»AAL AUF WANDERSCHAFT«
Die lange Reise des Europäischen Flussaals
INSTRUCTION

1) Place the cards on the ground in V-, S- or O-shape according to the numbers.

2) Every player gets a migration passport, a clipboard, a pen and a four-sided dice.

3) Up to 15 players can start one after another.

4) All "eels" keep track of their energy points in their migration passports.

5) After completing the migration or in case of death, the total number of energy points is noted on the backside of the migration passport.

6) The first players to complete the route can get additional tasks to examine the route more closely: good and bad events, stages of development, etc.

Welcome in an eel's life and body! You hatched today as an eel larva in the depth of the Sargasso Sea.

You need energy to survive. You start your life with 10 energy points. When you eat you gain energy points. Swimming and other activities cost energy points. If your energy is 0 points, you die.

THROW THE DICE TO MOVE ON.
You are swallowed by a blue whale.

YOU DIE. START AGAIN!
The sea is rough, you are just 7 mm long and get tossed around.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 5.
There is plenty of plancton food.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 5.
The weather is nice and the sea is calm.

YOU GAIN 2 ENERY POINTS.
MOVE TO FIELD 5.
You are a few weeks old and shaped like a leaf. The Gulf stream drives you eastward.

THROW THE DICE TO MOVE ON.
There is little plancton and you lack food.

YOU LOSE 2 ENERGY POINTS.
MOVE TO FIELD 10.
The water temperature is unfavourable for you, so you grow slowly.

YOU LOSE 1 ENERGY POINT.
MOVE TO FIELD 10.
An eddy in the Gulf stream carries you many miles back.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 10.
You grow well and are a 70mm long larva.

MOVE TO FIELD 10.
You are 1 year old and reach the European coast where you become a glass eel.

THROW THE DICE TO MOVE ON.
You are attacked by a gull.

YOU DIE. START AGAIN!
You only just escaped a fishnet for glass eel fishery.

YOU LOSE 2 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
The sea is calm and you find plenty of food.

YOU GAIN 4 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
In a marine protection area in the North Sea fishing is abandoned.

YOU GAIN 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
You find a ship wreck with fantastic hiding places.

YOU WIN 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
A cod approaches you and you have to flee.

YOU LOSE 2 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
You eat many amphipods and grow quickly. Your colour changes from transparent to yellow-brown.

YOU GAIN 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
A National Park ranger explains to anglers that eels are threatened.

YOU GAIN 2 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
You almost get caught in a fish trap and barely escape with a shock.

YOU LOSE 3 ENERGY POINTS. THROW THE DICE TO MOVE ON.
You hit a flock of herring larvae and have plenty of food.

YOU GAIN 2 ENERGY POINTS.
MOVE TO FIELD 24.
Trawl nets threaten you.

YOU LOSE 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
The sea water has 22-23°C - your favourite temperature.

YOU GAIN 2 ENERGY POINTS. MOVE TO FIELD 24.
You find abundant food and keep growing.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 24.
A jet-ski stirs up the water and makes terrible noise.

YOU LOSE 1 ENERGY POINT.
THROW THE DICE TO MOVE ON.
You get infected by the swimbladder worm.

YOU LOSE 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
A ship accident pollutes the sea with oil.

YOU DIE. START AGAIN!
You stay in brakish water for a while and recover from the long journey.

You gain 3 energy points. Move to field 29.
Spring approaches and you swim upriver at a good pace.

YOU GAIN 4 ENERG POINTS.
MOVE TO FIELD 29.
There is a weir in the river and it takes a long time to find a good way up.

YOU LOSE 1 ENERGY POINT. THROW THE DICE TO MOVE ON.
Your way is blocked and you have to take a long detour over land.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 34.
Summer comes, you are well fed and your colour turns dark brown.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 34.
A cruise vessel disturbs your migration.

YOU LOSE 2 ENERGY POINTS.
MOVE TO FIELD 34.
You are 3 years now and tiny scales grow along your lateral line.

YOU GAIN 4 ENERGY POINTS.
MOVE TO FIELD 34.
Several anglers threaten your life.

YOU LOSE 1 ENERGY POINT.
THROW THE DICE TO MOVE ON.
You are sucked in by a cooling water pump of a power station.

YOU DIE. START AGAIN!
A fish pass was built that helps to bypass a wier and a power station.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 40.
You are attacked by a cormorant and make a tight escape.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 40.
You find plenty of food and put on weight.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 40.
In a river section with concrete walls you find hardly any food.

YOU LOSE 1 ENERGY POINT.
MOVE TO FIELD 40.
The EU adopts an eel conservation program.

YOU GAIN 4 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
Thanks to good food supply you are already 1m long at the age of 10.

YOU WIN 2 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
The temperature drops and you have to move to deeper frost-free water.

YOU loose 2 ENERGY POINTS. THROW THE DICE TO MOVE ON.
You don’t find enough food and cannot put on weight. You are weak.

YOU LOSE 2 ENERGY POINTS. THROW THE DICE TO MOVE ON.
You are more than 12 years old now and your back turns dark while your belly turns silver. You are a silver eel now.

YOU GAIN 3 ENERGY POINTS.
THROW THE DICE TO MOVE ON.
Warm waste water from a power station pollutes the river. You can hardly breathe.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 50.
Still too many eels are fished.

YOU LOSE 2 ENERGY POINTS. MOVE TO FIELD 50.
You relax in a quiet arm of the Elbe.

YOU GAIN 2 ENERGY POINTS.  
MOVE TO FIELD 50.
In a dark autumn night before new moon you start your migration to the spawning grounds.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 50.
You get lost on the way to your spawning ground and swim a detour.

You lose 2 energy points.
Move to field 50.
You make good progress and swim about 30 km per day.

YOU LOSE 1 ENERGY POINT.
THROW THE DICE TO MOVE ON.
Your fat and protein reserves do not suffice for the long journey.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 55.
Spring comes and you follow the earth's magnetic field westward towards your spawning ground in the Sargasso Sea.

YOU LOSE 2 ENERGY POINTS.
MOVE TO FIELD 55.
A good ocean current pushes you forward.

YOU GAIN 3 ENERGY POINTS.
MOVE TO FIELD 55.
The water temperature is too high due to climate change and you lose fat reserves.

YOU LOSE 3 ENERGY POINTS.
MOVE TO FIELD 55.
Congratulations!
If you have enough energy you are ready to spawn.

<table>
<thead>
<tr>
<th>Energy Points</th>
<th>Outcome</th>
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<tbody>
<tr>
<td>1 - 5</td>
<td>You are too weak to spawn.</td>
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<tr>
<td>6 - 10</td>
<td>You lay 5000 eggs.</td>
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<tr>
<td>11 - 20</td>
<td>You lay 1 million eggs.</td>
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<tr>
<td>21+</td>
<td>You lay 2 million eggs.</td>
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