

Plastic Fighters



Players: 2-4

Age: 8+

Playing time: 40 m

Join the fight against marine pollution!
Lead an environmental organization in the challenge against the plastic waste threatening our seas. Plan strategies, step up your game, and cooperate to protect marine flora and fauna.

Every step is crucial: will you be able to preserve the balance of the ecosystem before it is too late?
Fun, ecological challenge, and strategy come together in this cooperative game that will test you...
for the sake of our planet!

Scan the QR code below
and watch our video tutorial!



CONTENTS:

1 Rulebook

15 Easy Event Cards (1)

25 Hard Event Cards (2)

56 Action Cards (3)

4 Player Aid Cards (4)

60 Waste Tokens (12 of each type: Bottle, Plastic Bag, Net, Cigarette, Microplastic) (5)

12 Organism Tokens (6)

1 Gameboard (7)



GAME OBJECTIVE

Plastic Fighters is a cooperative game: join forces with other players to clean up the sea, build eco-friendly structures, and protect marine fauna to achieve a sustainable environmental balance by the end of the game.

GAMEBOARD



The Gameboard depicts a coastal landscape made of different interconnected Areas:

City Area, **Factory Area**, **River Area** (divided into two sectors: **R1** and **R2**), the **Beach Area** (divided in two sectors: **B1** and **B2**) and the **Sea Area** (divided into four sectors: **S1**, **S2**, **S3**, and **S4**).

The codes (**B1**, **B2**, **R1**, **R2**, **S1**, **S2**, **S3**, **S4**) indicate the **Sectors of the Gameboard** where new **Waste and Organism Tokens** will be added. Additionally, waste and organisms may also move **around the Sectors** following the arrows drawn on the Gameboard. These movements will be either clockwise or counterclockwise, depending on the instructions on the cards.

Examples: a cormorant in Sector M1 moving counterclockwise will end up in Sector **B2**; a Waste Token in Sector **R2** moving clockwise will end up in Sector **S1**; a Waste Token in Sector **M4** moving clockwise will end up in Sector **B1**.



Building Structures

During the game, you may **build Structures** in the dashed areas of the Gameboard. Structures provide strategic benefits, supporting cleanup efforts and ecosystem protection.

Each Area has a maximum capacity:

1 Structure can be built in the Beach, River and Factory Areas.

2 Structures can be built in the City and Sea Areas.

The effects of Structures are not limited to the Areas where they are built, but follow the instructions on their Cards..

Example: if a Structure allows you to remove one Net Token each turn from the Sea Area, the player may choose from which Sector (**S1**, **S2**, **S3**, **S4**) the token should be removed, regardless of the Sector where the Structure is located.



OUR FIGHTERS FOR THE ENVIRONMENT

In Plastic Fighters players take on the role of one of four environmental organizations, each with its unique specialty to fight marine pollution.



BLUE GUARDIANS - Experts in plastic waste removal, specialized in sea and beach clean-up operations.



ECO INNOVATORS - Specialized in research and sustainability, they excel at developing new expert solutions.



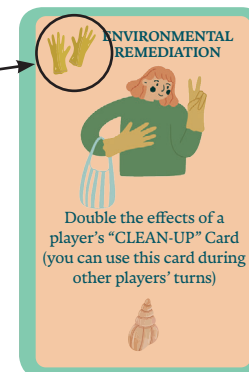
WILDLIFE DEFENDERS - Devoted to protecting marine life, they specialize in wildlife rescue and rehabilitation.



WAVE HERALDS - Experts in education and awareness-raising, they mobilize people to take action against marine pollution.

Each Organization starts the game with 6 organization-specific Action Cards available, marked by a symbol.

For convenience, keep these 24 Action Cards separate from the others. Apart from the symbol, organization-specific Action Cards can be recognized by their darker background.



WASTE AND ORGANISM TOKENS

There are **five types of Waste Tokens**: Bottle, Cigarette, Net, Plastic Bag, and Microplastic.



Each organism is vulnerable to different types of **Waste Token**, as shown on its Organism Token.

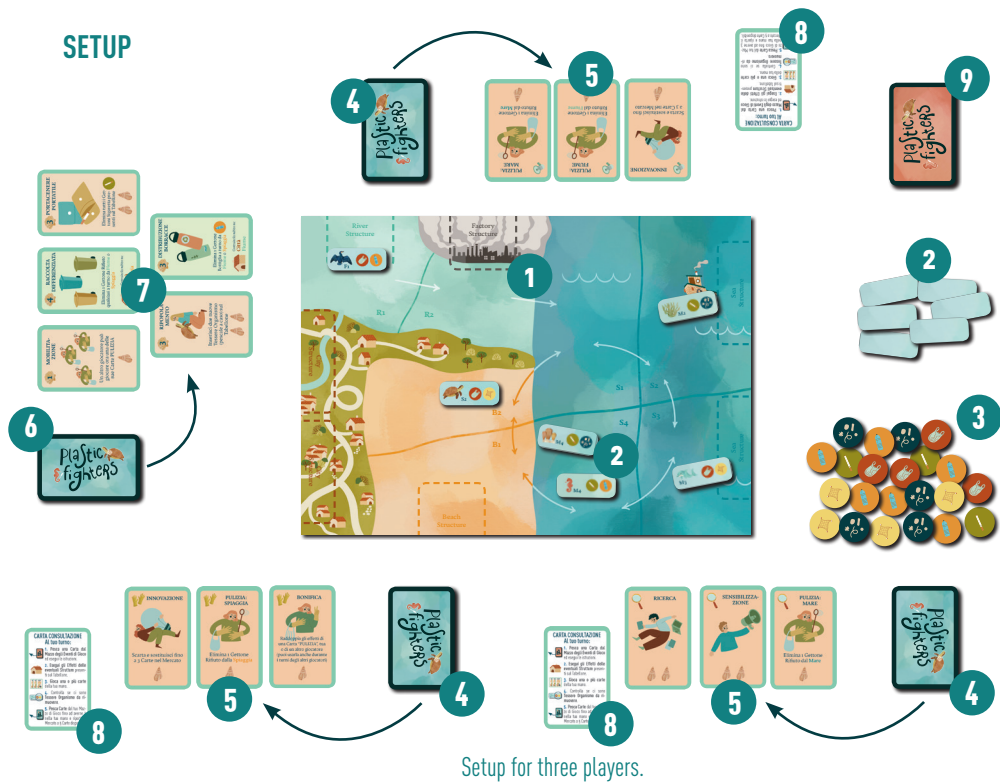
COOPERATION

Plastic Fighters is a **cooperative game**: organizations must coordinate their actions and work together to get the best results when fighting pollution.

Players can communicate, share their strategies, and give each other advice.

However, players have full control over their organizations, and ultimately make their own decisions during their turns.

SETUP



- Place the Gameboard at the center of the table (1).
- Draw 6 Organism Tokens and add them to the Sectors indicated on their Tokens. Leave the remaining 6 Organism Tokens face down, next to the Gameboard (2).
- Take all Waste Tokens and place them next to the Gameboard where they can be easily accessed (3).
- Each player picks one Organization and takes the 6 Cards marked with that organization's symbol. These cards form a player's starting Game Deck.
 - Shuffle your Game Deck and place it face down next to you (4).
 - Draw the first three Cards and place them face up in front of you. This is your starting Hand (5).
 - If there are fewer than 4 players, remove all Action Cards belonging to Organizations that were not chosen.
- Shuffle the remaining 32 Action Cards and place them next to the Gameboard. These cards will form the Market Deck (6). Draw the first 5 and place them face up next to the Market Deck (7).
- Give each player a Player Aid Card to help them remember the steps of each turn (8).

➤ Shuffle separately the Easy Event Deck and the Hard Event Deck. Without revealing any, draw Cards according to the number of players as follows:

- 2 players: 2 Easy Event Cards and 8 Hard Event Cards.
- 3 players: 3 Easy Event Cards and 12 Hard Event Cards.
- 4 players: 4 Easy Event Cards and 12 Hard Event Cards.

Stack drawn Easy Event Cards on top of Hard Event Cards, all face down. These Cards will form the Game Event Deck. Place this Deck next to the Gameboard (9).

Remove the remaining Event Cards not drawn initially.



TURN ORDER

The last player who drank from a reusable water bottle starts the game. If in doubt, choose the starting player at random. Turns proceed clockwise from the starting player.

HOW TO PLAY

Each turn, players perform the following actions in this order:

- 1. Draw 1 Card from the Game Event Deck and follow its instructions.
- 2. Activate any Structure on the Gameboard and resolve its effects.
- 3. Play one or more Cards from your Hand to perform an action or purchase Cards from the Market.
- 4. Check if any Organisms perished due to pollution.
- 5. Draw Cards from your Deck until you have 3 Cards in your Hand, then refill the Market to 5 Cards.

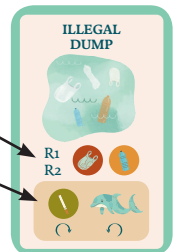
1. DRAW 1 CARD FROM THE GAME EVENT DECK AND FOLLOW THE INSTRUCTIONS

Draw the first Card from the Game Event Deck.

Each Card has **two** effects that must be resolved in the following order:

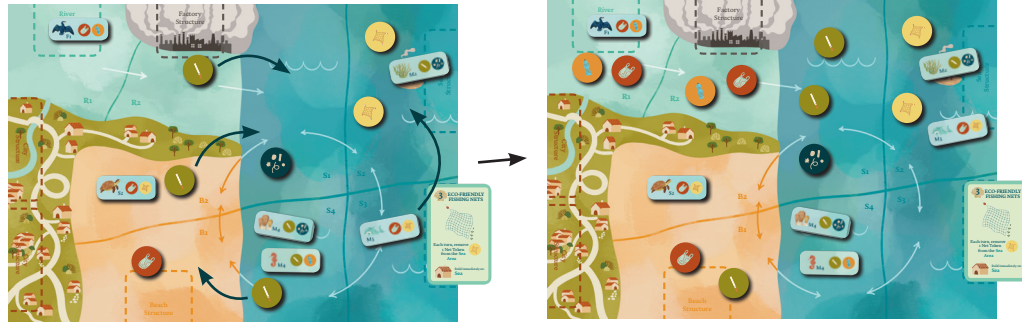
- Add Waste Tokens to the corresponding Sectors as indicated on the Card.
- Move all Waste and Organism Tokens in the direction indicated on the Card (if present on the Gameboard).

After resolving all effects of a Card, **discard** it into a dedicated area next to the Gameboard and proceed to the next step of your turn.



Example: the Event Card "Illegal dump" has the following effects:

- **Adding Waste:** one Plastic Bag Token and one Bottle Token are added both to Sector R1 and Sector R2.
- **Moving Waste:** All Cigarette Tokens on the Gameboard are moved clockwise by the current, from R1 to S1, from B2 to S1, and from S4 to B1.
- **Moving Organisms:** The Dolphin Token is moved counterclockwise from S3 to S2.



LIMIT OF WASTE TOKENS PER SECTOR: any Sector of the Gameboard can contain a maximum of 4 Waste Tokens. If an Event Card instructs you to add a Waste Token to a Sector that has reached this limit, add the Waste Token to the next Sector clockwise. If that Sector is also full, move to the next one clockwise until you find one where Waste Tokens can be added.



WARNING! If new Waste Tokens can no longer be added to any Sector because all have reached maximum capacity, the game ends immediately with a loss.

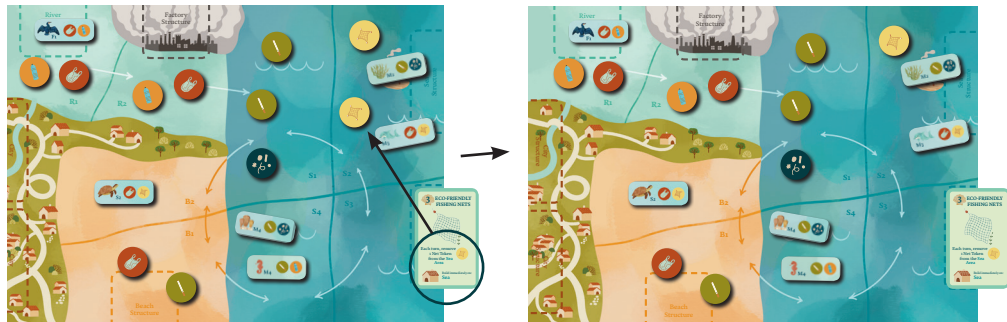
Unlike Waste Tokens, Organism Tokens have no limit per Sector.



2. ACTIVATE ANY STRUCTURE ON THE GAMEBOARD AND RESOLVE ITS EFFECTS

Resolve the effects of all Structures on the Gameboard in any order of your choice.

Example: The Structure Card "Eco-friendly fishing nets" built in the Sea Area has the following effect: "Each turn, remove 1 Net Token from the Sea Area". In Sector S2, there are two Net Tokens that constitute a grave threat to the Dolphin. Thanks to the effect of this Structure, one of the two Net Tokens is removed.



3. PLAY ONE OR MORE CARDS FROM YOUR HAND TO PERFORM AN ACTION OR PURCHASE CARDS FROM THE MARKET

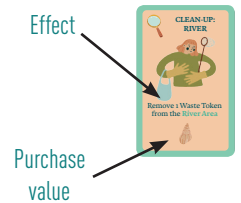
Choose how to play the 3 Cards in your Hand. You may play all, some, or none of them. You may use your Cards as follows:

A. Resolve their effects immediately.

B. Use them to buy Market Cards, either individually or with other cards.

Once played, discard Cards in a personal Discard Pile next to your Game Deck. You may keep cards in your Discard Pile face up to better distinguish it from your Game Deck.

You may also discard cards into your Discard Pile without using them, unless you wish to keep them for your next turn.



Once you have finished all Cards in your Game Deck, shuffle your Discard Pile and place it face down to form a new Game Deck.

A. Resolving a Card's Effect.



Example: Sector R1 has one Bottle Token and one Plastic Bag Token on it, threatening the Cormorant. You have the Card "CLEANUP: River" in your Hand with the following effect: "Remove 1 Waste Token from the River Area". You decide to use it to remove a Bottle Token from R1.

Once played, you discard the Card into your Discard Pile. You may now play other Cards in your Hand.

SPECIAL CARDS

There's no breaks when fighting plastic pollution! On top of cooperating by giving each other advice, some Cards create new opportunities for cooperation by letting you act during other players' turns.

If you decide to play one of these Cards during another player's turn:

- Discard it into your Discard Pile as usual.
- Draw immediately a new Card from your Game Deck.

Example: Lewis plays the Card "CLEAN-UP: Action Day!" with the effect: "Remove 2 Waste Tokens from the Beach, Sea, or River Areas. Another player can play one of their "CLEAN-UP" Cards affecting the same Area you chose."

Lewis decides to remove 2 Waste Tokens from the Sea Area. Hey! You also have a "CLEAN-UP" Card that lets you remove 3 Waste Tokens from the Sea Area. You decide to join Lewis and use your Card right away, removing 3 more Waste Tokens from Sectors in the Sea Area (you may choose different Sectors than those chosen by Lewis).

Once you have played your Card, draw a new Card from your Game Deck to return to having 3 face-up Cards in front of you. Thanks to cooperation, you removed 5 Waste Tokens from the Sea Area in a single turn!

B. Purchasing Market Cards

On top of their Effects, Action Cards have two key details:

- **Cost:** indicates how much you have to pay to purchase this Card from the Market.
- **Value:** indicates the value of this Card when you use it to purchase other Cards.

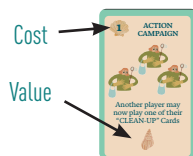
Cards from a player's starting Game Deck have no cost, as they are given for free at the start of the game.

How to purchase Cards from the Market:

Use Cards in your Hand as currency, adding up their Value until you reach the Cost of the Card you want to purchase. You can combine Cards to reach the required Cost. If the sum of the Value of your Cards allows it, you may purchase more than one Card per turn.

Except for Structure Cards (recognizable by the green background and this symbol: 🏠), all other Cards you purchase must be placed face down on top of your Game Deck. Structure Cards must instead be built immediately on any of the available dashed areas of the Gameboard. Once built, Structures cannot be removed or replaced.

Once used for a purchase, discard the Cards into your Discard Pile.



4. CHECK IF ANY ORGANISMS PERISHED DUE TO EXCESSIVE POLLUTION

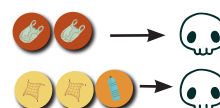
Before ending your turn, check if any Organism Token needs to be removed from the Gameboard due to excessive pollution.

Organism Tokens must be removed from the Gameboard if:

- There are at least two Waste Tokens of the type they are vulnerable to.
- There are 4 Waste Tokens of any type.



Example: The Dolphin is vulnerable to nets and plastic bags. At the end of a player's turn, its Token is removed if in the same Sector there are any of the following:
2 Plastic Bag Tokens; 2 Net Tokens; 1 Plastic Bag Token and 1 Net Token; 4 Waste Tokens of any kind.



WARNING! If at the end of this step, there are 3 or fewer Organism Tokens on the Gameboard, the game ends immediately with a loss. The damage to the ecosystem is irreversible!

A diagram showing the game board and the flow of cards. The game board has various sectors (Beach, Sea, River, City) and waste tokens. A card flow diagram shows a player's hand with "Awareness campaign" and "Research" cards, which are used to purchase a "Water bottle giveaway" card from the Market. The purchased card is then placed on the City area. The cards used for purchase are discarded into the Discard Pile. The player's Game Deck is shown with a "Plastic fighters" card being drawn.

Example: in your Hand, you have the Cards "Awareness campaign" and "Research", each with a Value of 2. You decide to use both to buy Market Cards. You buy the Structure Card "Water bottle giveaway" that costs 3, and you build it in the City Area. You use the remaining Value of 1 to buy the Card "Action Campaign" and you place it face down on top of your Game Deck. The Cards you used to purchase Market Cards are discarded into your Discard Pile. You now have no Cards left in your Hand, so proceed to the next step of your turn.



5. DRAW CARDS FROM YOUR DECK UNTIL YOU HAVE 3 FACE-UP CARDS IN FRONT OF YOU, THEN REFILL THE MARKET TO 5 CARDS.

Prepare the next player's turn:

- **Draw Cards from your Deck until you have 3 face-up Cards in front of you.**

The first Cards drawn will be those purchased from the Market. If your Game Deck is empty, shuffle your Discard Pile and use it as your new Game Deck.

- **Refill the Market to 5 Cards by drawing from the Market Deck.**

The next player may now start their turn by following all the steps described above.

END OF THE GAME

The game ends once all Event Cards have been drawn (2 players: 10 turns, 3 players: 15 turns, 4 players: 16 turns). After the last player completes their turn, calculate the final score:

+1 point for each Organism Token on the Gameboard.

+1 point for each Structure built on the Gameboard.

-1 point for each Waste Token on the Gameboard.

If the score is zero or less, the game is lost. The ecosystem's pollution is beyond remedy. Far too much waste compromised marine life and many species have disappeared. The organizations need to come up with different strategies so it won't happen again. Shall we try one more time?

If the score is greater than zero, the game is won. You then earn an award based on your final score:

1-5 Punti: Shore Guardians! You managed to avoid the worst, but there's still a lot to do. Keep fighting for our seas: are you ready for another challenge?

6-10 Punti: Sea Defenders! Your actions made a huge difference. Thanks to your efforts, the ecosystem is recovering. People are starting to understand the importance of protecting marine life, but the fight is not over yet!

>10 Punti: Sea Heroes! Thanks to your intervention, the sea was saved! Your awareness campaign inspired many environmental protection projects. New generations will live in a cleaner world. Your mission was a success!



Example: at the end of the game, the situation on the Gameboard is as follows:

6 Organism Tokens: +6 points

4 Structures built: +4 points

6 Waste Tokens: -6 points

You won the game with a final score of +4.

You are **Shore Guardians!**

GAMEPLAY RECAP

Here is a quick recap on how to play:

The last player who drank from a reusable water bottle starts the game.

PLAYER'S TURN

1. Draw 1 Card from the Game Event Deck and follow its instructions.
2. Resolve the effects of any Structures present on the Gameboard.
3. Play one or more Cards from your Hand.
4. Check if any Organisms perished due to pollution.
5. Draw Cards from your Deck until you have 3 Cards in your Hand, then refill the Market to 5 Cards.

PLAYERS TAKE SUBSEQUENT TURNS CLOCKWISE.
THE GAME ENDS ONCE ALL EVENT CARDS HAVE BEEN DRAWN.
(THE LAST PLAYER COMPLETES THEIR FINAL TURN.)

Plastic waste featured in the game



Plastic bottles - They end up in the sea through incorrect waste disposal, urban sewage systems, beach littering, or carried by rivers and the wind.

What we can do: reduce the use of disposable plastic, use and refill reusable water bottles with tap water or at drinking fountains.



Plastic bags - Light and resistant, they are carried in the sea by rivers and the wind, where many species mistake them for food.

What we can do: use reusable bags, avoid unnecessary packaging, and correctly dispose waste to avoid littering.



Ghost nets - Fishing nets abandoned or lost have been trapping fish, turtles, and sea mammals for a very long time.

What we can do: promote retrieval efforts of ghost nets, the use of biodegradable materials, and the adoption of sustainable fishing practices.



Cigarette butts - Cigarettes thrown away on streets and beaches end up in the sea through sewage systems or carried by rainwater, releasing harmful substances.

What we can do: use portable ashtrays, raise awareness on their environmental damage, and ban smoking in sensitive areas.



Microplastics - They come from cosmetics, washing of synthetic clothing, and fragmentation of plastic waste. Invisible but very dangerous, they become part of the marine food chain.

What we can do: avoid products containing microplastics, install filters in washing machines, and reduce the use of disposable plastic.

Featured organisms



Posidonia - Posidonia meadows can trap plastic waste, altering the balance of marine vegetation and damaging habitats of many species.



Gorgonia - Soft corals with a typical fan-like shape. They risk getting damaged by the accidental ingestion of microplastics.



Noble pen shell - Large bivalve mollusc endemic to the Mediterranean Sea. Plastic waste might interfere with its ability to filter water.



Hermit crab - These crabs protect their soft abdomen by occupying empty shells. They have been observed using plastic waste as their shelter.



Seagull - Omnivores whose habit of hanging around urban areas and dumps exposes them to the risk of plastic ingestion.



Cormorant - They have been observed using plastic and other waste to build their nests, exposing them to the risk of getting trapped or ingesting harmful materials.



Seahorse - They might ingest microplastics, exposing them to toxic substances. Further, they might alter their normal behavior by anchoring themselves to plastic waste.



Seabass - A predator that might ingest microplastics found in its prey, accumulating toxins in its body.



Sea turtle - It might ingest plastic waste, mistaking it for food. It can also easily get trapped in ghost nets.



Tuna - It might get trapped in ghost nets and other plastic waste, limiting its movement and ability to find food.



Shark - Sharks can also get trapped in ghost nets and other plastic waste, limiting their movement, harming them, or even leading to their death.



Dolphin - They are particularly vulnerable to plastic bags, which can cause suffocation if ingested, and to ghost nets where they risk getting trapped.

CREDITS

Scientific committee:

Karin Schlappa, Milena Tempesta, Francesco Zuppa

Would you like to know more about plastic pollution in the sea and how to act against it? Scan the QR code and visit BeMed's website to find out more!



Eco-Friendly game:

Plastic Fighters is an eco-friendly game! We only use FSC-certified materials for boxes, cards and cardboard components, completely leaving plastic out of the equation. Packaging is made of biodegradable cellophane. Paint, inks and adhesives are also plant-based and biodegradable. Playing while respecting the environment is now easy and fun!

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The contents of this document are the sole responsibility of DelTa.

BEYOND
PLASTIC
MED

PLASTIC FIGHTERS

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