have the ability to help others throughout the game as they see fit.

The broad goal of the game is to survive the pandemic. More specifically, players have to strategically navigate out of New Delhi to a “safe spot” (rural village or shelter) while maintaining their health and resources. The players lose if:

- They run out of Resource Cards
- Are unable to successfully reach their destination of choice (i.e. do not have sufficient Resource Cards to gain access to their destination)

CONTENTS

- 5 Character/Role Cards
- 5 Character Game Tokens/Pieces
- 4 Context Cards
- 15 Pre-COVID Chance Cards
- 30 COVID Chance Cards
- 705 Total Resource Cards
 - 100 Money
 - 100 Mental Health
 - 100 Physical Health
 - 100 Sanitation
 - 100 Food & Water
 - 5 State Identification
 - 100 Clothes & Shoes
 - 100 Social Distancing
- 1 Resource Card Bank
- 1 Game Board

GAME SETUP & GAMEPLAY

- **Set up the board and pieces:**

- Properly arrange the Invisible in India board at a convenient location such that it is accessible to all players. Organize the health/resource point cards according to point value into their holder. Separate the chance cards by category/color (Pre-COVID and COVID) into two piles as designated on the board. Arrange the spinner (range between 1 and 5) near the game board.
- New Delhi is the capital of India and is widely known as a bustling metropolis. Various informal workers migrant to the city to find work.

- **Give each player a character token/piece and pre-COVID chance cards**

- Shuffle the character cards and deal one face up to each player. Distribute the associated character token/piece to each player. Remove any excess character cards and token/pieces from the game.
- Obtain the pre-COVID chance cards from their pile on the game board. Shuffle the cards. Deal pre-COVID chance cards according to the number of players in the game. Each player should receive three cards. Remove any excess cards from the gameplay.
- Set-up reference chart:
 - 2-player game → 6 Cards
 - 3-player game → 9 Cards
 - 4-player game → 12 Cards
 - 5-player game → 15 Cards
- Assign specialty roles:
 - Select a player to be the designated narrator for the game. They will be in charge of reading the provided context cards before the start of the game and when the first player arrives at the destination point.
 - Select a player to be the designated Resource Card manager for the game. They will be in charge of assisting all the players with their Resource Card transactions (cards gained/lost via the COVID Chance cards and those gained via Resource spots on the game board) and reallocations (donations and reallocation of resources to avoid negatives).
- Each player must count the total number of Resource Cards, in each of the following eight categories, that they receive from both their initial character allotment and pre-COVID chance cards: money, mental health, physical health, food/water, government documentation, shoes and clothes, sanitation, and social distancing.

GAME SETUP & GAMEPLAY

CONTINUED

- **Begin Play:**

- The player with the highest number of cumulative cards, across all categories, goes first.

- **Play Instructions:**

- Each player turn consists of the following parts:
 - Spin the game spinner to decide the maximum number of spots that you are allowed to move for the round.
 - Once the spinner has been spun, the player has the ability to either stay in their current spot or move up to the maximum number of spots as dictated by the number they spun. Each turn requires the player to lose health/resource points via the following scheme (players can choose which of category of health/resource points they want to expend to fulfill the cost of each turn) if they move:
 - Move one spot forward → One (1) Resource Card lost
 - Move two spots forward → Two (2) Resource Cards lost
 - Move three spots forward → Three (3) Resource Cards lost
 - Move four spots forward → Four (4) Resource Cards lost
 - Move five spots forward → Five (5) Resource Cards lost
 - If the player decides to stay in their current spot, there is no further action needed. However, if the player decides to move any number of spots and can afford to do so, they must read and follow the instructions inscribed on the spot at which they land:
 - COVID Chance Card Spot → Pick up a COVID Chance Card
 - Resource Card Spot → Multiply the number of spots moved by the number indicated on the spot and receive that many Resource Cards from the bank. Player can request the Resource Card Manager to divide up the received amount into any of the eight resource categories.
 - Walkable Path → no further action required.
 - Throughout the game, players have the ability to assist others by donating their own Resource Cards from any category. These donations can take place at the beginning or end of each player's turn. There is no limit to the amount of Resource Cards that players can donate each turn.

GAME SETUP & GAMEPLAY

CONTINUED

- **Once players are at the end of their journey, they will be given the opportunity to return back to their rural home village or find refuge in a shelter.**
 - In order to be accepted back into a village, players must donate 10 Resource Cards to the bank.
 - Only the following characters are able to be accepted into shelters if they hold state identification and donate 8 Resource Cards to the bank:
 - Accepted character: Domestic Worker
 - High migrant states such as Jharkhand have identified a strong association between sending rates for female migrant workers and sex trafficking. In response to this crisis, proactive state governments have initiated rehabilitation programs and shelters to aid migrant workers that have suffered sexual misconduct and harm. As a result, in order to stimulate the plethora of challenges but also the potential for hope for minority groups within the migrant worker community, shelters are limited to domestic workers ("Integrating Migration and...").

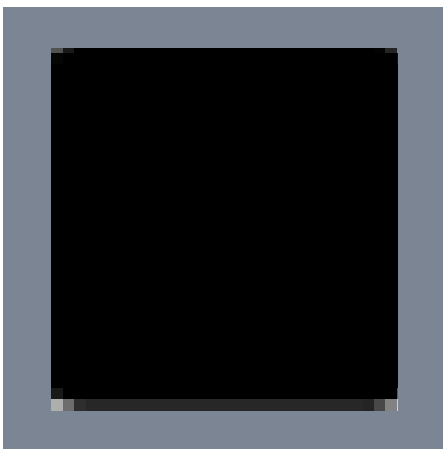
ACTIONS

- **Movement Actions:**

- Movement in the game is dictated by the aforementioned instructions.
 - If a player decides to move any number of steps forward, they must follow the instructions inscribed on their destination spot.
 - COVID Chance Card Spot → Pick up a COVID Chance Card
 - Resource Card Spot → Multiply the number of spots moved by the number indicated on the spot and receive that many Resource Cards from the bank. Player can request the Resource Card Manager to divide up the received amount into any of the eight resource categories.
 - Walkable Path → no further action required.

- **Other Actions:**

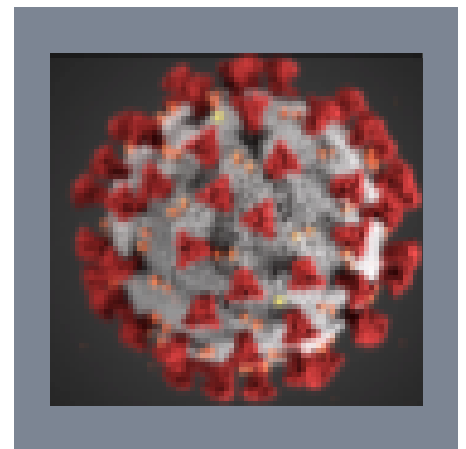
- Health/Resource Points Donations:
 - Intraplayer donations are facilitated through the aforementioned process.



Walkable Path



Resource Card Spot



COVID Chance Card
Spot