

# The Migration Game



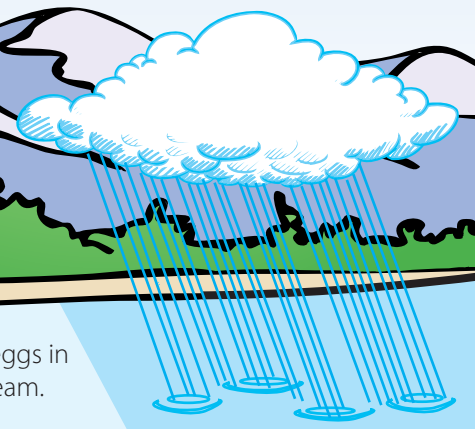
**Start**

**Finish**

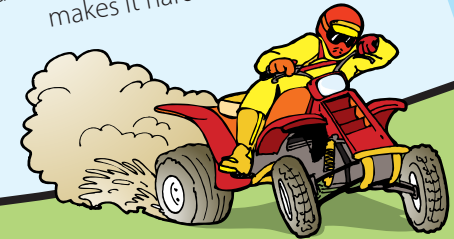
A female salmon lays 2,000 eggs in the gravel bottom of a stream.



Heavy rains almost wash you out of your gravel nest! **Lose a turn.**

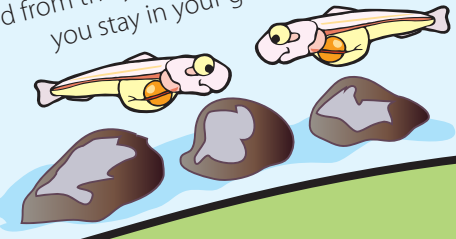


Kids driving 4-wheelers in your stream bed stir up silt. **Lose a turn** because it makes it hard to get air.



Celebrate hatching by wiggling ahead **1 space.**

You are now called an alevin. You absorb food from the yolk sac on your belly, while you stay in your gravel nest.



**Lose your turn** while you spend the day digging out of the gravel.

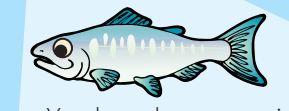
A heavy freeze in your stream makes it hard to breathe! **Swim ahead 1 space** as you look for oxygen.

You are now called a fry. You are very hungry and need lots of food, but many animals would like to eat you, so watch out!



**Dash ahead 2 spaces** to get away from a hungry pike!

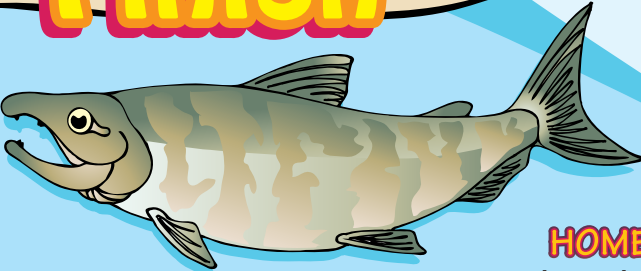
You find lots of mosquito larvae to eat in the stream. **Swim ahead 2 spaces** as you grow fast!



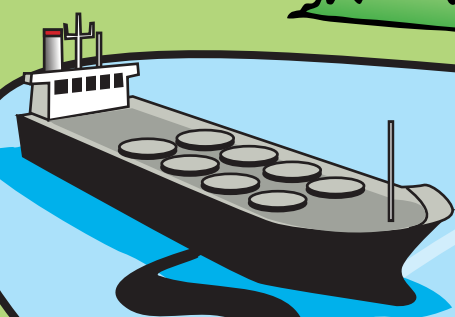
You have been growing quickly and are now called a smolt. It's time to migrate to the sea.

**HOME STREAM**

Welcome back to the stream where you hatched years ago. Your great journey is over, and you've won the migration game!



**Dash back 2 spaces** as you dodge a bear fishing in the river.



Oh no! You've wandered into an oil spill. **Lose a turn.**

Take another turn to CELEBRATE reaching the ocean!



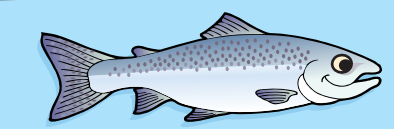
YUCK! A leaky outboard motor makes it hard to get oxygen. **Lose a turn** until you recover.

This nearshore environment is dangerous! You nearly get eaten by sculpins. **Swim back 2 spaces.**

Boy! There is a lot of good food to eat here! **Swim ahead 3 spaces** as you chase after your dinner.



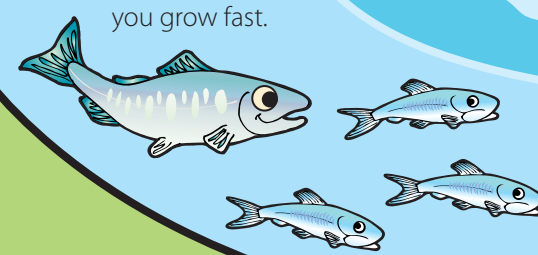
You are now a beautiful silvery adult fish. But many dangers lie ahead.



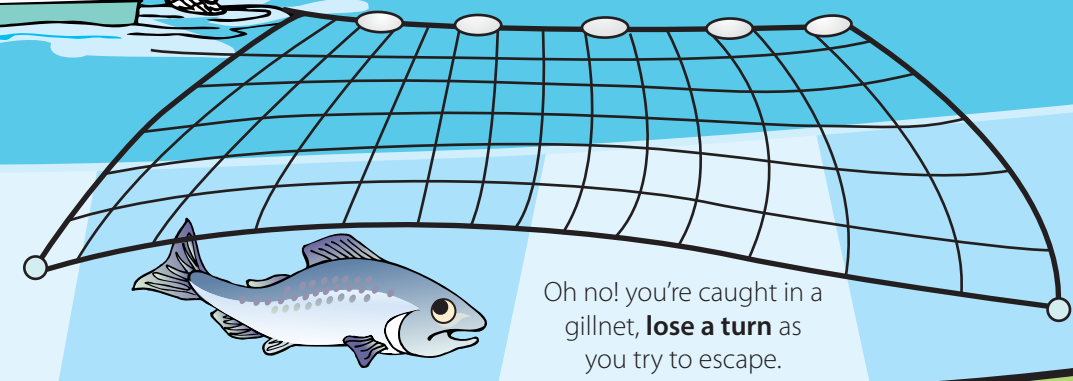
**Dash 3 spaces back** to get away from a killer whale.



Wow! You find a school of herring to eat. **Swim forward 2 spaces** as you grow fast.



That was a close one! **Take an extra turn** to celebrate being able to wiggle out of a fisherman's net.

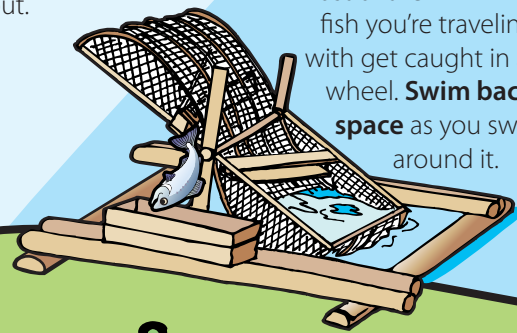


Oh no! you're caught in a gillnet, **lose a turn** as you try to escape.

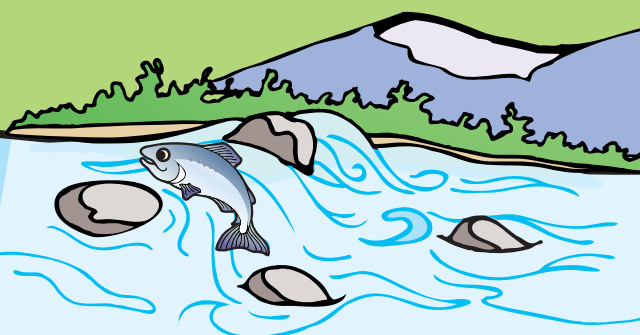
You're exhausted! **Lose a turn** as you get a slow start for the long journey home.

Is this the entrance to your stream? **Swim left 2 spaces** to find out.

Most of the fish you're traveling with get caught in a fish wheel. **Swim back 1 space** as you swim around it.



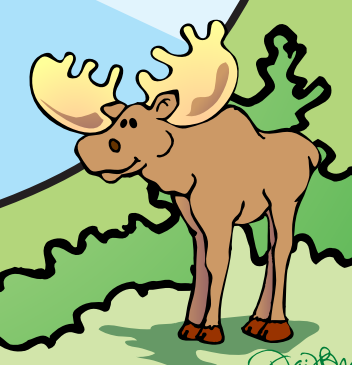
**Swim ahead 1 space** as you manage to flip off a fisherman's line.



You are strong enough to jump over the waterfall in one try! **Swim ahead 2 spaces.**

You are tired from trying to get over the waterfall. **Swim back 2 spaces** and get a running start.

**Lose a turn** as you take time out to remember what your home stream smells like.



Nope, this doesn't smell right at all. **Swim back to fish wheel, then lose a turn.**