

PLASTIC VORTEX



2 to 4 players . Ages 6 to Adult

OBJECT

The object of the game is for the sea animals to cross the Great Pacific Garbage Patch while obtaining nutrients for their journey. As they move, they will feed on what is around them in order to continue moving forward. Due to the mix of food, fish, garbage and other toxins, feeding can move the animals forward or slow them down depending on what they consume. The goal is to be the first to get to the other side of the board without dying of malnutrition.





GENERAL FOOD



FISH



TRASH



SUPER TRASH

BOARD

Spinning game board, turn-key and lid

PLAYERS

In order of size in the animal kingdom:

1. Whale
2. Sea Lion
3. Sea Turtle
4. Seagull

BOX of FOOD

Each piece of "food" has a different effect on the animals:

- GENERAL FOOD (natural) - move 1 space
- FISH (green) - move 2 spaces
- TRASH (red) - store in stomach
- SUPER TRASH (black) - reduce number of moves by half in that turn.

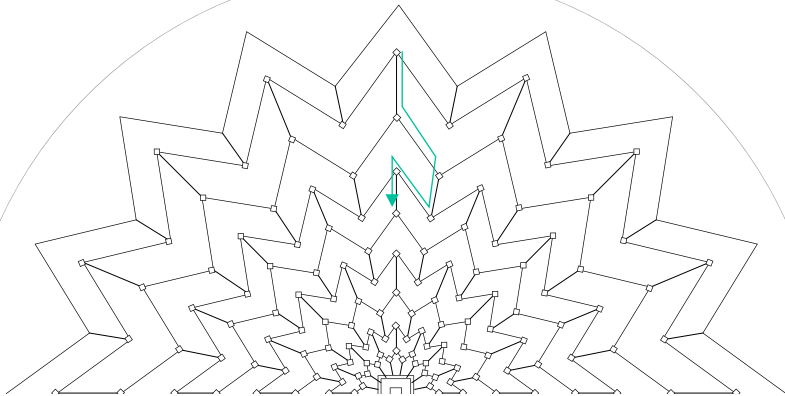
SETUP

- Each player chooses which animal they would like to play, and places it on the board on the opposite side from the animal's matching colored wave.
- Once the animals are in place, populate the board with all the food and debris in the food box.



HOW TO START

- The largest animal in the animal kingdom goes first, then turns move clockwise around the board.
- The animal who is the smallest in the animal kingdom distributes the food, and spins the board.
- Once all the animals have taken their starting place on the board and the food has been distributed, spin the board to whirl the gyre.

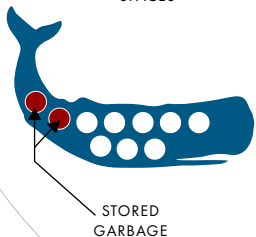
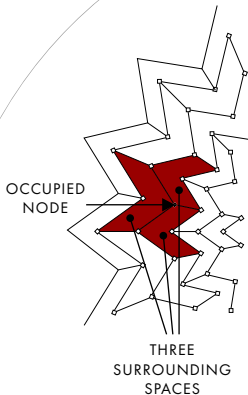


MOVING THE PIECES

- Players move along the lines on the board from node to node and may move any direction, however the object of the game is to be the first to cross the board and land on their matching colored wave.

DISTRIBUTING FOOD & SPINNING THE GYRE

- Place the food toward the center of the gyre.
- To spin the gyre, insert the turn-key into the center square and turn it quickly.



PLAY THE GAME

- There are three parts to each players turn: eat, store and travel.

>> EAT: Animals eats the food (and garbage) that occupies the three spaces surrounding the node they are currently on.

>> STORE: The animals must store the indigestible garbage pieces in their stomach. (IMAGE)

>> MOVE: Adding the number of moves or setbacks determined by the food and trash consumed, the animal zigzags along the lines on the board from node to node.

- If there is no food in an animals immediate area, they may move one space.

SETBACKS

- If an animal's stomach fills up half with garbage (5+ pieces), the remainder of their moves are cut in half for each turn (rounding up if an odd number of food pieces is consumed).
- Eating a piece of SUPER TRASH (black) will reduce the number of moves the animal can make in that turn by half, rounding up.

HOW TO LOSE

- If a player's stomach fills up with garbage before crossing the board, they die of malnutrition and are eliminated from the game.

HOW TO WIN

- Be the first to cross the board and win the game!

