

WHY YOUR SUPPORT IS IMPORTANT

Every year, millions of tons of plastic enter the oceans, of which the majority spills out from rivers. A portion of this plastic travels to ocean garbage patches, getting caught in a vortex of circulating currents.

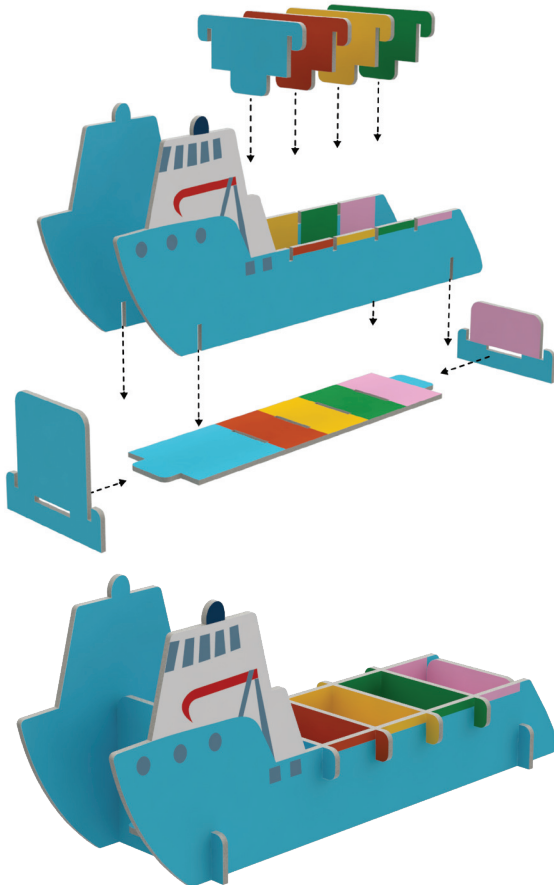
If no action is taken, the plastic will increasingly damage our ecosystems, threatening the life of marine animals and our health. Solutions to this problem require innovative technology, and the involvement of citizens young and old everywhere.

The Ocean Cleanup is a nonprofit organization developing advanced technologies to rid the oceans of plastic; find out more at:

www.theoceancleanup.com.

With the purchase of this game you are contributing to the cleanup and empowering the next generation to consume less plastic (more info at: www.adventerragamesUSA.com).

HOW TO ASSEMBLE THE SHIP



MISSION OCEAN

RULES

RACE TO SAVE SEA CREATURES

Your mission is to collect plastic waste from the water, take it back to the ship, and save the marine animals from danger!

GAME SETUP

- Assemble the ship and place it in its space at the top of the board.
- Each player chooses a rescue token (made of wood) and places it in its space next to the ship.
- Each player finds the animal that is the same color as their rescue token, and places it in sea zone number 4.
- Place 6 pieces of waste on each animal. During the game, this waste travels with the animal, and can only be removed by the actions of the players.

HOW TO PLAY

The youngest player starts first, and play moves in a clockwise direction.

On your turn, roll the two dice. The white die shows a special action that you must take immediately, while the blue die shows how many sea zones to move your rescue token.

Every sea zone is marked by a numbered buoy.

SPECIAL ACTIONS

First, the player must carry out the special action shown on the white die.



WIND

Choose any color animal and move it away from the ship by one sea zone. (To carry out this action, you can't choose an animal located in sea zone 7). The further an animal moves away from the ship, the more difficult it will be to free it from plastic!



LIFE JACKET

Choose any color animal and move it toward the ship by one sea zone. (To carry out this action, you can't choose an animal located in sea zone 1.) The

closer an animal gets to the ship, the easier it is to free it from plastic!



EDDY

The water current is swirling, so you must swap two animals that are located in different sea zones. The distance does not matter, so an animal that is close to the ship can be swapped with another animal that is far away. If all the animals are in the same sea zone, choose one and move it away one zone.

TO THE RESCUE!

Next, look at the blue die. The number of waves you rolled shows how many sea zones you can move your wooden rescue token.

The goal of each player is to rid their animal from the plastic that threatens it.

When your rescue token reaches the same sea zone as your animal, you can take one piece of plastic off your animal and load it onto your rescue token. Wait until your next turn to move your rescue token through the sea zones towards the ship. When you reach the ship, unload the plastic waste into the space on the ship that is marked with your color. On your next turn, you can roll the two dice again and continue with the rescue mission.

If the number of waves you roll on the blue die is more than you need to reach your animal, the extra waves cannot be used to continue moving. The same thing is true if you roll more waves than you need to reach the ship.

However, if you reach your animal with the exact number of waves you need, you get another turn immediately. (There are no extra turns for reaching the ship with the exact number of waves.)

If you begin a turn when your rescue token and your animal are already located in the same sea zone, load one piece of plastic on your rescue token and play another turn, rolling both dice again.

END OF THE GAME

The first player to free their animal and take all 6 pieces of plastic waste back to the ship wins the game!

Endorsed by

THE OCEAN®
CLEANUP

WITH THIS BOARD GAME
YOU SUPPORT THE FUTURE
OF CLEAN OCEANS



Adventerra combines the words “adventure” and “terra”, the Latin name for our planet.
It reflects our mission: to create exciting games that help kids care for our world!
We are an eco-friendly Swiss brand specializing in educational games about environmental themes.



Our Commitments



100%
PLASTIC-FREE



RECYCLED
& RECYCLABLE



FSC-CERTIFIED
WOOD & PAPER



BIODEGRADABLE
FILM WRAP



VEGETABLE
INKS



REDUCED CARBON
FOOTPRINT

Visit adventerragamesUSA.com
to discover more educational eco games for all ages!