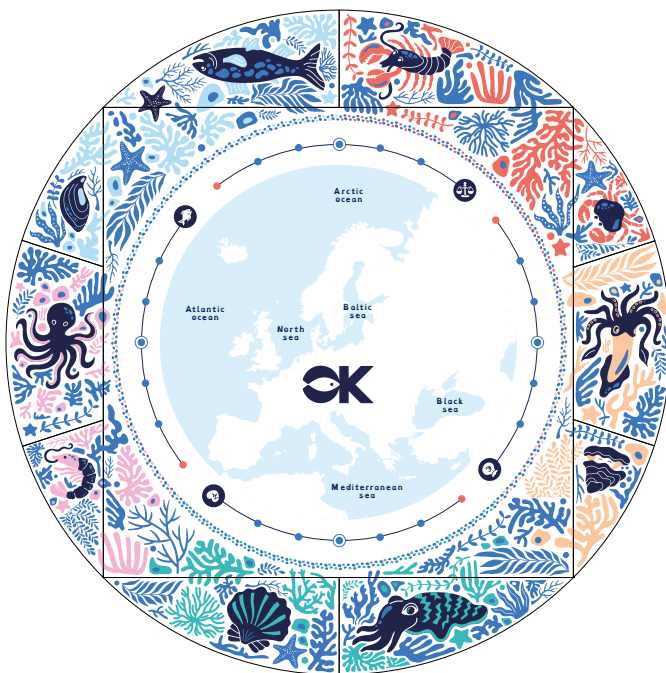




Game rules

Pillars of the sea



••• Game Rules: •••

Pillars of the Sea



For millennia, the oceans have been a source of life, mystery, and endless possibilities. They connect cultures, sustain economies, and support an extraordinary web of marine creatures.

But today, **the balance of the seas is at risk**. Climate change, pollution, overfishing, and habitat destruction continue to threaten their fragile ecosystems.

In **Pillars of the Sea**, players step into the shoes of a character who relies on and protects the ocean—scientists, fishers, policymakers, activists, and coastal communities. Each character faces their own challenges, but all share a common goal: finding solutions with the ultimate goal of protecting marine biodiversity.

Every decision can tip the scales—will your team rise to the challenge and keep the balance of the sea? Remember: every choice has consequences and players must work together to create a sustainable future.

••••• Who can play? •••••

Number of players: 3 to 6

Age: 12+

No knowledge of marine & maritime science is required. Learn as you play!



Game components



1 board – Track the state of the four pillars throughout the game, and complete it using puzzle pieces.



5 decks of 3 Tide Turn Cards – Hidden in

the Quest Card decks, they add an element of surprise!

13 Character Cards –

Each card describes a character with a special game ability, their occupation, what's important to them, and the challenges they are facing in their work.

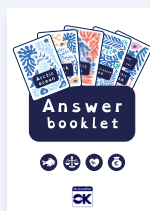


10 Puzzle pieces – Collected after making decisions from Quest Cards. There are two available per sea, matching the colours on the back of the Quest cards and on the board.



5 decks of 5 Quest Cards

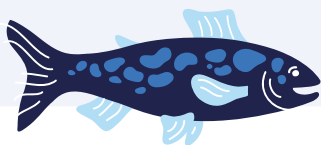
– one deck per sea basin, matching the colours of the puzzle pieces and the board. Each card presents a scenario with three possible decisions.



1 handbook

– Refer to this handbook to discover the outcomes of the decisions made from the Quest Cards. It also contains a glossary.

Pawns – No pawn is furnished. Use what you have available, like flat marbles, pebbles, shells or make origami paper stars.



Your goal

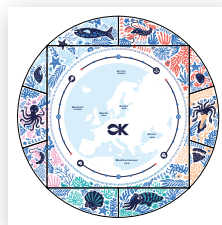
Pillars of the Sea is a game where players work as a team, resulting in winning or losing all together. You need three to six players to play the game.

There are four pillars critical to recovering the balance in the oceans:

	Biodiversity: the variety of life in the ocean, ranging from fish & shellfish to seaweed and plankton
	Economics: how society uses the resources of the ocean to create wealth
	Social fairness: a just and fair access to the resources of the ocean for everybody
	Health: the impact on human health of changes in the ocean

The team faces different scenarios covering all European seas, and players will have **to decide together** how they want to address these challenges. Each decision will make the team earn or lose points on the four pillars displayed on the board. Be careful: **if a pillar falls by reaching zero, the team loses.**

Every time the team makes a decision, a puzzle piece is earned and placed on the edge of the board to form a circle. There are ten puzzle pieces to collect, two per sea. **Complete the puzzle while maintaining all the pillars above zero to win the game and save our oceans.**



Beware of surprises! In each Quest card deck, there are some hidden **Tide Turn Cards** with an event beyond the control of the team. When a player picks a Tide Turn Card, no decision is taken: the team moves the points up or down the pillars and moves to the next turn.

How to play?

- 1 The team positions four pawns on the board, one in the middle of each pillar.



- 2 Shuffle each Quest Card deck, making sure the Tide Turn cards are mixed in. Place each deck on the table away from the board. Make sure to place them backside facing up.

- 3 Make sure the puzzle pieces are within reach.



- 4 Each player chooses a Character Card. Each character has a special ability which can change the course of the game, so choose wisely! Players read their card out loud to the rest of the team, and place their card standing in front of them.

- 5 If the special power of one of the characters must be used before the game starts, use it at this stage.

About special abilities: Some abilities can only be used once, while others are valid for the full game, so read the card carefully. Each player can choose to use their character's special ability at any point throughout the game and tip the scales... even if it's not the player's turn to play a Quest Card! Think as a team!



Arctic Ocean

Climate change and demand for sea-friendly seafood are changing Arctic fishing.

Isotonic sea water is more plentiful, getting saltier costs money. Increasing Arctic fishing fleets get fuel subsidies to help with costs, but this adds to pollution.

1 You invest in sea-fisheries to sell to diverse export markets.

2 You keep fuel subsidies as Arctic fisheries day competition.

3 You gradually end fuel subsidies and help switch to cleaner fishing technologies.

Arctic Ocean → Arctic Filmmaking

7 When the decision is made, check the outcomes in the handbook (the corresponding page

6

10

11

The game ends either when the team wins by completing the puzzle, or loses by bringing a pillar to 0.



Here are some alternatives to spice things up:

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This game was developed as part of the **Mr.Goodfish3.0 project** funded under the European Union's research & innovation programme Horizon Europe and the EU Mission "**Restore our Oceans & Waters**" which aspires to protect and restore the health of European oceans and freshwaters through research & innovation, citizen engagement and investments in the blue economy, with a 2030 target.

The game is part of the Mr.Goodfish3.0 awareness-raising campaign for responsible consumption of sea, freshwater and aquaculture products. Our campaign will propose other materials to raise

awareness among citizens, youth, children and seafood professionals.

In particular, we will upgrade the existing Mr.Goodfish app with new recommendations of seafood species from all over Europe to encourage a more balanced & responsible consumption of products from the sea.

➔ Do you want to be part of the campaign? Contact our project's communication manager, Clara Boissenin at cboissenin@ecsite.eu

➔ Learn more at www.mrgoodfish.com

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