

You're The Ocean

It's time to take matters into your own currents.



Overview

In *You're The Ocean*, you and your friends must work together to make the ocean healthy before the last whale goes extinct. Use your powerful currents to eliminate pollution, remedy ocean warming, and help fish and coral thrive.

Features

- **accessible**, easy to learn rules and highly **thematic actions**, such as using currents to pass cards and resources, hurricanes to get humans' attention and blow cards, and whale songs to communicate
- highly cooperative and **interactive**: several decisions require discussion and consensus, such as whether to restock fish or restore reefs
- eye-catching toxin tower for human actions has **strong table presence**
- **educational**: game concepts based on science and actual threats, and climate accords named for historic and aspirational pacts

Game Play *(Play tests available on Tabletop Simulator)*

On your turn, the humans cause thermal stress, pollute, overfish, release CO₂, spill oil, and eventually form climate accords. On your turn, you can:

- use **set collection** to clean up oil spills and recover from incremental turn damage caused by humans; greater set collection yields greater benefits
- use the currents of their oceans to **pass cards** and improve hands
- send hurricanes to get humans' attention, **reducing damage** and **induce climate accords**

If you can remove all the excess heat and plastic and revive all of your marine life before the whales go extinct, you win!

Components

- 1 board
- 1 rule book
- 1 toxin tower & dice tray
- 1 oil spill die
- 5 toxin tiles (5x5)
- 5 player boards & turn tokens
- 20-30 oil tokens
- 128 mini cards
- 178 tokens

If at all possible, components should be eco-friendly (and the box should say that)

Note

I am speaking to environmental organizations about affiliations and endorsements to help increase awareness.

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1-5
players



40-60
min.



Ages
10+