



Marine Life Stratego

A live, outdoor game about the ocean food chain



How to play

- 1** Two teams, one on each side of the centre line. Everyone holds one secret card.
- 2** Tag a player from the other team, then both show your cards.
- 3** The higher rank wins the card. The loser fetches a new card and rejoins.
- 4** Tag the player holding the other team's pearl to win the game.



Meet the deck

Ranked from 9, the strongest, down to 1.



Plus two special cards: the ghost net, which traps almost everyone, and the pearl, which your team must protect.

9



Shark

Rank 9

Shark

IN THE GAME

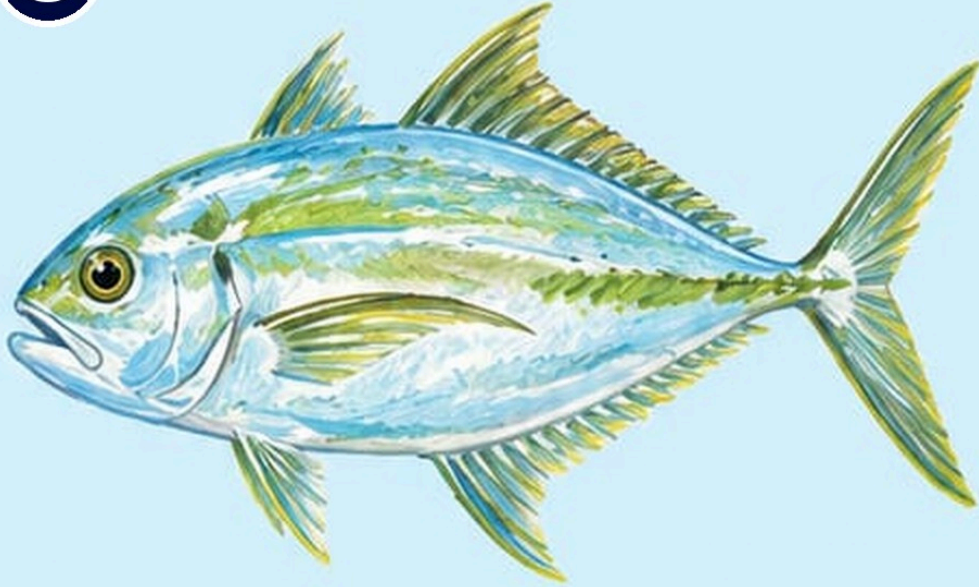
Beats any lower rank, but loses to the cleaner wrasse and the ghost net.

IN THE OCEAN

A top predator. By hunting weak and sick animals, sharks help keep fish populations healthy.



8



Trevally

Rank 8

Trevally

IN THE GAME

Beats any lower rank. Loses to the shark and the ghost net.

IN THE OCEAN

A fast open-water hunter. Trevally often hunt small fish in groups.



7



Grouper

Rank 7

Grouper

IN THE GAME

Beats any lower rank. Loses to higher ranks and the ghost net.

IN THE OCEAN

An ambush hunter. It waits near the reef, then opens its huge mouth to suck prey in.



6



Snapper

Rank 6

Snapper

IN THE GAME

Beats any lower rank. Loses to higher ranks and the ghost net.

IN THE OCEAN

Hunts crabs, shrimp and small fish around the reef. Many snappers feed at night.



5



Butterfly fish

Rank 5

Butterfly fish

IN THE GAME

Beats any lower rank. Loses to higher ranks and the ghost net.

IN THE OCEAN

Uses its long, thin snout to pick tiny animals out of cracks in the coral.



4



Shrimp

Rank 4

Shrimp

IN THE GAME

Beats the diver, the jellyfish and the cleaner wrasse. Loses to higher ranks and the ghost net.

IN THE OCEAN

Many shrimp scavenge the seabed, eating leftovers, algae and tiny animals.



3



Diver

Rank 3

Diver

IN THE GAME

Beats the jellyfish, the cleaner wrasse and the ghost net.

IN THE OCEAN

Divers can cut ghost nets free and carry them out of the sea.



2



Jellyfish

Rank 2

Jellyfish

IN THE GAME

Beats only the cleaner wrasse.

IN THE OCEAN

Drifts with the current and catches plankton and small fish with its stinging tentacles.



1



Cleaner wrasse

Rank 1

Cleaner wrasse

IN THE GAME

Beats the shark by cleaning it. Loses to every other card.

IN THE OCEAN

Runs a cleaning station where much bigger fish, even predators, wait to have parasites picked off their skin.





Ghost net

Special card

Ghost net

IN THE GAME

Traps every card except the diver. It can't tag, so players have to run into it.

IN THE OCEAN

Fishing nets that are lost or dumped at sea. They keep catching fish, turtles and other animals for years.





Pearl

Special card

Pearl

IN THE GAME

Each team protects one. Tag the player holding the other team's pearl to win.

IN THE OCEAN

Pearls grow inside oysters and some other shellfish, as layers of shell build up around something that got inside.



Two twists



beats



The cleaner wrasse beats the shark by cleaning it, but it loses to every other card.



beats



The ghost net traps everyone except the diver, who removes it. The net can't tag, so players have to run into it.

Talk about it

What happened to your team when your sharks were caught?

What happens to a real reef when the sharks are fished out?

Where do ghost nets come from, and who can remove them?

What would make a reef safer for every animal in the deck?

