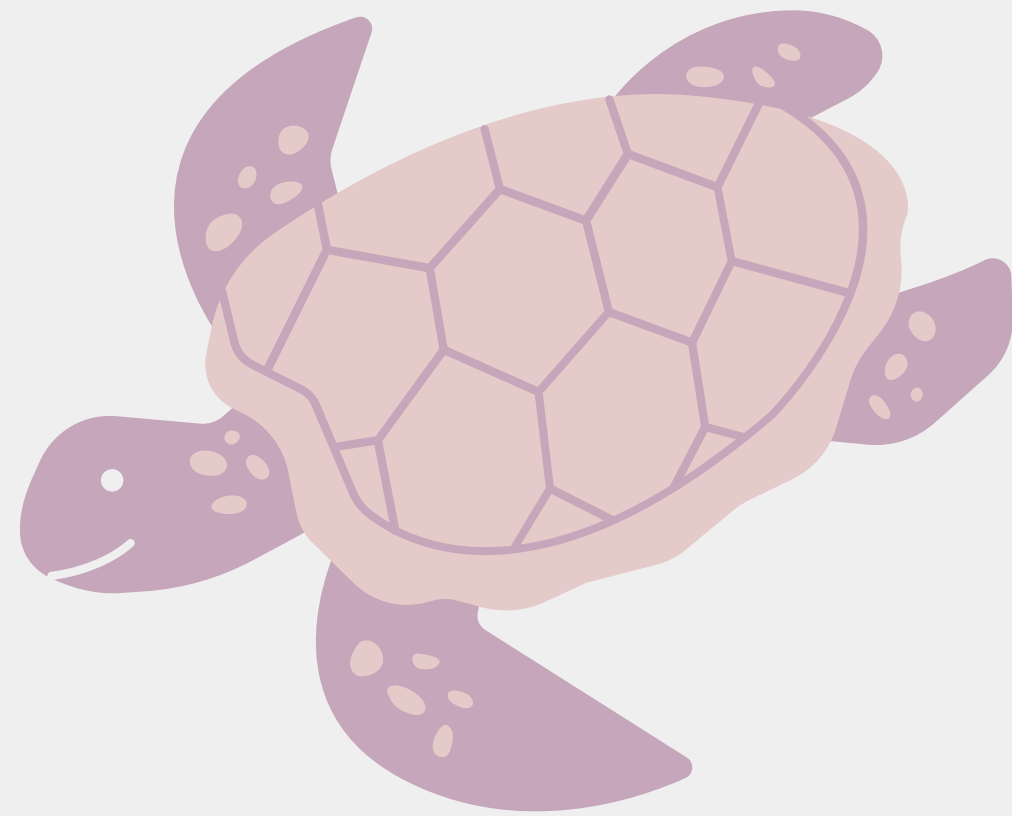


# SAVE THE SEA



# SAVE THE SEA

Goal

**THE GOAL OF OUR GAME IS TO GIVE YOUR PLAYER THE BEST LIFE POSSIBLE. YOU MUST MOVE AROUND THE BOARD AND COLLECT THINGS LIKE HABITAT UPGRADES AND NEW SPECIES OF WILDLIFE AND MUCH MORE. IN ORDER FOR A PLAYER TO WIN THEY MUST ACCUMULATE 500 POSITIVE POINTS.**

# SAVE THE SEA

## Challenges

**ALONG SIDE THE GOOD THINGS A PLAYER CAN ENCOUNTER, THERE ARE ALSO NEGATIVE THINGS THEY CAN ENCOUNTER. EACH PLAYER WILL HAVE TO OVERCOME THE OBSTACLES OF RISING OCEAN WATER, OCEAN ACIDITY, TRASH POLLUTION, AND THE EFFECTS OF CLIMATE CHANGE/ ATMOSPHERE ON THE WATER.**

# SAVE THE SEA

Core mechanics

**IN ORDER TO MOVE FORWARD IN THE BOARD AND COLLECT GOOD POINT OR BAD POINT THE PLAYER MUST ROLL A 6 SIDED DICE. AFTER ROLLING THE DICE A PLAYER WILL MOVE AS MANY SPACES AS THE DICE TELLS THEM. AFTER MOVING SPACES THE PLAYER WILL PICK UP A CARD THAT DETERMANS THE EFFECT ON THEIR CORE CARD. AFTER THE POINTS HAVE BEEN ADDED UP THE FIRST PLAYER TO 500 PINTS WILL WIN.**

# SAVE THE SEA

Components

**TO PLAY THE GAME THE PLAYERS WILL HAVE METAL FISH PIECES THAT WILL REPRESENT THEIR PLACE ON THE BOARD. ASIDE FROM THE PIECES PLAYERS WILL NEED THE DICE, AND OF COURSE THE GAME BOARD.**

# SAVE THE SEA

Space

**WE CREATED A SIMPLE TABLE TOP GAME THAT YOU CAN PLAY INDOORS OR OUTDOORS AT ANY TIME. OTHER THAN THE PLAYER PIECES THE ONLY THINGS YOU NEED IS YOURSELF AND SOME FRIENDS AND HAVE FUN!**

# SAVE THE SEA

Defining climate  
change

**IN OUR GAME WE ARE DEFINING CLIMATE CHANGE 3 DIFFERENT WAYS. THE 1ST WAY IS BY INCORPARITING IT IN OUR CARDS. WHEN A PLAYING PULLS THE CO2 CARD**

# SAVE THE SEA

Explain at least 3  
specific effects of  
earth's increasing  
temperatures

**AS THE EXCESSIVE HEAT AND ENERGY WARMS THE OCEAN, THE CHANGE IN TEMPERATURE LEADS TO UNPARALLELED CASCADING EFFECTS, INCLUDING ICE-MELTING, SEA-LEVEL RISE, MARINE HEATWAVES, AND OCEAN ACIDIFICATION. WE ARE INCLUDING THIS CONTENT BECAUSE BY HAVING A GAME CARD THAT HAS A BRIEF EXPLANATION OF THE EFFECTS**



# SAVE THE SEA

analyze water wheel  
rotation

**THE FORWARD MOTION OF THE WATER TURNS THE WHEEL. IN THE OVERSHOT VERTICAL WATERWHEEL, WATER DROPS DOWN FROM A WATER SOURCE ABOVE ONTO THE WHEEL, TURNING IT. UNDERSHOT VERTICAL WATERWHEELS ARE LARGE VERTICAL WATERWHEELS PLACED IN A STREAM SUCH THAT THE WHEEL IS TURNED BY THE MOVING WATER.**

# SAVE THE SEA

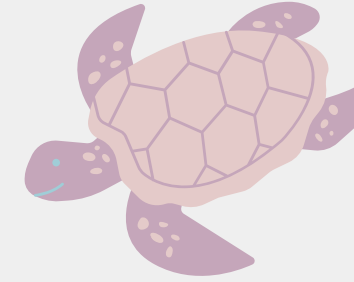
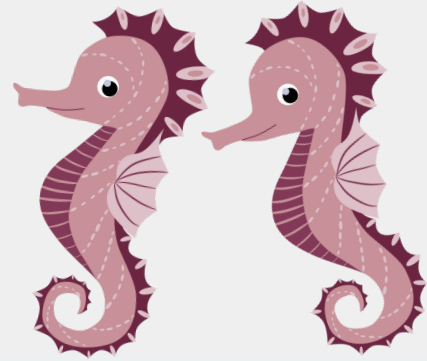
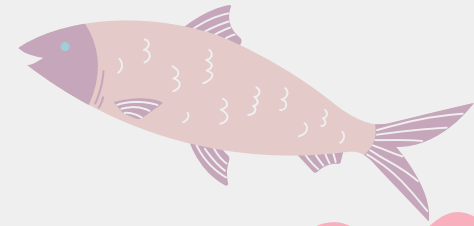
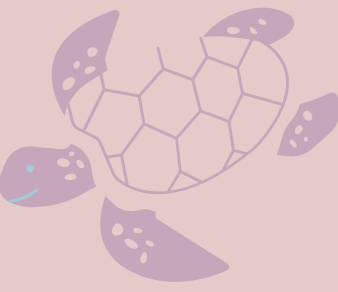
analyze water wheel  
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Start

NEW  
CORAL  
REEF

YOU  
FOUND  
FOOD  
=35



Pick up card

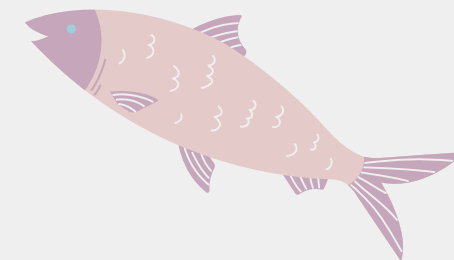
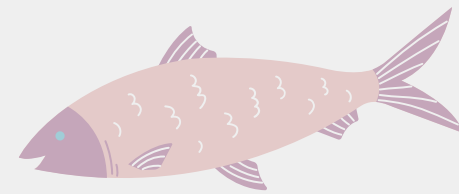
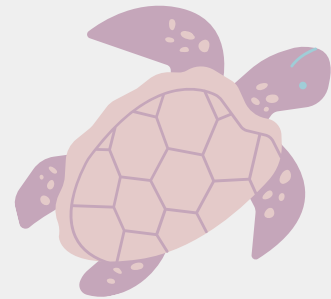
Save The Sea

drop card

INCOMING  
SODA  
CAN

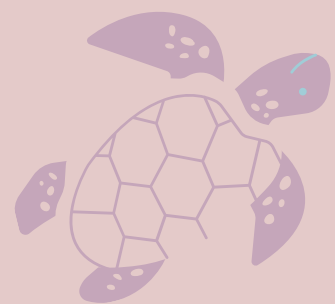
YOU HAVE  
NEW  
FISHES!!

PLASTIC  
STRAWS



OIL  
SPILL

FISH  
NET  
-50

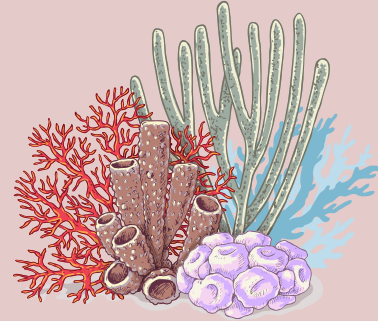


## TRASH HEADING YOUR WAY



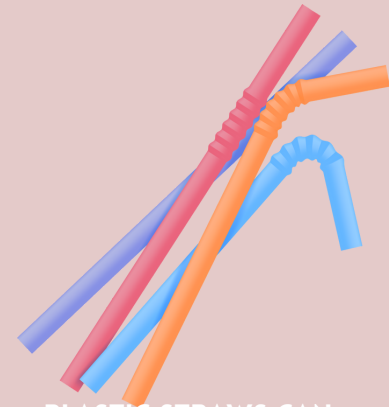
OVER 1 MIL TURTOLES  
ARE KILLED EVERY YEAR  
DUE TO PLASTIC

## NEW CORAL REFF



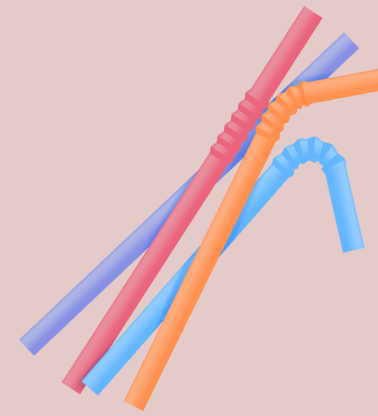
CORAL REEF PROVIDES  
ANIMALS WITH SHELTER,  
FIND FOOD, REPRODUCE,  
AND REAR THEIR YOUNG  
IN THE MANY NOOKS AND  
CRANNIES FORMED BY  
CORALS

## PLASTIC STRAWS



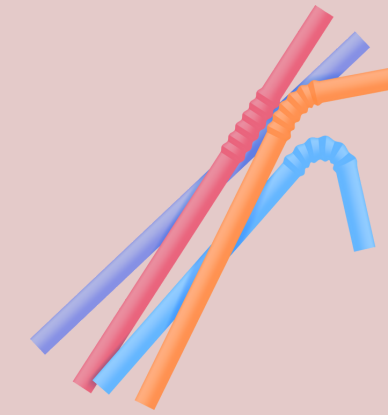
PLASTIC STRAWS CAN  
SICKEN AND KILL SEABIRDS,  
FISH, SEA TURTLES,  
MANATEES, DOLPHINS AND  
OTHER ANIMALS WHEN  
THEY GET LODGED IN THEIR  
NOSES, THROATS AND  
STOMACHS.

## PLASTIC STRAWS



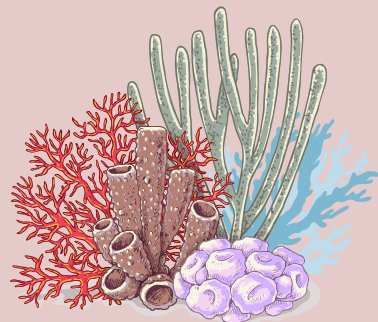
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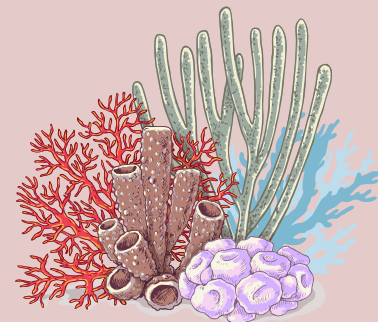
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## TRASH HEADING YOUR WAY



OVER 1 MIL TURTOLES  
ARE KILLED EVERY YEAR  
DUE TO PLASTIC

## TRASH HEADING YOUR WAY



OVER 1 MIL TURTOLES  
ARE KILLED EVERY YEAR  
DUE TO PLASTIC

## OIL SPILL



OIL SPILLS CAN HARM  
SEA CREATURES, RUIN  
A DAY AT THE BEACH,  
AND MAKE SEAFOOD  
UNSAFE TO EAT.

## OIL SPILL



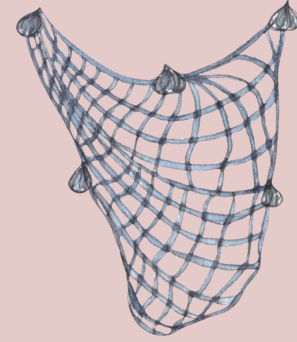
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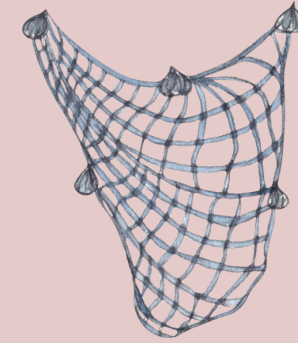
OIL SPILLS CAN HARM SEA CREATURES, RUIN A DAY AT THE BEACH, AND MAKE SEAFOOD UNSAFE TO EAT.

## FISH NET



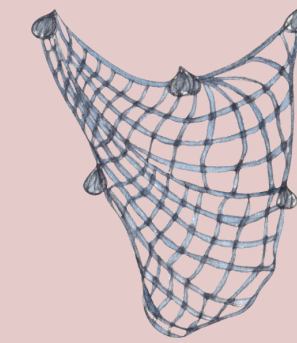
BREAKING CORALS, EXPOSING THEM TO DISEASE, AND EVEN BLOCKING THE REEFS FROM NEEDED SUNLIGHT.

## FISH NET



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BREAKING CORALS, EXPOSING THEM TO DISEASE, AND EVEN BLOCKING THE REEFS FROM NEEDED SUNLIGHT.

## CLEAN UP CREW



A DIRTY OCEAN HAS DEVASTATING EFFECTS ON MARINE LIFE AND ECOSYSTEMS. FOR EXAMPLE, PLASTIC ITEMS CAN HARM ANIMALS CAUSING SUFFOCATION, ENTANGLEMENT, LACERATION, INFECTIONS AND INTERNAL INJURIES. BUT THAT ALL IS AVOIDABLE IF WITH THE CLEAN UP CREW

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## PLANT NEW SEAWEED



SEAWEED PLAYS MANY IMPORTANT ROLES IN COASTAL ECOSYSTEMS. SEAWEED PROVIDES FOOD AND HABITAT FOR OTHER MARINE SPECIES, CLEANS COASTAL WATERS BY REMOVING EXCESS NUTRIENTS FROM RUNOFF, AND ABSORBS CARBON DIOXIDE FROM THE WATER WHICH PROTECTS SHELLED ANIMALS (LIKE OYSTERS) FROM OCEAN ACIDIFICATION.

## PLANT NEW SEAWEED



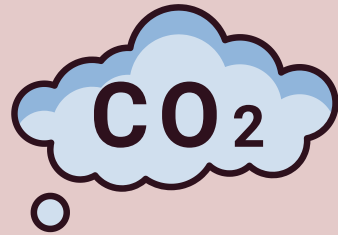
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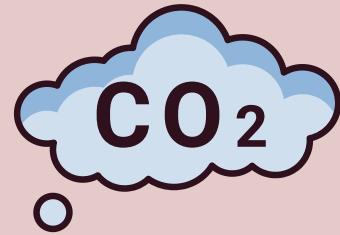
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# CARBON DIOXIODE



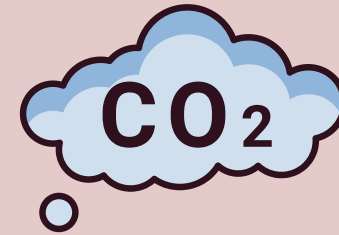
OH NO! THE  
CARBON DIOXIDE IS  
RISING!! THERE IS  
TOO MUCH ADIC IN  
THE OCEAN!!

# CARBON DIOXIODE



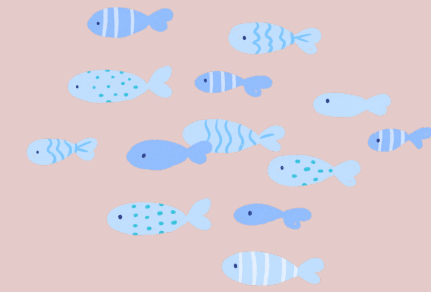
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# CARBON DIOXIODE



OH NO! THE  
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# NEW SPECIES



YOUR ADDING  
TO YOUR  
FAMILY!

# PLANT NEW SEAWEED



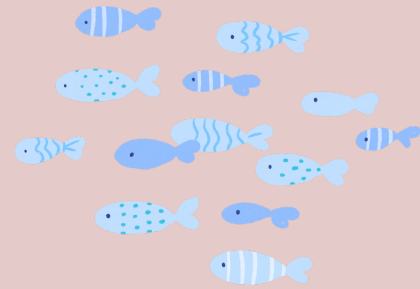
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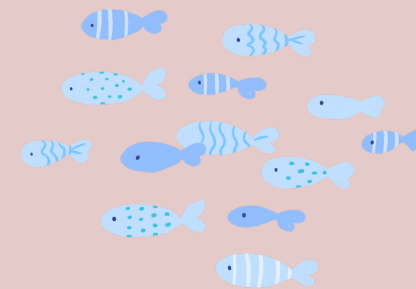
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# NEW SPECIES



YOUR ADDING  
TO YOUR  
FAMILY!

# NEW SPECIES



YOUR ADDING  
TO YOUR  
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# FOOD



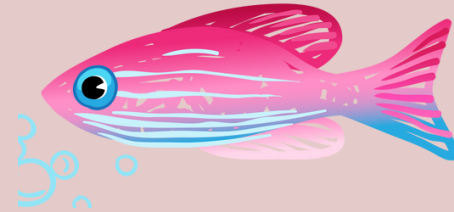
YOU GOT  
FOOD FOR  
YOUR ANIMAL!!

**FOOD**



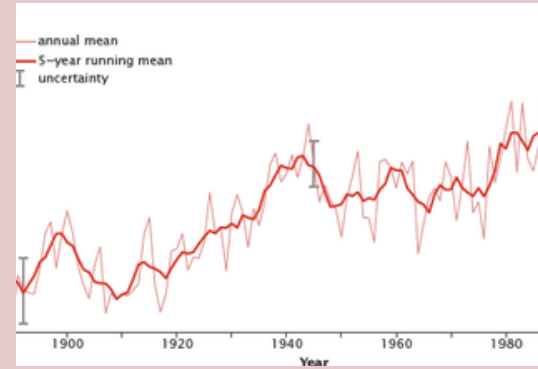
**YOU GOT  
FOOD FOR  
YOUR ANIMAL!!**

**FOOD**



**YOU GOT  
FOOD FOR  
YOUR ANIMAL!!**

**HEAT RISES**



**THE INCREASE TEMP IS  
AFFECTING THE WATER**

# POINT CHEAT SHEET

|  |  |
|--|--|
|  |  |
|  |  |

TRASH -25

PLASTIC STRAWS -35

STRAWS ARE WORTH -50

FISH NETS ARE WORTH -50

OIL -300

FISHING -25

ADDING CORAL REEF+20

CLEAN UP CREW+50

REHOUSING ENDANGERED SPECIES +25





# THE RULES

-IF YOU WANT THE GAME TO LAST 20 MINS  
THEN YOU ARE OUT ONCE YOU RECIEVE -100  
AND AFTER THE TIMES UP THE FIRST PERSON  
CLOSEST TO 100 POINTS WINS

-IF YOU WANT THE GAME TO LAST 40 MINS  
THEN YOU ARE OUT ONCE YOU RECIEVE -200  
AND AFTER THE TIMES UP THE FIRST PERSON  
CLOSEST TO 200 POINTS WINS

-ALL PLAYERS ARE TO ROLL DICE ONCE  
PER TURN AND MOVE UP AS MANY  
SPACES THE DICE DECIEDES. THEN PICK  
UP A CARD AND TALLY THERE POINTS  
ON THERE POINT CHEAT SHEET

-ALL PLAYERS MUST START ON THE START BOX