Migr'Ocean

A GAME ABOUT MIGRATORY FISH

Dive into a strategic adventure where every decision counts! Your mission: restore the living conditions of **migratory fish** at sea by bringing together their three **vital functions**: **feeding, finding refuge and reproducing**. But beware, many **traps** threaten these species... With your **trump cards**, can you outsmart them?

SPECIES
A migratory fish to protect

FUNCTION
Food, refuge or reproduction

TRAP
A threat that blocks a card

TRUMP
The solution that frees the card

RULES OF THE GAME

SETUP

- 2 players face to face. The oldest player starts.
- Shuffle the cards and place the deck in the middle.
- Each player receives **3 cards** and looks at them without showing them.

YOUR TURN

1. **To start playing, you must place a FUNCTION card.** If you don't have one, discard a card, draw and skip your turn.
2. You can then place one, two or all three of your cards:
   - FUNCTION or SPECIES cards in front of you;
   - a TRAP on one of your opponent's cards;
   - a TRUMP on your trapped card, if it matches the TRAP.
3. **Nothing to play?** If you have 3 cards in hand, discard 1.
4. **End of turn:** draw **only 1 card**, even if you played several. Your opponent's turn!

TRAPS AND TRUMPS

- A TRAP only blocks the FUNCTION or SPECIES card it is placed on.
- A trapped card does not count towards victory.
- Each TRUMP frees **only one** TRAP: the one it solves.
  E.g.: the TRAP "Overexploitation by fisheries" is freed by the TRUMP "Moratorium".
- A freed card counts again and can never be trapped again.

GOOD TO KNOW

- Never more than **3 cards in hand**.
- Never more than **2 identical cards** (in hand and in front of you). If you draw a 3rd identical card, discard it and draw again.
- Empty deck? Shuffle the discard pile to make a new one.

TO WIN 3 FUNCTIONS + 3 SPECIES

Food, Refuge, Reproduction + 3 different species, with no trapped card (or one freed by a TRUMP card). The first to collect them wins!

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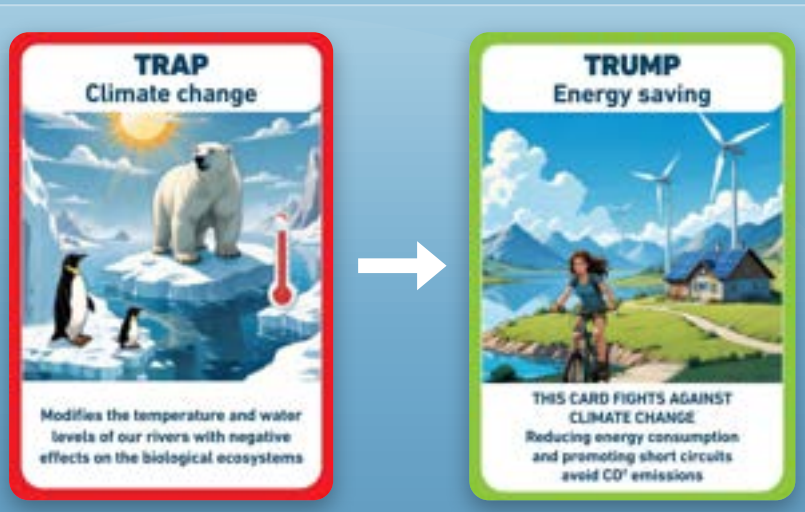
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TRAPS & TRUMPS AT SEA

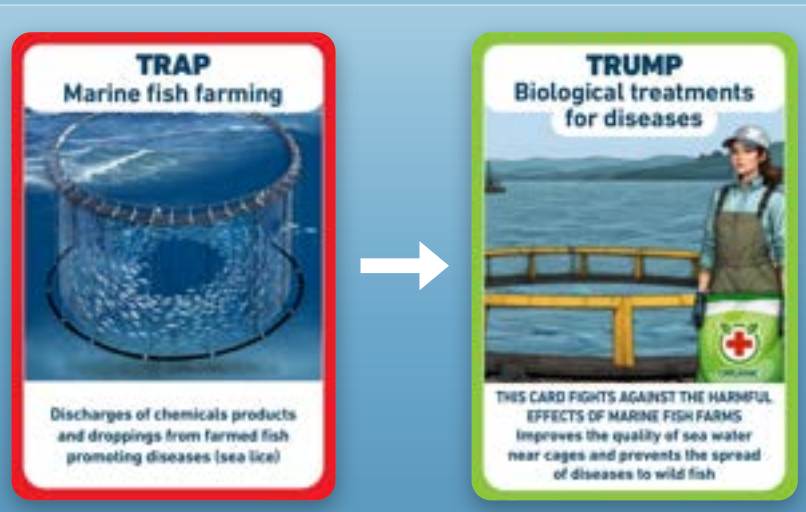
At sea, migratory fish face climate change, fishing, pollution... Each **TRAP** can only be defeated by **one TRUMP**!

Special card LUCKY CARD DiadSea: it replaces the **TRUMP** of your choice and frees any **TRAP**.





Climate change → Energy saving



Marine fish farming → Biological treatments for diseases



Lack of knowledge → Study of migratory fish



Overexploitation by fisheries → Moratorium



Pollution → Stopping releases



Unattractive river → Stopping pumping

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