



Blue Mission Rulebook

A TeachBlue Erasmus+ Project Game



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Blue Mission

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Erasmus+

EU programme for education, training, youth and sport

Project Title:

TeachBlue: An innovative Marine and Ocean Literacy Toolkit for early childhood teachers in the frames of the 14SDG - Conserve and sustainably use the oceans, seas, and marine resources.

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The project involves universities, research Institutes and non-governmental organizations from 4 European Union countries - Poland, Greece, Cyprus and Portugal.

Project coordinator:

University of Environmental and Life Sciences in Wrocław, Poland



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INTRODUCTION

The **treasure of the seas** is lost within the world. The **pirate captain** is seeking to claim it, but we can get to it first and protect the waters.

The game can be **played by any number of players**; however, the players must be **split into up to 2 or 4 teams** making decisions as one player.

The expected **duration** of the game is **between 20-30'**, depending on the group age and participant number.



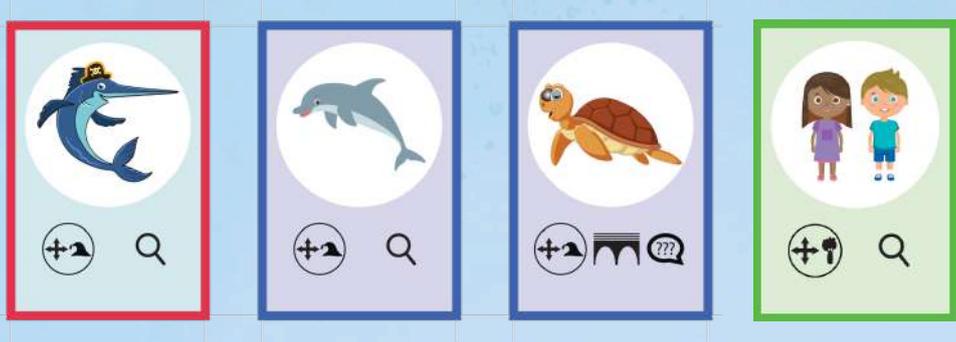
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CONTENTS

Character Cards

- they show the characters, and what they do when activated.



Character Tokens & Treasure Token

- they show where the characters are on the Map.



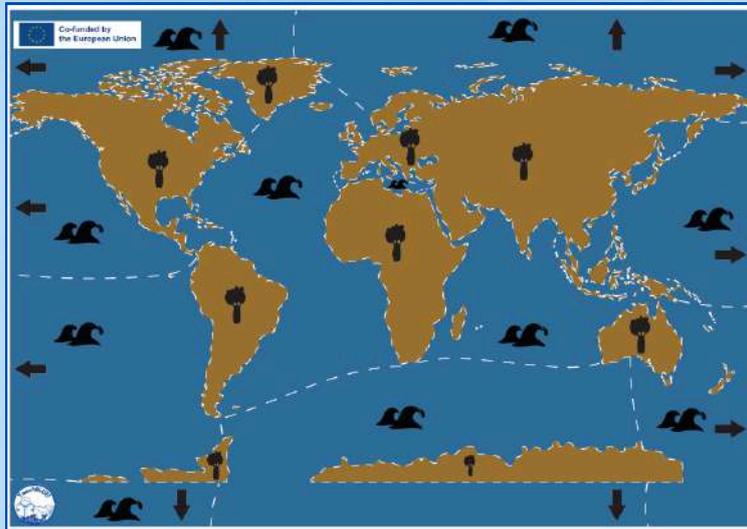


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Game Board

- it is called "Map" and represents the earth, its continents and oceans.



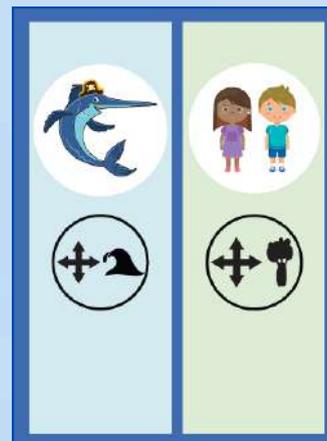
Event Cards

- cards used to indicate the movement of the Treasure, hidden from the players.



Player Cards

- cards used to take actions on the Map by activating the characters.





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GAME IN A NUTSHELL

The **world map** is divided into areas, where the **players can move** specific characters. The characters are not controlled by a single player, and the players can choose to utilize any one they wish (or have card for).

The **teacher (Pirate Player)** has a mini-map (copy of the big map), where they mark in secret the current location of the treasure. The teacher uses the **“Event” deck of cards**, which indicates the movement of Captain Pimpas and of the treasure.

The **pirate Captain Pimpas** will try to find his **treasure**. The players must find it before Captain Pimpas does.

The players will utilize a deck of cards that represent **actions they can do** (move Characters, including Captain Pimpas, search for the Treasure, or ask for clues).



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MAIN RULES

To set-up the game, follow the next steps:

Setup

- ① The **Pirate player** takes the small Map and Treasure token, and places both of them in a place where the other players cannot see them.
- ② **Place** the big Map at the middle of the table
- ③ **Place** the 4 Character cards next to the board
- ④ **Shuffle** and place all decks of cards near the board
- ⑤ **Allow** the players to position the 4 Character tokens anywhere they can legally be placed.
- ⑥ **The Pirate player secretly places** the Treasure token on the small Map at any water location.
- ⑦ **Choose** a player to begin the game.



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The Characters

Each Character can perform specific actions. They are symbolized on their Character cards.

Captain Pimpas

↕ Move  Water 🔍 Search

Symbols:



Captain Pimpas can only ↕ between adjacent  areas, and can 🔍 for their treasure in the area they are in. Each ↕ allows you to move the character 1 adjacent area.

Note: The players want to make this Character move AWAY from where they think the treasure is, not search for it! Only the Pirate player can search.

Luna & Kiko

↕ Move  Land 🔍 Water

Symbols:



Luna & Kiko can only ↕ between adjacent  areas. They can use the Caretta as a “bridge” to ↕ to a  separated by  areas. They can 🔍 on . Each ↕ allows you to move the character 1 adjacent area.



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Caretta

↕ Move  Water  Bridge  Ask for Clues

Symbols:



Caretta can only ↕ between adjacent  areas. They allow Luna & Kiko to use them as a “bridge”  to ↕ to another  separated by Water. They can also  the creatures living in the sea and on the beach. Each ↕ allows you to move the character 1 adjacent area.

Splash

Symbols:

↕ Move  Water  Search



Splash can only ↕ between adjacent  areas. They can  on  Each ↕ allows you to move the character 1 adjacent area.



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The Round and player Turn

Each Round consists of a number of **player Turns equal** to the number of **player teams**.

The player Turn

At the **beginning of their Turn**, the active player will **reveal** the top 2 cards of the Player Deck.

Subsequently, the **active player** will decide (or discuss and decide as a team of players if you are playing in teams) **which card they will use**, and place the other at the bottom of the deck.

The player **chooses one Character** shown and resolves all symbols shown in that Character.

Once they use their card, **they place it face-up in front** of them and their Turn is over and the next player's Turn begins.

End of the Round

When all players have **each taken one turn**, the Round is over. **The Pirate player** draws an Event card, uses it, and the players move on to the next Round.

Event Card Symbols

The event card uses symbols to instruct the Pirate player what to do:

-  allows you to move Captain Pimpas or the Treasure as shown, in an adjacent area obeying as close as possible the compass (if any , otherwise anywhere on the map (if the ? is shown)
-  the Treasure moves onto any land the Pirate player wishes, as far away from Captain Pimpas as possible



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- 🔍 allows Captain Pimpas to search for the Treasure in their location (if they are in the same location as the Treasure, the Pirate player wins)
- 🔄 The Pirate player reshuffles all event cards (including this one) into a new deck

Game End

Once one of the conditions is met, the game immediately ends:

- The players 🔍 on the area that the Treasure is (Player Victory!)
- The Pirate player 🔍 on the area the Treasure is (Pirate Player Victory!)



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ADVANCED RULES

Two Teams Modification

On the occasion that you only have two teams of players (usually only two or three players, or because the groups do not wish to be separated from friends), then allow each team of players to take two Turns before you proceed to the end of the Round.

Out of Cards

If any Decks run out of cards, collect all used cards of that Deck and shuffle them to form a new Deck.



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