Start

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 Goal

A B C D E F G H I

You're a **moth**: The light from a street lamp attracts you and you can't get away again. Stay here until you have rolled a 2 or 5.

You're a **bat**: You find an unlit street. Use this shortcut to reach your hunting area.

You're a **bird on migration**: The city you pass has turned off their lights to not distract you from your course. Use the shortcut and stay safe from the city hazards.

You're a **tree**: The streetlights keep you awake and you keep doing photosynthesis. Skip one round.

You're one of the few light-tolerant **bats**: There are many tasty moths caught in the light of a street lamp. Enjoy your dinner and roll the die again.

You're a **bird on migration** : An illuminated skyscraper is so blinding that you crash into its facade. Return to start and try again.

You're a young **salmon**: The bright lights at the waterfront attract you magically. Stay on this field until the next player passes you.

You're a **bird on migration** : You have been disorientated by the citiy lights and have circled for hours. Now you need to rest. Fly this detour to find a stopover site.

You're a **hedgehog**: Your garden is illuminated. Skip one round and wait until the lights have been switched off.

You're a **hedgehog** : While foraging you have found a garden without artfifcial lights. Take this shortcut.

You're a **heron**: Lucky you! You found an illuminated garden pond, so you can catch goldfishes even after sunset! Roll the die again.

You're a **blue tit**: The bright light in the mornings and evenings fool you into believing that it's spring already. You have an early clutch of eggs, but there aren't enough insects to feed all your younglings. Roll the die again to move forward, then roll it a second time and go backwards.

You're a **bat**: You've been detected by the motion sensor in a garden. Glaring light suddenly surrounds you. You're blinded and crash into a house. Move back three fields.

You're a **blackbird**: The street lights are so bright that you can start foraging sooner. Move three fields forward.

You're a **mountain lion**: The city lights scare you away and you walk in the wrong direction. Follow the detour even if it leads you back where you came from.

You're an **astronomer**: The sky glows so brightly from the far off city's lights that you can't see the stars. Skip one round until the city gets darker.

You're a **dung beetle**: Because the sky is so bright you can't see the Milky Way which you need to roll your dung ball in a straight line.
Make a detour.

You're a **toad**: You are blinded by a car's headlight. Skip one round.

You're a **water flea**: It's so bright that you don't dare to rise to the surface and feed on algae. Roll the die every round and add the numbers until you reach 10 and go on with the surplus points.

You're an **owl**: The skyglow from the neighbouring city helps you to catch mice. Roll the die again.

You're a **mouse**: With all that light you are scared to be caught by an owl. Skip one round until the city gets darker.

You're a **petrel**: Today's your very first flight! The moonlight is supposed to guide you, but the bright lights from the harbour lure you to the shore. You can only move on when a conservationist finds you. This only happens if you roll a 3 or 4.

You're a **conservationist**: Congratulations! Your campaign against light pollution was successful. Many buildings aren't illuminated anymore. Your next roll counts twice!

You're a **seal**: Tonight the bridge illumination is switched off so you can get a good night's sleep. Move forward four fields.

You're a **baby sea turtle**: The houses along the beach are brighter than the ocean, so you crawl in the wrong direction. You can only move on when a conservationist finds you. This only happens if you roll a 6 or 1.

You're a **wading bird**: Because the beach is illuminated you have more time to forage for lugworms. Roll the die again.

You're a **squid**: The bright lights of a fishing boat lures you from the deep. You are lucky to escape, but you are far away from home.

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