

Rules and Indication for Floor Board Game “The Journey of Migratory Fish”

MARE and the University of Évora invite players to discover the secret life of migratory fish. Through “The Journey of Migratory Fish,” we can learn more about these species and the dangers they face along their journey—from the sea to their breeding grounds—while also understanding how we can create a better environment for fish fauna.

This game was created as part of the **DiadSea project (EAPA_0011/2022)**, which aims to develop transnational management and conservation strategies for diadromous fish in the Atlantic Area. To achieve this, DiadSea seeks to map the distribution of diadromous fish in the ocean, apply the latest oceanic and climate models to predict the future of these populations, establish an Observatory focused on these species, and develop dissemination and outreach activities on these topics.

Game Rules:

Each player starts the game at square 1, with 1–4 players allowed. The youngest player rolls the die first and moves forward the number of squares shown on the die. Along the way, players may encounter *threats* (red squares) to the fishes’ journey, which require moving backwards (see legend below), or *good management practices* (green squares), which allow players to advance on the board. The goal of the game is to reach the breeding ground (square 20).

- 3 – Overfishing: go back to the start
- 7 – Pollution: move back 2 squares
- 10 – Climate change: move back 5 squares
- 12 – Dam removal: move forward 6 squares
- 14 – Fish ladder: climb to square 17
- 15 – Dam: move back 4 squares
- 19 – Invasive species: move back 3 squares

Printing Instructions:

Game board printing (final artwork available at the DiadSea website):
Print on canvas, size **3.5 x 2.5 m**, in **4/0 colours**.