

## **H1-B Visa: The Board Game**

(Also known as: Green • Goes)

This game plays better with 4 people. But it can be adapted for 3 or even 2 players.

As an immigrant in the United States, the best way you can work legally without being a resident is to have a H1-B visa. This is the story of four immigrants —Nicté, Vardok, Yin, and José—who arrived in the States under different circumstances but were united by the same goal: to get that visa.

Purpose of the game: To search for and present to the consulate of the United States (U.S.) four (4) essential requirements, securing an H1-B visa before 30 minutes run out.

### **Contents:**

1 game board

4 immigrant characters: Nicté (pink), Yin (yellow), Vardok (purple), and José (blue)

2 Immigration Officers

14 playing cards

8 small yellow cards (issues to resolve)

8 small red cards (2 subway cards, 2 “go to interrogation” cards, and 4 requirement cards)

1 Timer (if you are using the internet version of the game, make sure you have a stop watch or look for a kitchen timer)

1 pair of dice

### **Knowing the game board:**

The central location of the game is the U.S. Consulate. All characters need to start here and should end here as well. The consulate has four gray boxes specifying where you need to place each of the requirements that you and your colleagues will be looking for.

There are two subway stations, illustrated in red. These serve as tunnels to move faster around the board.

There are four green rooms. Two of these are the Department of Homeland Security (DHS) workstations. You go to these areas when you have an I-94 and want to free your colleagues from detention. The other two green rooms illustrated with American flags are the detention rooms. When the immigration officers catch anyone or a small red card tells you that you need to be interrogated, you can choose which room to be detained in.

There are eight black rooms with gray boxes; these are known as *administrative offices*. Here is where the small red and yellow cards will be placed with their specifications facing down. Three of these offices have illustrations that do not influence the game whatsoever. Their only purpose is to illustrate some of the things that immigrants go through when visiting the U.S. and trying to get an I-94.

NOTE: You can only enter and leave rooms through the yellow or white triangles. Only the consulate has two enter/exit yellow triangles.

### **Preparing the game:**

Each player selects one of four available characters. Place your character in the central “Consulate box;” this is the beginning AND ending point of the game.

There are **two additional characters** dressed in green that use spectacles. These are the **Immigration Officers** who will be making rounds as the game progresses to look for suspicious characters that might be illegal immigrants. Place these characters outside of the “Detention Rooms” (the green areas with the U.S. flags), right on the box with the gray arrow.

Separate all cards by categories: playing cards, small yellow cards, and small red cards.

**For the playing cards:** Separate the ones that indicate “signature” and give one to each player. Shuffle the remaining cards and give one at a time to each player until all have been dealt. There are 14 cards, so some players will have four cards and others will have three.

Place your playing cards with the specifications face up so everyone can see who has what. This is important for the development of the game.

Playing cards will help you eliminate the small yellow cards. To see a correlation of cards read CORRELATION.

**Small red cards:** Shuffle the eight (8) small red cards and place them face down over the gray empty squares in each administrative office (the black ones with the yellow triangles).

Four of these cards contain the requirements that you need to request an H1-B visa: proof of payments, your current passport, applications, and personal documents.

Two of these cards serve as tunnels to the subway that can be used to move faster around the board.

The remaining two are immigration officers who need to interrogate you. When you flip these cards, you need to move to any of the “Detention Rooms” (green area with U.S. flag).

**Small yellow cards:** Shuffle the eight (8) small yellow cards and place them on top of each of the red cards. Make sure that the legend “Issue” is facing up.

Each of these cards has a hidden situation that you will need to overcome by using your playing cards. Each issue on the yellow cards corresponds to a solution indicated on the playing cards. In order to overcome the issue, **the player with the appropriate card** needs to move to the room and fulfill the requirements.

**Example:** Yin gets into one of the black rooms and flips a yellow card that requests for appropriate signatures. To meet this requirement, **two players with signature cards** need to be in the same room at the same time. Let's say that José is the player closest to the room, so he must move in there to present his signature card. Now that the requirements have been met, Yin takes the yellow card off the small red card. NOTE: When you use your playing cards (except the I-94s) you need to put them away and cannot use them again.

After eliminating the yellow card, the player who met the yellow card's requirement with his or her playing card flips the red card. Three different things may then occur, according to the contents of the small red card:

1. If the card has one of the 4 requirements, the player takes the card with him or her to the consulate.
2. If the card has one of the two subway signs, you can use it at any time as a passage to any of the subway stations or to the other subway card. .
3. If the card has one of two immigration officers, you must go to one of the detention rooms (green areas with the U.S. flag). In the case where two players are needed to satisfy the requirement (signature cards), both players go to detention.

NOTE: You do not need to flip over all yellow cards to win the game, only the ones necessary to find the consulate's requirements.

### **Moving around:**

Use the pair of dice to move your character around the board. You can move in any direction as long as you do not go back and forth in one turn.

**You only get** to throw the dice once to move on each turn, even if you get doubles.

**You do not** need exact numbers to get into the rooms, just enough to get you into them.

The moment you enter into an administrative room or the consulate, your movement ends. But when you use the subway, you can continue the steps remaining in the roll on the other side.

Moving from one subway station to the next counts as 2 steps: one when you get into the station and one when you land in the other station.

### **In your turn:**

Any player can begin the game; just make sure to follow the same pattern throughout the game. The first player needs to prepare the timer. Set it to 30 minutes, which is the time that all of the players have to complete the game. In a turn, a player may do the following:

1. **Throw both dice and move his or her character** (use the arrows to get in an out of the consulate and/or any other room in the game).
2. If you get into one of the black rooms, **flip the yellow card** and see if you can meet the requirements with your playing cards. If not, leave it with the requirement facing up so it can be taken care of by the appropriate player (the one that has the playing card to take the yellow card out).

3. **Throw one die and move both Immigration Officers** according to the number (both move the same amount of spaces). The board game has one visual direction: move the officer near the detention room on the top to the RIGHT (according to the gray arrow) and the other officer, near the bottom detention room, to the LEFT. They can only move following the green dotted path. **TIP:** immigration officers should never meet. After moving the immigration officers, the turn goes to the next player.

NOTE 1: If you have one of the requirements, go to the consulate on your next turn and place it on the required place. This counts as one turn. After leaving the document, throw a die and move the Immigration Officers.

NOTE 2: If you did not get a document, on your next turn, move to another box and follow steps 1 through 3.

**NOTE 3:** While inside of the black rooms or the consulate you can decide not to move if this could prevent you from getting caught. This does not apply for the subway or the detention rooms. If you decide to stay in your room, you still need to throw the dice and the die to move the immigration officers.

**Getting detained:** There are two ways that you can end up in detention:

1. If you flip the red card that says: “We need to interrogate you.”
2. If one of the immigration officers, after moving, ends up four (4) steps or closer to one of the immigrant characters. The direction of the four steps does not matter as long as they remain in range.

NOTE: Immigration officers cannot reach you if you are inside of any of the administration offices, the consulate, or the subway.

NOTE 2: Even in detention you need to throw a die to move the immigration officers.

**How to get out of detention:**

1. By throwing a double with the dice in your turn.
2. If one of the players who has an I-94 card takes it to one of the DHS Work Stations. Using this card frees any player in detention. I-94 cards can be used multiple times and are not discarded.

NOTE: There are only two I-94 cards in the game and can only be used by players who are not in detention. If the character in detention has the I-94 card, he or she cannot use it to get out and cannot transfer it to another player while in detention.

### Additional information about playing cards:

Players can exchange cards throughout the game. In order to do this, two or more players need to be in the same room at the same time and can only exchange among themselves.

There are two additional cards that can speed up the movement of a character:

- **The coffee card** can be used to duplicate the amount of one throw, and
- **The taxi card** that allows a player to throw the dice a second time.

NOTE: These cards can only be used once and only as described.

### Correlation of playing cards with small yellow cards (issues):

Issue	Card
Signatures	Please sign your document (2 players are required)
Appointments	I made the appointments online
I-797 form	I have the approved I-797 form
Items not allowed	I am leaving all related items outside of the consulate
Job offer	I have the job offer here
Payments	I have the money right here
Photographs	I have the pictures right here

### Finishing the game:

**STEP 1:** All documents need to be at their appropriate places inside of the consulate, and all characters need to be in the consulate, as well, before the 30 minutes are up.

Having all requirements and being there on time does not guarantee that you will get a visa. In order to get the visa, you need to be interviewed by an official who will evaluate your intentions for wanting to be in the U.S.

**STEP 2:** After satisfying step one, the timer does not count any more.

All players need to throw one die. There are two combinations that will let you know if your interview was successful:

- If all players get even numbers in their throw or if all players get odd numbers in their throw. **Example:** Nichte threw a 4, Vardok threw a 2, Yin threw a 6, and José threw another 4. This is considered a good outcome, and the interview is successful.
- If the sum of all throws total an even number. **Example:** Nichte threw a 1, Vardok threw a 4, Yin threw a 6, and José threw a 3. When adding these numbers we get a 14: this is also a successful outcome.

If the outcome is good, then all players will receive their H1-B Visas, which are valid for 3 years. After these 3 years, if they get to renew their contracts, they need to go through the application process all over again. Congratulations!

Enjoy the Game!

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