FOB consists of two players. The game is a simulation of the lives of non U.S. citizens who have come to the United States despite English not being their first language. The game exposes multiple problems that the non U.S. citizens face in life and the reconstruction of self identity. As they left their home countries and everything they were familiar with to live in a new country alone, these people have to make some decisions and compromises when faced with certain situations. While some of the problems are solvable, some of them are just the reality one has to face if they wish to stay. The game’s goal is to enable the players to experience what it is like to live in the United States as someone who does not natively belong to this land.
**GAME ELEMENTS**

- Game boards X 2
- American tokens X 30
- Fobby tokens X 30
- Alter ego X 2
- Speaking cards X 9
- Language test cards X 9
- Job cards X 3
  - 1000 X 14
  - 500 X 22
  - 100 X 22

**OBJECTIVE**

The objective of the game is to survive till the end of the game and become a successful fobby.

**SET UP**

1. Place the game boards and cards as shown above.
2. Each player starts with:
   - Fobby tokens X 5
   - 500 X 8
   - 100 X 10
   - 1000 X 5
3. Place the alter egos on on the upper left corner.
**STARTING THE GAME**

1. Choose a name from the list below. It will be your name. During the game when one player talks to or mention another player, call him/her by the new name.

   - HONGLONG
   - RUÍ CONG
   - ZI MÓ
   - ZHÉ SHENG
   - AOI
   - NORIKO
   - SADAKO
   - UMEKO
   - BARTOLOMÉ
   - DIÓGENES
   - SÓCRATES
   - ZACARÍAS
   - TETSUYA
   - TAKASHI
   - KIYOSHI
   - SHIGERU

2. Take turns rolling one die. Move forward according to the number shows up.

3. The player cannot pass the long rectangles and the graudate square. Stays in the rectangles even if the player rolls a higher number.

4. Every time a player lands on a square with an illustration, refer to the chart provided in this manual for its meaning. Make decision according to the statements provided. Do not look at the solution before deciding. One cannot change one’s decision after looking at the solution.

5. After making the decisions, refer to the solution page for instructions. Adjust the American tokens and hobby tokens accordingly.

6. If the player lands on the square that he/she previously landed on, the player has the second chance to change his/her decisions. Yet, the money would not come back even if one changes his/her decisions.

7. A player loses when he/she is eliminated from the game, unable to complete a payment, or fails to complete the task in the given time.

**GRADUATE PHASE**

**DO NOT READ THIS SECTION BEFORE YOU GET TO THE SQUARE.

Now you graduated from the school. While some people would take a break between school and work, this is not something non-citizen can do if they want to stay in the U.S. in the future.

Your task at this phase is to find a job within a limited time.

If you are loan-free, find a job within five turns.
If you have loan, find a job within four turns.

Move to either square that has a job name on it. When the player lands on the square, flip the card and read the job description and requirement on the back of the job. If the player is qualified for a job term, the player gets the job. If not, move on to the next job provided.

In the situation that the player is not qualified for any of the jobs or the player runs out of time, the player loses.
DEPARTMENT OF MOTOR VEHICLE

Bring your visa along with your passport: Use your mobile device to find out which visa does a non-citizen student have.

Permit Exam: You took the permit exam in a different language and failed because you found that the language was badly translated. Move back one space.

Driving Test: Recall three California traffic rules.

Pay: Pay for the test fee $200.

Driver’s License: After landing on this square, pass the next turn.

Car insurance: Pay $1000 for the insurance. Then, move you character back to the main game board where the character was.

DEPARTMENT OF SOCIAL SECURITY

Proof of Identity-School ID: Put The Player’s school IS on the table.

Proof of Age-U.S. Passport: Stand up and say the following statement:
My name is (the name you chose). I am ____ years old. I was born in _____.

Sit down after you finish the statement.

Proof of citizenship- U.S. Birth certificate: In order to apply for a social security number, the applicant needs to have U.S. passport and U.S. birth certificate, which means, non-citizens are not allowed to obtain SSN themselves.

Social Security number: While you cannot get a social security number, move your character back to where the character was.

Part-time Job

Research job opportunity: As a lot of jobs are reserved for U.S. citizens, non-citizens have to compete for the limited job opportunities that accept foreigners. Take turn rolls the die, the player who rolls a three wins $100.

Obtain a social security number: Move the character to the social security section.

You need to be a citizen in order to work: If you cannot obtain a social security number, you cannot work in the U.S.

Would you consider an illegal job?: Now you know you cannot find a legal job in the U.S. However, there is also illegal job that can get you money. Would you consider going for an illegal job instead?

YES: An illegal job pays $400 for your expenses for living in the U.S. You really need money at this point and you will probably not get caught.

NO: It is too risky to get an illegal job. If the police finds out, the consequences would be really bad.
OUT-OF-STATE TUITION

Pay $1,500

Living

Where do you live?

- You don't need to worry about cleaning and food. The environment is safe and you are surrounded by students from everywhere. It helps you stay close to what is happening on campus.
- You only meet people who go to the same school as you. It becomes easy to depend on other people to take care of you and your living. It is also more expensive.
- You need to find someone to live with while avoiding choosing someone you cannot stand to live with. You need to pay extra deposit since you don't have credit history in the U.S.

Do you want to adopt an English name?

- It is the name that you are familiar with and your friends and relatives all call you with this name. This name represents you and is something you grew up with.
- People see you as a foreigner when they see your name. Using your original name automatically separates yourself from the native people.
- It is easier for other people to remember you. An English name shows your adaptation to the environment around you.
- As you change your name, you lose part of your self-identity. You introduce yourself as the person with the new name and erase your originality.

Dressing Style

Do you want to adopt an American style of dress?

- Dressing in American style clothes can avoid people labeling you as a fob and more life one of them when they first see you. It is easy to derive people recognition when they first see you.
- You have never wore American style clothes throughout your entire life and you do not feel comfortable wearing them.
- It feels better to wear clothes that you are used to wearing. You feel like yourself when you wear them.
- Your clothes seem absurd to other people. People see you as foreigner when they see what you are wearing, and you immediately becomes a fob in people's minds.

Friendship

Other people see you as one of them and through them you have more chances to meet other English speakers. Making friends with them would help you create an identity that shows your assimilation to the American culture.

- Grew up in the different cultures, you share less topics with them and the life style is different. It is hard to use a language that you are not familiar with to really communicate your thoughts and emotions.
- You share the same culture and background. You often find mutual interests and memory within each other. It is also more comfortable to use your mother tongue to talk about your feelings. You feel familiar with people speaking the same language.
- People label you as a “foreign language speaker” and will not come talk to you first. When you are speaking your language with others in public, people will stare at you and you will be isolated as a person different from other people.

Speaking

Draw a speaking card. Stand up and read the sentence on the card out loud that everyone in the room can hear it.

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Dress Like an American

Dressing in American style clothes can avoid people labeling you as a fob and more life one of them when they first see you. It is easy to derive people recognition when they first see you.

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- Your clothes seem absurd to other people. People see you as foreigner when they see what you are wearing, and you immediately becomes a fob in people's minds.

Dress Like Yourself

- It is the name that you are familiar with and your friends and relatives all call you with this name. This name represents you and is something you grew up with.
- People see you as a foreigner when they see your name. Using your original name automatically separates yourself from the native people.
- It is easier for other people to remember you. An English name shows your adaptation to the environment around you.
- As you change your name, you lose part of your self-identity. You introduce yourself as the person with the new name and erase your originality.
LOCKED DOWN
If you choose to live in the dorm, it is winter break and the dorm is locked down. Choose either to stay in the hotel or get a ticket and fly back to your homeland.

PART-TIME JOB
You are given a chance to get a part-time job. A part-time job can get you extra money to pay for you expenses in the U.S. If you want it. Move the alter ego to the “start” sign where is marked part-time job.

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If you choose to live in the dorm, it is winter break and the dorm is locked down. Choose either to stay in the hotel or get a ticket and fly back to your homeland.

WHAT!
People and teachers always cannot remember how to pronounce your name correctly. Do you want to change your name to English now? If yes, choose an English name that is not someone you know.

LANGUAGE TEST
Draw a language card. Write down the original sentence on a piece of paper.

FLIGHT
There is an opportunity for you to travel back to your hometown and have a family reunion and hang out with friends. Yet in return, you have to spend money buying tickets and travel for more than 10 hours in order to go back. Make your decision.

Now it is time for Thanksgiving and Christmas. While all the people go home to stay with the family, you are in America alone with yourself. Another player goes to take a five minutes break while the player stays at the table. Do not talk to other people.

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**Volunteering**

It is non-paid but you can contribute to the cultural enrichment of the society. Volunteering might be good at finding jobs later on.

**Bank Interest**

You save your money in the bank and it is time to get interests from them. Calculate 0.5% of the money you have now. It would be your interest. However, because you are not a citizen, you will be charged tax for being a foreigner. Subtract 0.1% from the interest you should have.

**Marriage**

Get married?

- **Yes**: If you can marry an U.S. citizen, you will be qualified to stay in the U.S. for the long term. You don't have much choice if you want to stay in the U.S.
- **No**: Do you feel ready to get married right after you graduate? Are you sure you can endure setting down at such a young age? Would your parents be fine with you marrying a foreigner? If you are staying in the U.S. for the long term, who is going to take care of your parents? These are all the problems you might encounter if you marry a U.S. citizen.

**Loan**

Do you want to load?

- **Yes**: Loan gets you money through legal ways.
- **No**: Loan increases your financial pressure in finding a job after you graduate. If you fail to get a job, the loan becomes a debt that you have to live with for the rest of your life until you pay it off.

**Solutions**

<table>
<thead>
<tr>
<th>DORM</th>
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<tbody>
<tr>
<td>APT</td>
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<td>+0</td>
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<tr>
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<td>MAJ</td>
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<tr>
<td>1ST</td>
<td>+5</td>
<td>-5</td>
</tr>
<tr>
<td>DRESS LIKE AN AMERICAN</td>
<td>-2</td>
<td>+4</td>
</tr>
<tr>
<td>DRESS LIKE YOURSELF</td>
<td>-0</td>
<td>+0</td>
</tr>
</tbody>
</table>

- **YES**: $ + $400 Move the alter ego to the part-time job section marked "start" on the special condition board.
- **NO**: $ + $0

- **YES**: $ - $1000 Pass two turns.
- **NO**: $ - $0
STAY AT HOTEL: 
- $2
- $1000

GO HOME: 
- $0
- $1200

The player moves their alter ego to the DMV section marked "start" on the special condition board.

If the player lands on a square that requires paying tuition, they pay $500 instead of $1500.

The move followed by "YES" moves the alter ego to the DMV section marked "start" on the special condition board.

The move followed by "NO" stays at the current location.

The move followed by "Yes" requires paying tuition.

The move followed by "No" does not require paying tuition.

The move followed by "3" moves the alter ego three spaces.

The move followed by "0" stays at the current location.