

INSTRUCTIONS FOR PRINTING

The presented materials can be printed in smaller or larger formats, in colour or in black-and white - depends on your preferences!

Recommended size is **A4** format, in **colour**, preferably on **thicker, laminated** paper, as the game is intended for multiple use. Whatever the size you choose to print it in, make sure that it's all in the **same format!**

The printing instructions are as follows:

- These Instructions are **optional** for printing, as they are only used once.
- The "Sea of Seals" manual is **optional**, but recommended for printing; if you choose to print it, print it **double-sided**.
- The board for the game is composed out of **two parts**; print them **one-sided**, and connect them along the indicated marks.
- Action, question and pupping site cards are supposed to be printed **double-sided**. After printing, **cut** the document along the indicated markings, and separate the action and question cards into **individual piles**.
- Pawn and token cut-outs should be printed **one-sided**, and **cut out** along the indicated markings.

~ SEA OF SEALS ~

Put yourself in a monk seal's shoes for an unforgettable sea-crossing travel!



30 MIN



8+



2 TO 4

Through difficult decisions and treacherous waters, this game aims to introduce you to a monk seal's way of life. Swimming across the Adriatic sea, you'll discover the monk seal's favorite places, as well as the various activities which threaten this protected and vulnerable species.

What's your goal? Reach the most favorable pupping site with enough food in order to bring a young pup to the world and ensure the survival of the Mediterranean monk seal in the Adriatic sea!

CONTENTS

* MONK SEAL PAWNS

Pick your own seal skin for this exciting travel.

* BOARDGAME:

Large Food spaces

These are the most favourable hunting sites — if you reach one, you get **+2 food tokens**. Each player can use each large food space once.



Small Food spaces

These are also favourable hunting sites, but you should arrive on time to catch it! Only the first player to reach this space can get a **+1 food token** from the space they land on **for the entire game**.



Action spaces



In these mysterious waters, you don't know what's going to happen — when you land on these spaces, draw an **action card**, which can be **favourable**, **unfavourable** or **neutral**. The only time a player can draw more than one action card per turn, is when they draw the favourable card "*Move one more spot this turn*" and they land on an action space for the second time in a row.

Question spaces



One of the other players draws a question card and asks you the question. If you get it right, you can progress to the next space **on your next turn**. If not, you can either stay on the **same space** and try to answer a **new question** on your next turn, or you can choose to **move backwards** on your next turn.

* Multiple players can occupy the same action/question space at the same time!

Pupping Sites

These spaces could be favourable pupping sites... or not! To access a pupping site, the player who is moving to it must have a minimum of **3 food tokens**. If they have less than 3, they cannot progress to a pupping site space. Once they reach a pupping site space, they **should reveal the pupping site card** and place it face up at the pupping site they attempted to reach.

* CARDS:

→ Action cards

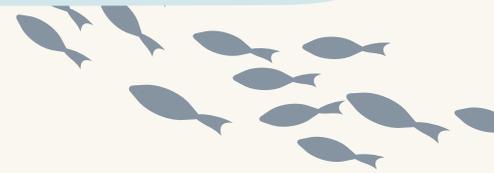
Shuffle and stack them next to the board. Draw an action card when you land on an action space. Most of the action cards are used in the same turn, while some can be **held onto to be used in later scenarios**, whereas others should be kept until the player's next turn, as specified on the card.

→ Question cards

Shuffle and stack them next to the board. When you land on a question space **one of the other players will draw a question card and ask you the question**. If you answer the question correctly, you can go to the next spot; if not, stay and try out your luck in the next round, or move back one spot and continue your journey elsewhere.

→ Pupping site cards

Shuffle and place one of each card face down at the indicated spaces. If a pupping site card is unfavourable once a player reaches the pupping site, the card should be placed **face up** on the space where it was taken from.



SET-UP

SET UP ONE FOOD TOKEN ON EACH SMALL FOOD SPACE AND TWICE THE NUMBER OF PLAYERS ON EACH LARGE FOOD SPACE.

SHUFFLE THE ACTION AND QUESTION CARDS AND SET THEM FACE DOWN IN INDIVIDUAL PILES ALONG THE INDICATED MARKINGS.

EACH PLAYER CHOOSES THEIR FAVOURITE SEAL PAWN AND SET THEM UP ON THE STARTING POINT.

EACH PLAYER GETS TWO FOOD TOKENS AT THE BEGINNING OF THE GAME.

GAMEPLAY

→ The youngest player starts the game and the turns proceed in the **clockwise direction**. You move to **one spot** of your choice each turn (*unless an action card says otherwise*). You can only move to spaces connected with a path.

→ When a player reaches a **Small Food Space** first, they get the **1 food token** for that spot.

→ When each player reaches a **Large Food Space** spot, they get their **2 food tokens** for that spot. Each player can only use each Large Food Space to get tokens once.

→ If a player reaches **zero** food tokens, they are still in the game, but if they get any food token penalties while at zero food tokens, **their seal dies** and that player is out of the game.

- When reaching an action space, pick an action card and follow the instructions.
- When reaching a question point, pick a question card – if you answer right, **move to the next spot**; if you answer wrong, you can either **stay on the question spot** and pick another question on your next turn, or **go back to your previous space** on your next turn.

GOAL

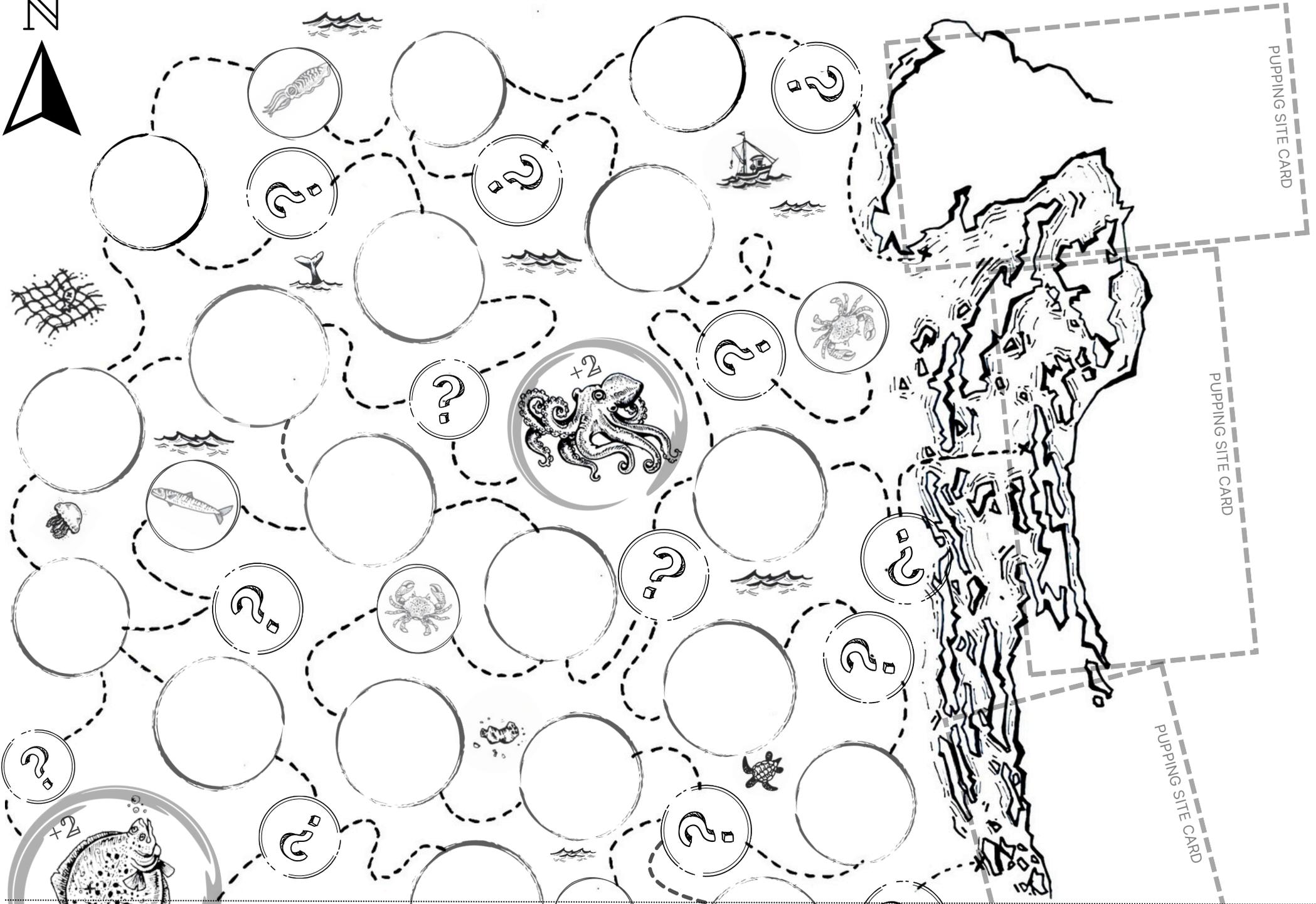
The first player to reach a favourable pupping site with enough food — wins!

- If you have less than **3 food tokens**, you cannot reach a pupping site yet. Go hunting and come back with at least 3 food tokens to **access the pupping site**.
- If you have at least 3 food tokens, pick the card of the pupping site card you want to move to. One of two scenarios can happen:

You picked an **unfavourable pupping site**: you have wasted lots of energy looking for the wrong pupping site → **you lose two food tokens**. Leave the unfavorable pupping site card on the pupping site face up and stay here until your next turn. Then, you can continue your search for the right pupping site.

You picked the **favourable pupping site** → well done, **you win!** You can raise your pup in a quiet and roomy cave!





CONNECT HERE - CONNECT HERE - ? CONNECT HERE

UNFAVOURABLE

You got caught in a gillnet! **Spend 2 food tokens to free yourself or lose your next turn**

Accidental entanglement in fishing gear is one of the most frequent ways of obtaining injuries or even death for seals.

UNFAVOURABLE

You're too tired from swimming. **Spend your next turn on the same spot to rest or spend 1 food token to keep moving**

UNFAVOURABLE

You've been swimming for a long time, and you're getting hungry. **Lose 1 food point**

UNFAVOURABLE

Looks like there's no more food in these waters. **Lose 1 food point**

Overfishing not only disrupts the delicate ecosystem balance, but also reduces food resources for its inhabitants.

UNFAVOURABLE

A boat full of tourists approaches to take photos of you – the noise and flashes are too much! **Move to your previous spot**

Human activities like tourist boat trips can disrupt and scare away marine life, as well as degrade natural habitats.

UNFAVOURABLE

You encounter a boat full of illegal fishermen who try to chase you away or even hurt you! **Move back to your previous spot and on your next turn, choose a different path**

Seals sometimes steal fish from fishermen. Unfortunately, sometimes this results with their persecution, or in the worst case, killing seals to protect their catch.

UNFAVOURABLE

You accidentally ate a piece of plastic that looked like food - **On your next turn you can't earn any food points**

Marine animals that mistake plastic for food can suffer in various ways - damaged organs, choking or even starvation.

UNFAVOURABLE

You've swam into an oil spill - it's hard to breathe! **On your next turn you can't get any food points**

Oil spills can seriously harm marine wildlife, both disrupting their movement or through harmful digestion.

UNFAVOURABLE

You've swam into an algal bloom - **Move back to your previous spot and on your next turn, choose a different path**

Besides using up a lot of the oxygen in the water, algal blooms release toxins that could lead to lung diseases in marine mammals.

UNFAVOURABLE

There's a huge storm coming! You can either weather it or try to swim through it - **Spend your next turn on the same spot or spend 1 food token to keep moving**

Monk seals are very good swimmers, but a restless sea can be especially dangerous for pregnant seals and seal pups.

UNFAVOURABLE

A huge net is being dragged on the sea floor and blocks your way - **Lose your next turn**

Bottom trawling is a very damaging fishing method, where a net is dragged on the sea floor, deteriorating the ecosystem and disrupting the nutrient levels.

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UNFAVOURABLE

You feel the loud vibrations of a cargo ship approaching - **Lose your next turn**

Large ships produce loud noises that have negative effects on Monk seals, affecting their behavior and overall health.

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FAVOURABLE

You grow heavier and stronger. **When you land on the same spot with another player, you can steal 1 food point from them once**

(Keep the card and throw it in the discard pile after using it)

Monk seals can reach the size of 2.8 meters and weigh as much as 300 kg.

NEUTRAL

As you play on the surface, enjoying the sun, a pod of **bottlenose dolphins** starts swimming around you! Although you are both marine mammals, you are not closely related

NEUTRAL

You casually swim by an Island you know is called **Lokrum**. You appreciate its beauty but you don't get too close; legend has it that this island is **cursed!**

NEUTRAL

As you look for food on the seafloor, your eye catches a long and narrow, rusted object. It's a **skull!** Maybe it belonged to one of the infamous **Omiš pirates**, that lived there 500 years ago

FAVOURABLE

You found a large school of fish.
Get +1 food point

Monk seals feed on a variety of sea creatures, like fish, octopus, cuttlefish, and crustaceans .

FAVOURABLE

A favourable current catches you.
Move one more space this turn

The Adriatic current is the dominant current in Croatia that flows from southeast to northwest.

FAVOURABLE

You have reached a marine protected area (MPA) - **Move one more space this turn**

An MPA is a legally protected and managed area, that serves to protect its biodiversity and restrict human activities that might harm it.

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FAVOURABLE

Some marine ecologists carefully tag you with a GPS device. **When you get tired or get caught in fishing gear, you may use this card once to free yourself with none of the penalties.**

(Keep the card and throw it in the discard pile after using it)

Scientists monitor Monk seals in order to track their behaviour, migrational activity and life longevity.

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FAVOURABLE

You found a rock full of crabs.
Get +1 food point

Monk seals feed on a variety of sea creatures, like fish, octopus, cuttlefish, and crustaceans .

FAVOURABLE

You found a large school of fish.
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Monk seals feed on a variety of sea creatures, like fish, octopus, cuttlefish, and crustaceans .

FAVOURABLE

You found a huge lobster!
Get +1 food point

Monk seals feed on a variety of sea creatures, like fish, octopus, cuttlefish, and crustaceans .

NEUTRAL

You see something big on the seafloor. It's one of the many **shipwrecks** scattered around the Adriatic sea. It looks like it's been here for more than 100 years!

NEUTRAL

You stop to take a short breath before continuing your journey. You've been underwater for more than **15 minutes!**

NEUTRAL

As you swim near the surface, you see some seabirds flying above you. You recognise them to be the **Yelkouan** and **Scopoli Shearwater**.

NEUTRAL

Something swims by you extremely fast. It's the **Shortfin Mako Shark**, the fastest shark species in the world, reaching speeds of 74 kilometres per hour (don't worry, it doesn't eat seal!).

NEUTRAL

You found a great part of the seafloor to scratch your back!

NEUTRAL

As you dive you encounter a strange whale, called **Cuvier's beaked whale**. You look in awe as it dives deeper than any other mammal (more than 2.5 kilometres!)

NEUTRAL

You encounter another Mediterranean monk seal, looking for food on the seafloor. You spend some time playing with each other before going your separate ways.

NEUTRAL

These waters seem calm enough - you can take a nap in between the seagrass. You can even come up for air **without waking up!**

NEUTRAL

You encounter a large net floating in the water. You manage to avoid it, but you notice a trapped **loggerhead sea turtle** that wasn't as lucky as you.

NEUTRAL

The water around you becomes full of jellyfish - These are **moon jellyfish**, and they are not dangerous, so you enjoy their company.

NEUTRAL

The wind gradually becomes warm and wet as you feel it coming from the southeast. This wind is called **Jugo** and it brings big waves and rain.

NEUTRAL

You come across the body of a **dead whale** that collided with a cargo ship. Despite the sad image, you know that this giant's body will **support the entire ecosystem**, by feeding many species, from sharks, to bacteria, and everything in between.

UNFAVOURABLE

You're too tired from swimming. **Spend your next turn on the same spot to rest or spend 1 food token to keep moving**

NEUTRAL

Your peaceful swim is interrupted, as the water around you becomes full of **trash**. Colourful fish and bright jellyfish are replaced by cigarette buds, plastic bottles and food packaging.

FAVOURABLE

Some marine ecologists carefully tag you with a GPS device. **When you get tired or get caught in fishing gear, you may use this card once to free yourself with none of the penalties.**

(Keep the card and throw it in the discard pile after using it)

Scientists monitor Monk seals in order to track their behaviour, migrational activity and life longevity.

FAVOURABLE

You found a rock full of crabs. **Get +1 food point**

Monk seals feed on a variety of sea creatures, like fish, octopus, cuttlefish, and crustaceans.

Which two gods were the protectors of the monk seal in Greek mythology?

- a. Apollo & Dionysus
- b. Zeus & Poseidon
- c. Poseidon & Apollo**

The gods of sun and sea protected the monk seal, because it showed great love for both

What do monk seals usually eat?

- a. Fish, crustaceans and cephalopods**
- b. Seagrass and other marine vegetation
- c. Corals

How long do monk seals live in the wild on average?

- a. 10 to 15 years
- b. 20 to 25 years**
- c. 30 to 35 years

Why was the monk seal hunted so much in the past?

- a. For its meat
- b. For its fat
- c. to reduce competition with human fishing
- d. All of the above**

At what age do monk seals reach sexual maturity?

- a. At 1 to 2 years for females, and 3 to 4 years for males
- b. At 3 to 4 years for females, and 5 to 6 years for males**
- c. At 6 to 7 years for females, and 8 to 9 years for males

What is the monk seal's preferred environment to raise its pups nowadays?

- a. In marine caves**
- b. On the ocean floor
- c. Near open beaches

Monk seals used to raise their pups on open beaches in the past, but because of their degradation, they were forced to adapt to caves.

Why is it called the Monk Seal?

- a. Because the species was discovered by a Monk
- b. Because of its tendency to live in solitude
- c. Because its' neck folds look like the hood of a medieval monk**

What senses do monk seals use when hunting?

- a. Sight and smell
- b. Hearing and sense of touch
- c. All of the above**

Which country created a protected area for monk seals?

- a. Croatia
- b. Greece**
- c. Italy

How big can a monk seal grow?

- a. Up to 1.6 meters
- b. Up to 2.2 meters
- c. Up to 2.8 meters**

How do scientists recognize individual monk seals?

- a. From their markings/scars**
- b. From their calls
- c. From their hair

How long can a monk seal hold its breath underwater?

- a. Around 15 minutes**
- b. Up to an hour
- c. Between three and five minutes

How many Monk seals are there approximately in the world?

- a. Around 800-1,000 individuals**
- b. Around 8,000-10,000 individuals
- c. Around 80,000-100,000 individuals

What are the main threats Monk seals face?

- a. Deliberate killing
- b. Habitat deterioration and destruction
- c. Accidental entanglement in fishing gear
- d. All of the above**

At what age do monk seal pups start to swim?

- a. At 2 years old
- b. At 2 weeks old**
- c. At 2 months old

What is the monk seal's scientific name?

- a. *Phoca vitulina*
- b. *Monachus monachus***
- c. *Caretta caretta*

Caretta caretta is the scientific name of the loggerhead sea turtle, and Phoca vitulina is the name of the Harbour seal

The Mediterranean is the biggest sea on earth

True or **False**

The largest sea on earth is the Philippine Sea

The Adriatic Sea is the saltiest sea on earth

True or **False**

The saltiest sea on earth is the Black Sea

A fully grown Mediterranean monk seal has no natural predators

True or **False**

The Mediterranean monk seal can swim faster than some shark species

True or **False**

In ancient times, great numbers of monk seals would live together on open beaches

True or **False**

In Greece, there is an area named after the monk seal

True or **False**

Phocis (Phocida in Greek) is located on the south coast of the Gulf of Corinth, and is named after the Greek word for "Seal"

Monk seals belong in the family of whales and dolphins

True or **False**

Monk seals, along with all other seal species, belong to the family Phocidae

Mediterranean monk seals exist exclusively in the Mediterranean sea

True or **False**

A small population exists in the Madeira Archipelago, off the coast of Africa

Sound travels slower in water than in air

True or **False**

Due to the properties of water, sound travels faster in it, which could make loud sounds even louder underwater. Because of this effect, boat sounds can be really harmful to sea life

What is the name for fishing gear discarded in the sea?

- a. Driftwood
- b. Ghost nets**
- c. There's no specific name for it

How many islands are there in the Adriatic sea?

- a. Around 1,200**
- b. 567
- c. More than 2,000

What unit is used to measure the pressure change underwater?

- a. A bathymeter
- b. An atmosphere**
- c. A metric tonne

At sea level, the pressure is equal to 1 atmosphere, and it increases by 1 for every 10 meters underwater

Hvar is the largest island in the Adriatic sea

True or **False**

The largest islands in the Adriatic are Cres and Krk, which both cover around 400 square kilometers

Which of the following ISN'T an island in the Adriatic sea?

- a. Lastovo
- b. Vis
- c. Paros**

In which of the following countries does the monk seal NOT live in?

- a. Monaco**
- b. Cyprus
- c. Portugal

What is an "invasive species"?

- a. A species that comes to an ecosystem from an entirely different location**
- b. A species that steals the homes of other animals
- c. A species that lives in holes in coral reefs

What is one of the most important tools for protecting the Monk seal?

- a. Feeding the seals from tourist boats
- b. Establishing marine protected areas**
- c. Placing wild seals in zoos

What is the name of the soft and furry pelt monk seal pups have when they're born?

- a. Lanugo**
- b. Monkuno
- c. Peltugo

Which sensory organ is especially important for seals while hunting?

- a. Whiskers**
- b. Eyes
- c. Ears

Whiskers help seals feel their prey when they forage on the sandy sea floor

What is the maximum depth monk seals can dive to?

- a. Up to 50m
- b. Up to 120m
- c. Up to 200m**

How do monk seals keep warm?

- a. By sunbathing on beaches
- b. By a thick layer of blubber under their skin**
- c. By constantly moving

Which are the Mediterranean monk seal's natural predators?

- a. The Great White Shark
- b. The Basking Shark
- c. Both of the above
- d. None of the above**

Which of the following ISN'T found in the Mediterranean?

- a. Grey Seal**
- b. Cuvier's beaked whale
- c. Sperm whale

Which of these animals is the monk seal more closely related to?

- a. Dolphin
- b. Dog
- c. Bear**

Seals evolved from animals that were related to bears and mustelids (otters, martens etc)

Which of the following is found in the Mediterranean?

- a. Great White Shark**
- b. Leatherback sea turtle
- c. Blue Whale

What does the word 'Mediterranean' mean?

- a. Land of honey and salt
- b. Sea in the middle of the land**
- c. Sea of blue water

What is the largest animal in the Mediterranean sea?

- a. the Blue Whale
- b. the Fin Whale**
- c. the Colossal Squid

What is the monk seal's conservation status (after June 2023)?

- a. Least Concern
- b. Endangered
- c. Vulnerable**

Constant efforts to conserve the monk seal have helped it succeed to the point where it is no longer considered endangered.

Why do fishermen potentially have problems with the monk seal?

- a. Because it steals catch** from their fishing gears and also damage them
- b. Because it's a bad omen
- c. Because it damages their boats

How deep is the deepest point in the Adriatic sea?

- a. 876 meters deep
- b. 1,233 meters deep**
- c. 3,011 meters deep

Which of the following ISN'T a true seal?

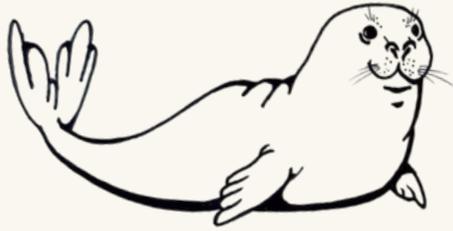
- a. Sea Lion**
- b. Monk seal
- c. All of the above

Unlike sea lions, true seals don't have external ears, and they can't use their hind flippers to move on land.

Who was the first person to discover the monk seal?

- a. Charles Darwin
- b. Aristotle
- c. People have known about it since before antiquity**

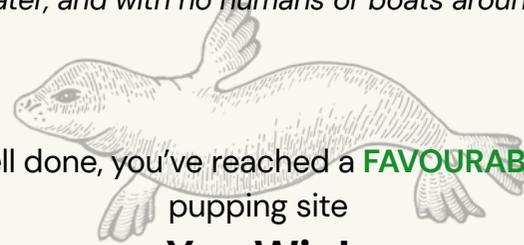
PUPPING SITE



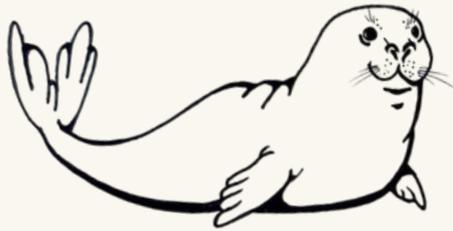
You've found a hidden sea cave, with clean water, and with no humans or boats around

Well done, you've reached a **FAVOURABLE** pupping site

You Win!



PUPPING SITE

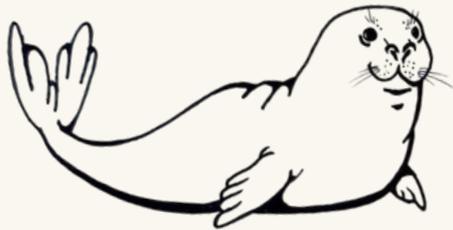


You've found a hidden sea cave, but it's full of garbage and plastic waste

You've reached an **UNFAVOURABLE** pupping site

Lose 2 Food Points, and continue normally on your next turn. Leave this card face up on this spot

PUPPING SITE

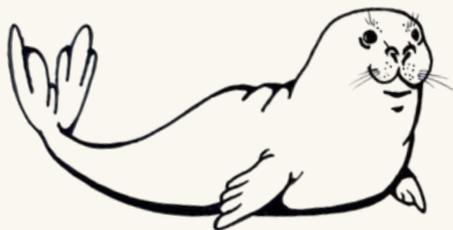


You've found a hidden sea cave, with clean waters, but it's surrounded by boats full of tourists

You've reached an **UNFAVOURABLE** pupping site

Lose 2 Food Points, and continue normally on your next turn. Leave this card face up on this spot

PUPPING SITE



You've found a hidden sea cave, with clean water, and with no humans or boats around

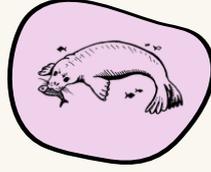
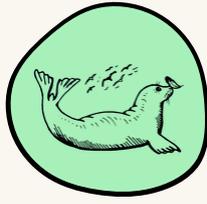
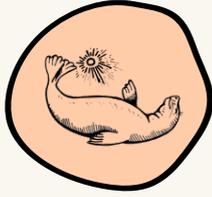
Well done, you've reached a **FAVOURABLE** pupping site

You Win!

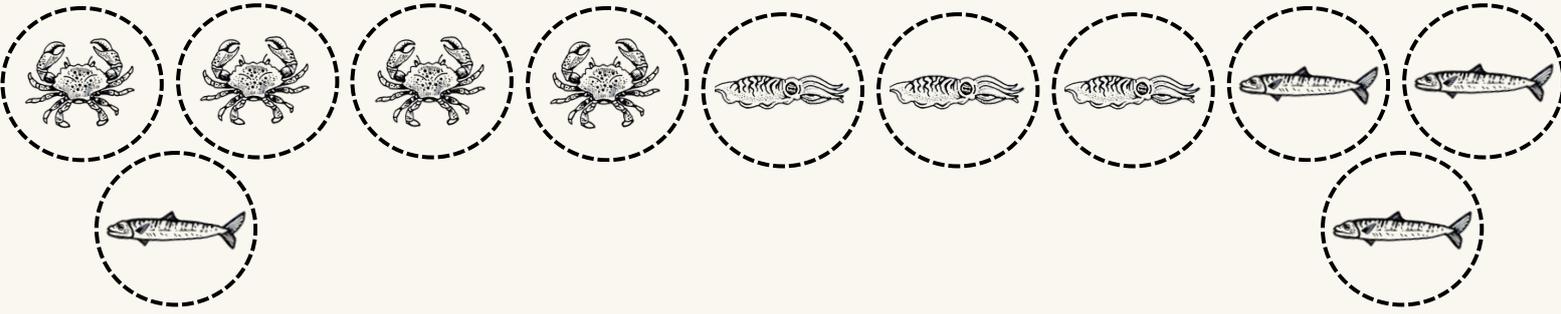


CUT-OUTS

PAWNS:



FOOD TOKENS FOR THE BOARD (11 PIECES):



FOOD TOKENS FOR POINTS (16 PIECES):

