

BLUE PLANET INSTRUCTIONS



START OF GAME

Starting from the youngest, each player chooses one of the four animals to represent them. Each player also has a tile board that represents their stomach ("stomach board") that will be used to keep the plastic they collect. The event cards should be shuffled at the beginning of each game and placed in their square in the middle of the board.

To start the game, each player will roll the dice in order and move the number of tiles according to the number on the die.

PLAYER POWERS

Each marine animal has a special power that makes them unique. These special powers can be used on the player's turn once per lap.

Turtle Power:

- When you draw the natural event card and you do not like the result, use this power to ignore the event.

Dolphin Power:

- Whatever your roll on your die, you may move double that number.

Whale Power:

- Steal the turn of another player.

Fish Power:

- Swap the plastic between itself and another player. whoever is in its proximity.

GAMEPLAY

The board is composed of four different tiles: the event tile, the calm tile, the vet tile, and the garbage patch tile (Pictured in-game components). Events on a player's turn are dictated by what event they land on:

- **Event Tile:** Draw a card from the event deck and follow what is written on the card
- **Calm Tile:** The player ends their turn on this tile with no further actions
- **Vet Tile:** The player removes one plastic from their "stomach board." If they do not have any plastic then they take one *Vet Token*. The vet token allows the player to remove plastic at any time on their turn.
- **Garbage Patch:** When a player lands on the garbage patch, they can choose between two decisions:
 - a. All players ingest 1 piece of garbage.
 - b. One player takes X amount of garbage (scaling to the number of players present in the game).

Note: The Great Pacific Garbage Patch is a collection of marine debris in the North Pacific Ocean. Marine debris litter ends up in oceans, seas, and other large bodies of water.

STOMACH

Reacting to the event cards, landing on a garbage patch token or the garbage patch tile, these add plastic to a player's "stomach board." Each player's "stomach board" is made up of twelve squares, and each square can only hold one plastic tile. When the player fills all twelve squares with plastic, their marine animal dies and they are out of the game.

EVENTS

As the player progresses if they land on the hook tile, they will have to withdraw an event card from the pile. Event cards can be one of three themes and will give instructions to either harm or help the player:

1. Natural event – Includes events that involve natural disasters such as storms, winds, and currents
2. Boat event – Events that are caused by the fishing boat and affect the player
3. Story event – Events based on real-life stories that will affect a specific player

For the story events - The story has two effects:

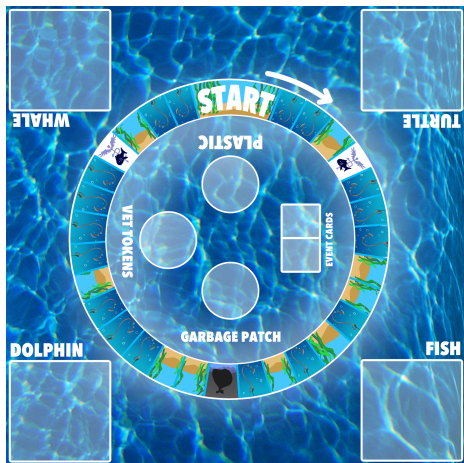
- When the player draws a card, it will have a specific animal mentioned. If the player is not that animal, they can play that card to affect the animal of the player mentioned (Make them take plastic).
- If they are the player mentioned, they get the inverse effect. (Removing the stated amount of plastic)

END GOAL

After a lap is completed, all players count their plastics, and the player with the lowest amount wins.

GAME COMPONENT DICTIONARY

Game board:



Plastic bottles resource:



Garbage Patch Tile:



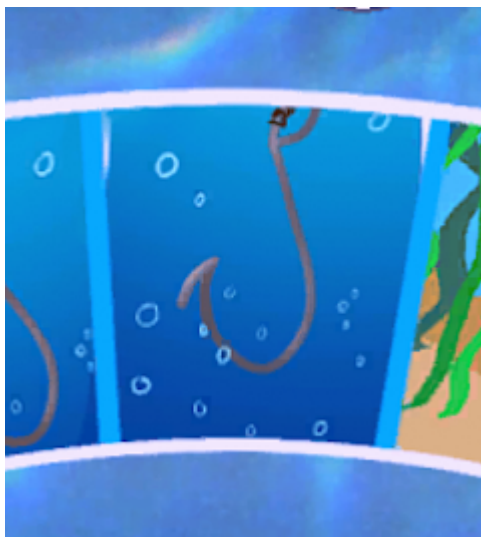
Calm Tile:



Marine Veterinarian Tile (Vet):



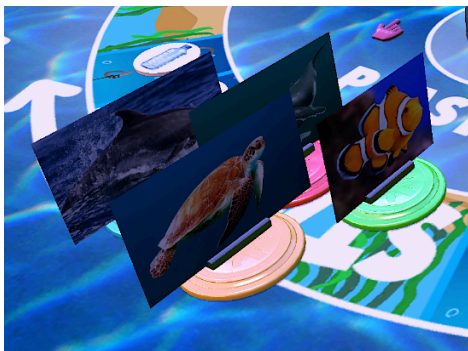
Event Tile:



Stomach Board:



Character Tokens:



Garbage patch resource:



Vet tokens:



Event Cards:

