

***LEARNING THROUGH PLAY:
MECHANICS THAT TELL STORIES***

PELAGOS SANCTUARY



Objectives

- Learn about the Pelagos Sanctuary and its international management;
- Become familiar with the nine main marine mammal species inhabiting the Sanctuary;
- Understand the human activities taking place in the area and the risks they pose;
- Discover how good practices and effective management can improve the coexistence between people and the marine environment.

Use

- Suitable for independent play or educational activities.

GETTING TO KNOW THE SPECIES

Some species are **solitary**, while others live in **social groups**.

Some species are **commonly found together**, while others are rarely associated.

Some are **rare**, while others are more abundant.

In the game, marine mammals are divided into **three decks based on these characteristics**.



THE SANCTUARY COMES TO LIFE

Both marine mammals and people inhabit the Sanctuary, carrying out their daily activities in the same sea.

A productive, fish-rich ecosystem attracts both marine mammals and fishermen.

An area rich in whales and dolphins also attracts tourists and recreational boaters.

STRATEGIA

RICONOSCIMENTI

- SPOT THE MONK 5 PT
- 2 FOCHE MONACHE PRESENTI
- PARTNERSHIP CHARTER 5 PT
- GETTONI MINACCIA TUTTI SUL LATO VERDE
- ASPIM 5 PT
- 3 STRATEGIE + 8 SPECIE PRESENTI

PELAGOS SANCTUARY

MAMMIFERI MARINI

BONUS BIODIVERSITÀ

N. SPECIE	PTI
1	0
2	1
3	2
4	3
5	5
6	7
7	9
8	12
9	15

MARE

MARE

MARE

STENNELA STRIATA

TURSIPOPE

DELFINO COMUNE

ZIFIO

CAPODOGLIO

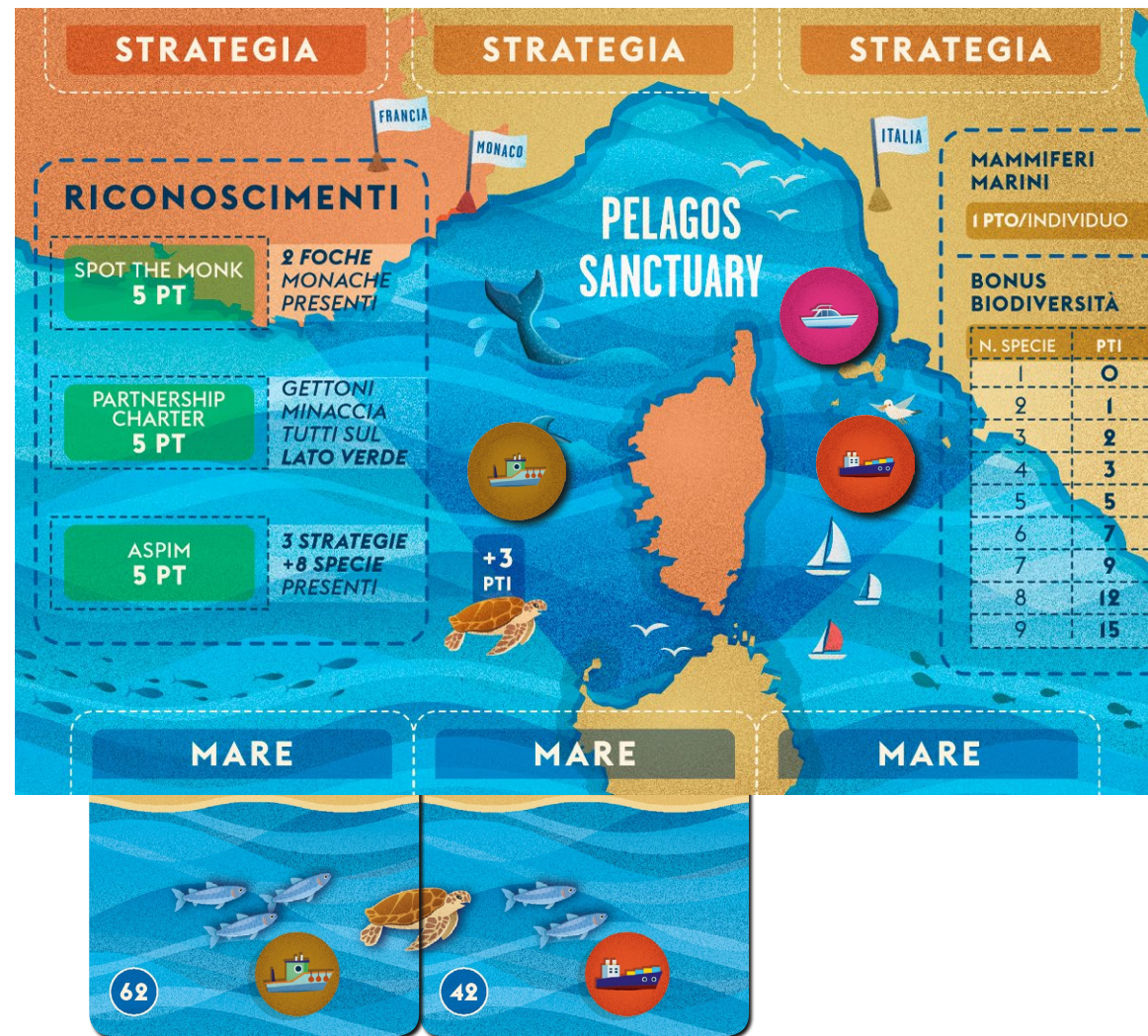
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ARE HUMAN ACTIVITIES “BAD”?

Human activities become a threat **only when they are not properly managed.**

At the end of each round, a negative event affects one or two types of human activities, potentially impacting marine mammals and the balance of the Sanctuary.



MANAGING THE SANCTUARY ALSO MEANS EDUCATING

Players implement strategies including education, conservation, protection, and fundraising initiatives to improve the coexistence between people and marine life.



ISTITUZIONE DI UN'AREA MARINA PROTETTA
1 / ROUND

TUTELA DEI CANYON SOTTOMARINI
1 punto extra per ogni zifio e capodoglio

STRATEGIA

STRATEGIA

STRATEGIA

RICONOSCIMENTI
 SPOT THE MONK 5 PT
 2 FOCHÉ MONACHE PRESENTI
 PARTNERSHIP CHARTER 5 PT
 GETTONI MINACCIA TUTTI SUL LATO VERDE
 ASPIM 5 PT
 3 STRATEGIE + 8 SPECIE PRESENTI

PELAGOS SANCTUARY
 FRANCIA
 MONACO
 ITALIA
 +3 PTI

MAMMIFERI MARINI
 1 PTO/INDIVIDUO

N. SPECIE	PTI
1	0
2	1
3	2
4	3
5	5
6	7
7	9
8	12
9	15

STENNELA STRIATA
TURSIOPÉ
DELFINO COMUNE

ZIFIO
CAPODOGLIO

MARE

MARE

MARE

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SUSTAINABILITY IS POSSIBLE!

A thriving Sanctuary depends on balance. Marine life, human activities, and good management must coexist. Players score points from all these components, promoting different approaches to sustainability in each game.

ISTITUZIONE DI UN'AREA MARINA PROTETTA
1 / ROUND

TUTELA DEI CANYON SOTTOMARINI
1 punto extra per ogni zifio e capodoglio

PROGRAMMA PELAGOS AMBASSADORS
1 punto per ogni Gettone minaccia bianco

STRATEGIA

RICONOSCIMENTI

- SPOT THE MONK 5 PT
- 2 FOCHE MONACHE PRESENTI
- PARTNERSHIP CHARTER 5 PT
- GETTONI MINACCIA TUTTI SUL LATO VERDE
- ASPIM 5 PT
- 3 STRATEGIE +8 SPECIE PRESENTI

PELAGOS SANCTUARY

MAMMIFERI MARINI
1 PTO/INDIVIDUO

N. SPECIE	PTI
1	0
2	1
3	2
4	3
5	5
6	7
7	9
8	12
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MARE

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STENNELLA STRIATA

TURSIOPÉ

DELFINO COMUNE

ZIFIO

CAPODOGLIO

MIRAMIX



Objectives:

- Five different habitats;
- Typical species found in each habitat;
- Main environmental threats and their effects;
- (Secondary) Territory and ecological needs of organisms.

Use:

- Independent settings: summer camps, youth centres, families;
- Structured educational projects on the marine environments of the Gulf of Trieste.

GAME MECHANICS USED

Tile placement + Pattern building

Habitat continuity

Habitat expansion and
different ecological needs
of species

Closed drafting + Take that

Encourage player
interaction

Set collection + End game bonuses

Representative species and
diverse habitats

The importance of biodiversity

Events

Environmental threats and their effects

Push your luck

Keeps tension high until the end of the game



GAME COMPONENTS



Graphic characterization of habitats

The tidal habitat is the only one that is not completely submerged.

No text on game components

Language-independent game.

Flavour text is often ignored or perceived as intrusive.

Eco-friendly game certification

No plastic, FSC-certified paper, plant-based inks. Fully compostable.

REFERENCES GAME DESIGN



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THANK YOU!

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