

Migr' Ocean

Migratory fish alternate between living in freshwater and the sea to complete their life cycle.

During their marine phase, depending on the species, they must find the necessary life conditions and habitats for reproduction or growth.

However, they face pressures from human activities. This card game aims to create the necessary living conditions by ensuring the three vital functions of these species and addressing the challenges they face.



Design: Baisez Aurore, LOGRAMI
Graphic design: LOGRAMI
Printing: Typogame



Interreg
Atlantic Area



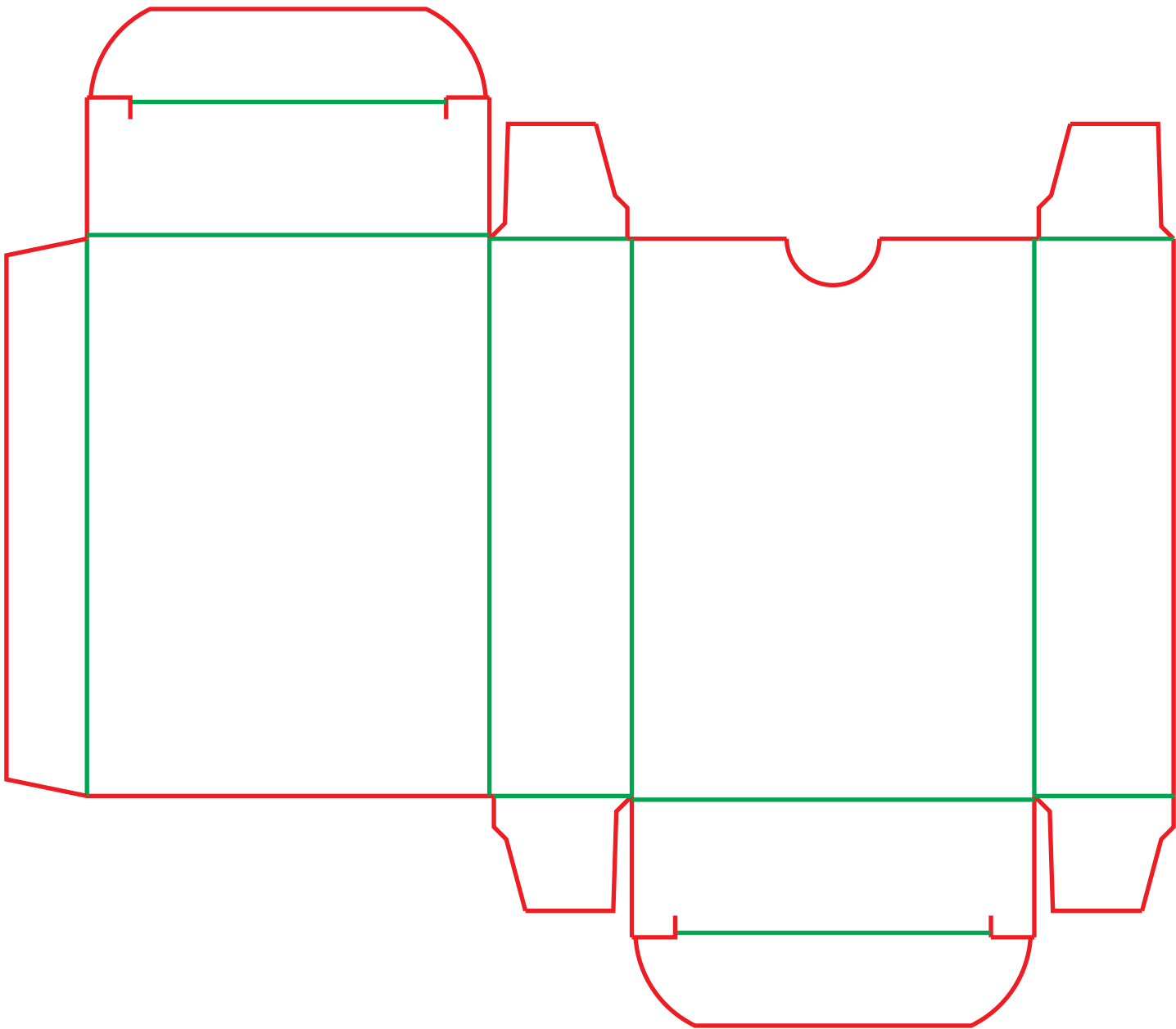
Co-funded by
the European Union



DiadSea

Not suitable for children under 15 years old

UK



SPECIES
Sea lamprey



A primitive jawless fish. They breed in rivers, the larvae grow there for several years before migrating to sea as juveniles. Sea lamprey adults are parasitic and feed on host fish

SPECIES
Eel



Breeds in the Sargasso Sea (Caribbean), juveniles migrate to rivers to grow for 5 to 20 years depending on the country and their sex. Can live in freshwater, estuaries or coastal waters

SPECIES
Shad



Reproduces in rivers, move to the estuary and then out to sea to grow for 2 to 6 years. There are several species of shad in Europe

SPECIES
Salmon



Born in rivers and grows in the ocean off the Faroe Islands and Greenland. Returns to lay eggs in its native river after 1 to 3 years at sea

SPECIES
Sea trout



A migratory form of brown trout. Goes to sea to feed and grow in coastal waters. Returns to lay eggs in its native river after 1 to 3 years at sea

SPECIES
Mullet



Breeds at sea and grows in rivers and estuaries. They live in schools and feed on detritus, micro-algae and small organisms

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TRAP

Pollution



Discharge of litter and chemicals into the sea leading to direct mortalities or reduced reproductive success

TRAP

Marine fish farming



Discharges of chemicals products and droppings from farmed fish promoting diseases (sea lice)

TRAP

Overexploitation by fisheries



Captures of migratory fish before reproduction and in numbers exceeding the biological conservation limit

TRAP

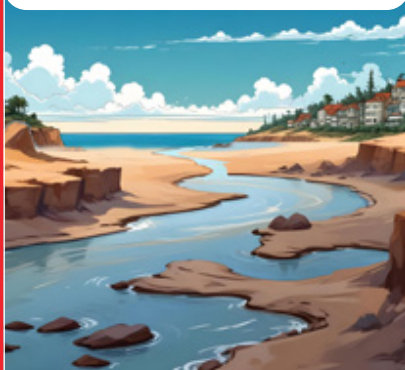
Climate change



Modifies the temperature and water levels of our rivers with negative effects on the biological ecosystems

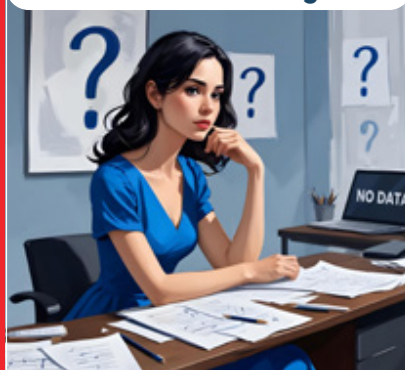


TRAP
Unattractive river



No flow of fresh water into the sea,
which limits the attractiveness
of rivers for migratory fish
seeking fresh water

TRAP
Lack of knowledge



Complicates the implementation
of effective management actions
due to lack of prioritization

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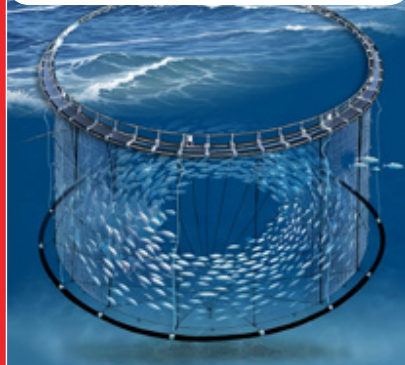


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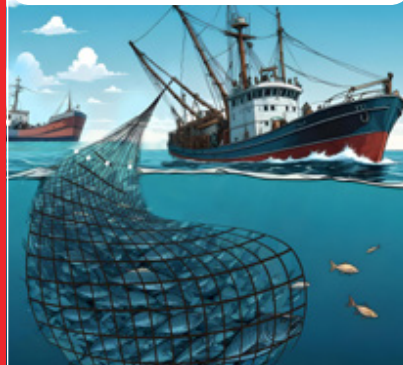
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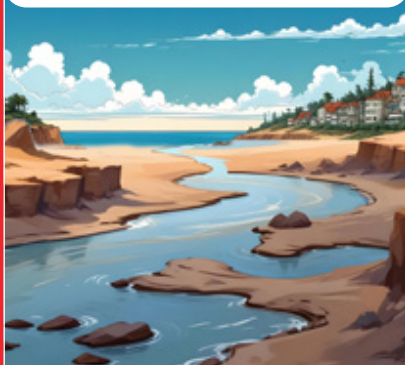
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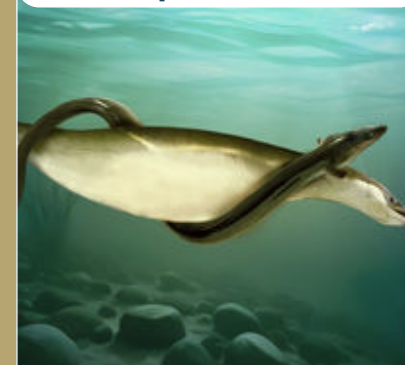
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FUNCTION
Refuge



Fish use rocks and pebbles to hide from predators and take shelter during exceptional events

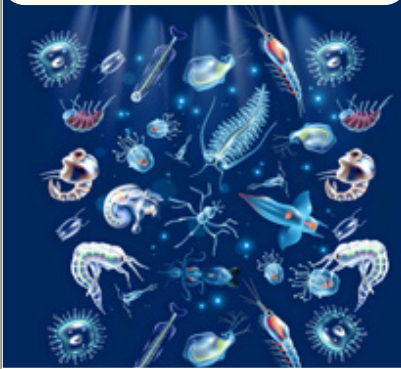
FUNCTION
Reproduction



It guarantees the sustainability of the species. It is possible for fish if they have access to spawning grounds and if they are of good quality



FUNCTION
Food



It guarantees growth,
health of fish, sufficient reserves
to carry out migrations

FUNCTION
Refuge



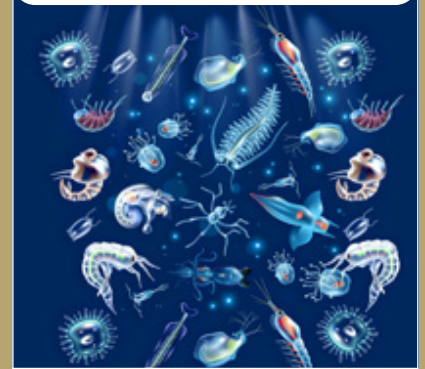
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TRUMP
Stopping releases



THIS CARD FIGHTS AGAINST POLLUTION
Promoting recycling and the use
of bio-sourced materials helps
achieve the good status of
marine waters

TRUMP

Moratorium

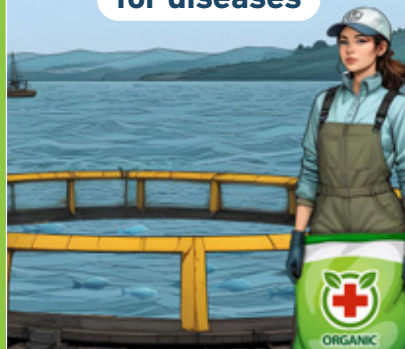


THIS CARD FIGHTS AGAINST
OVER-EXPLOITATION

Stopping all forms of capture
of a species for a specific time

TRUMP

Biological treatments for diseases



THIS CARD FIGHTS AGAINST THE HARMFUL
EFFECTS OF MARINE FISH FARMS

Improves the quality of sea water
near cages and prevents the spread
of diseases to wild fish

TRUMP

Energy saving



THIS CARD FIGHTS AGAINST
CLIMATE CHANGE

Reducing energy consumption
and promoting short circuits
avoid CO² emissions

TRUMP

Stopping pumping



THIS MAP FIGHTS AGAINST THE
PROLIFERATION OF UNATTRACTIVE RIVERS

Stopping river pumping
and water storage for
agriculture and industry

TRUMP

Study of migratory fish



THIS CARD FIGHTS AGAINST
LACK OF KNOWLEDGE

Allows identification of management
levers for species restoration

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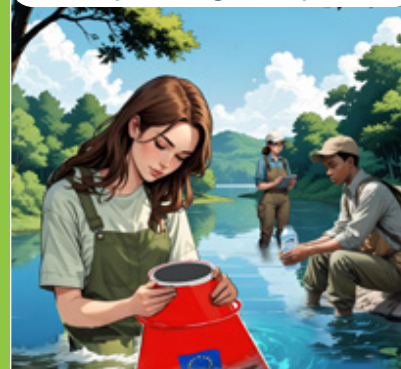
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LUCKY CARD

DiadSea



THIS CARD REPLACES THE TRUMP CARD OF YOUR CHOICE
since the DiadSea project allows actions to improve knowledge and management in favor of migratory fish at sea

RULES OF THE GAME

- Be the fastest to create living conditions for migratory fish by gathering 3 FUNCTION cards and 3 different SPECIES cards. Be careful, these cards must not be trapped. But, a trapped card that is released by a trump card is valid.
- Each player must have no more than 3 cards in hand and no more than 2 identical cards at a time. The player must discard a card and draw a new one.
- A trapped card (released or not) cannot be trapped again.
- A player can play one, several or all cards during the same turn.
- It is not possible to place more than 2 identical cards.

The TRUMP card placed must be the solution to the TRAP card placed.

GAME PROGRESS

- The deck of cards is placed in the center. 2 players sit face to face. Each player receives 3 random cards. The oldest player starts.
- Everyone plays in turn. When it is your turn, if you can place a FUNCTION card, the game starts. You can then place other cards during the same turn (SPECIES or FUNCTION) within the limit of 2 identical cards placed. Draw only 1 card at the end of the turn. The other player can then play. The player can place a TRAP card on a FUNCTION or SPECIES card placed by their opponent and take their turn. When it is their turn, the trapped player can put a TRUMP card and definitively release the card which cannot be trapped again.

