

Start

1 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.

2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 A B C D E F G H I

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

17 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.

21 20 19 You're a **bird on migration**: An illuminated skyscraper is so blinding that you crash into its facade. Return to start and try again.

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

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

23 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.

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

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

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

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

59 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.

64 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.

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

129 130 131 132 133 134 135 136 137 138 139 140 141 142 Goal

125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142

125 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.

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

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

112 113 114 115 116 117 118 119 120 121 122 123 124 125

112 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.

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

105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125

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

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

101 You're a **scud**: 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.

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

76 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.

80 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.

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

84 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.

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

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