

## PLASTIC PATROL: OCEAN CLEANUP – SHORT GAME GUIDE

**Purpose of the Game:** Plastic Patrol is a digital learning game designed to support youth workers in teaching environmental awareness and green skills. By navigating a virtual ocean, players learn about the impact of single-use plastics while practicing strategy, cooperation, and resource management. The game creates an immersive experience where participants can safely explore sustainability challenges through play.

### Before You Begin

Two short preparations are required:

1. **Devices and Group Size:** Play requires a computer and internet access. The recommended group size is 2 to 5 participants, and each player needs their own device to join the session.
2. **Install the Game:** Download and set up the \*Plastic Patrol: Ocean Cleanup\* application before starting.

Links to play the game:

**MAC:** <https://apps.apple.com/us/app/plastic-patrol-ocean-cleanup/id6753791099>

**WINDOWS:** <http://damasistem.com/apps/plasticpetrol.rar> (For the windows version: You need to authorize the security to download the game).

**Core Idea:** Players compete to earn recycling points. Points are gained by collecting barrels of plastic scattered across the ocean and delivering them to the Recycling Plant, when available. Success depends on planning routes, using card abilities strategically, and navigating obstacles created by the sea or other players.

**Setting Up the Game:** The game offers **four different maps**, each with its own layout and routes. Choose one scenario to begin. Some maps contain a Recycling Plant, while others focus solely on ocean collection.



Barrels of Plastic  
numbered 1 to 5



Recycling Plants



Route Cards



Recycling  
Points



Tokens;  
One Way, Coast Guard,  
Draw 2 cards, Draw one  
card



Player Pawns

### Main Game Elements

**Route Cards:** Players use route cards to move efficiently or disrupt opponents. Cards allow movement toward barrels, toward the Recycling Plant, or trigger effects that change the situation on the map.

**Exploring the Ocean:** As you travel, aim to reach barrels to collect plastic and gain recycling points. If the map includes a Recycling Plant, you may deliver collected plastic to increase your score.

Certain locations in the ocean offer additional bonuses. Planning your path to pass through these spaces can give you an advantage.

**Ending the Game:** The end conditions differ depending on the selected map:

**Moonlight Cave and Blue Pearl Bay:** These maps do not include a Recycling Plant. The game ends once one player collects all barrels in the ocean.

**Silver Sands Beach and Sapphire Beach:**

These maps offer two possible endings:

- All barrels have been collected, or
- The Recycling Plant reaches full capacity through player deliveries.

When either condition is met, one final round is played. Scores are then calculated, and the player with the highest number of recycling points wins.

**Plastic Patrol** is both playful and educational, combining strategic decision-making with environmental learning. It can serve as an engaging tool for workshops, classrooms, or youth group activities, sparking discussion about sustainability long after the game ends.