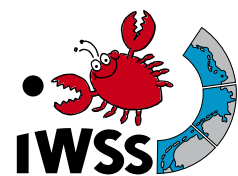
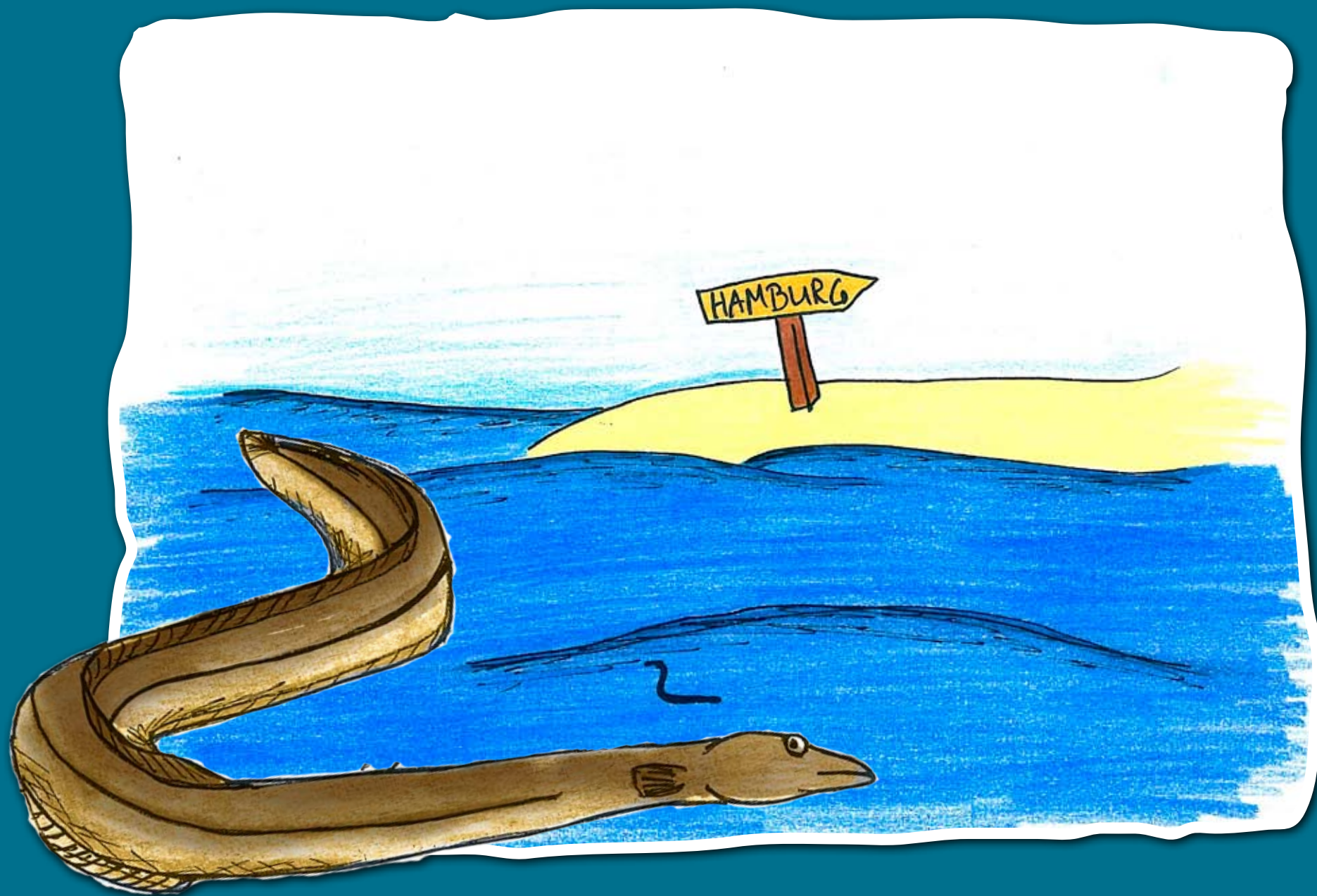
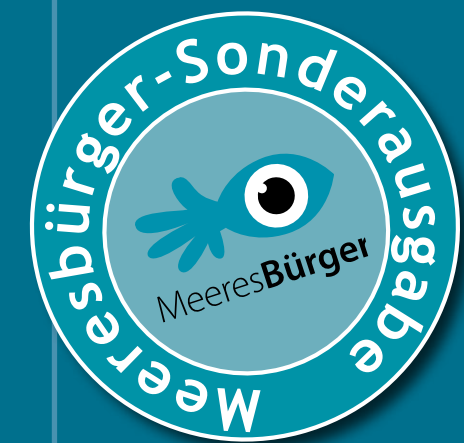


# » AAL AUF WANDERSCHAFT «

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.

International Wadden Sea School, [www.iwss.org](http://www.iwss.org)

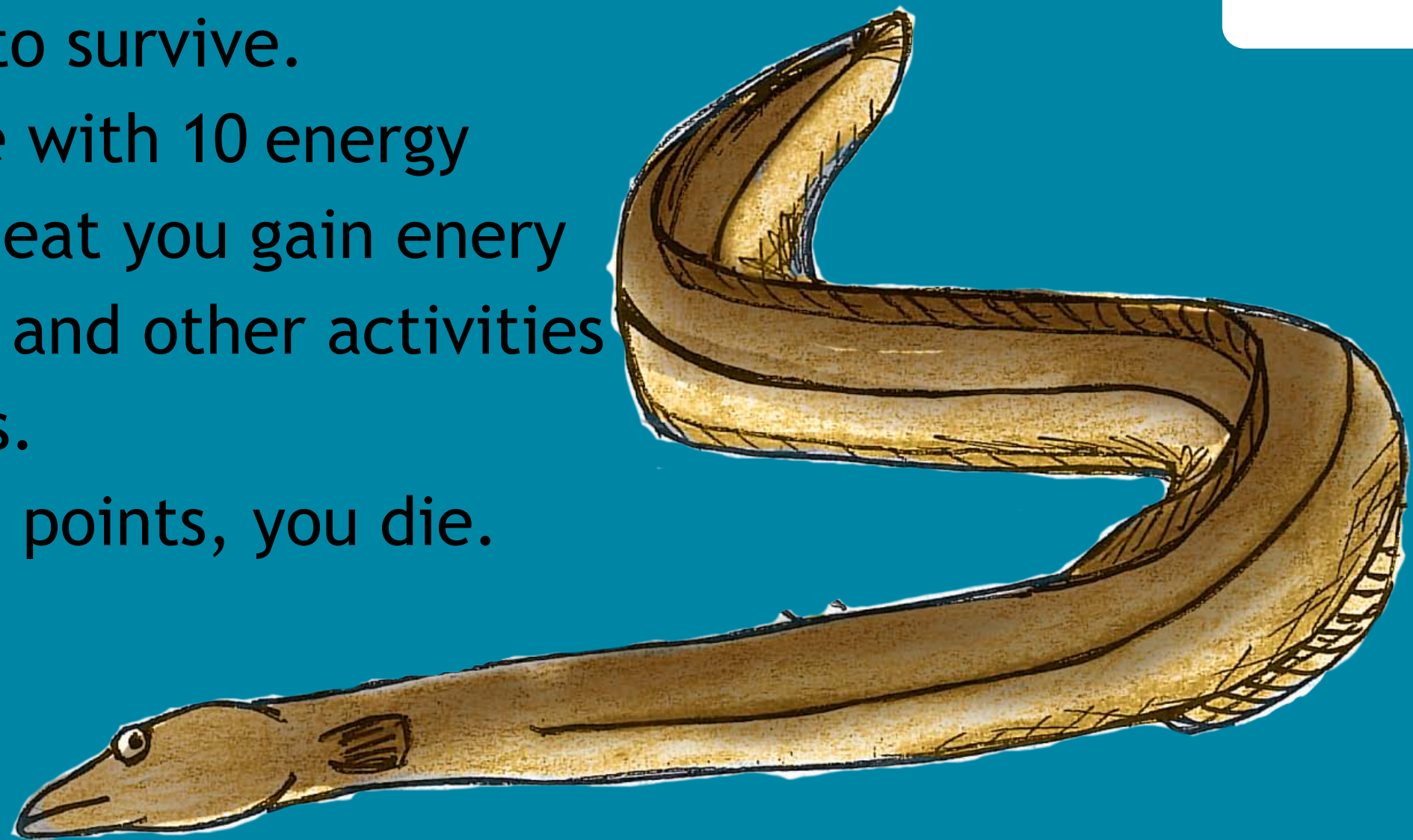


Welcome in an eel's life and body!  
You hatched today as an eel larva in the  
depth of the Sargasso Sea.

# START

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.



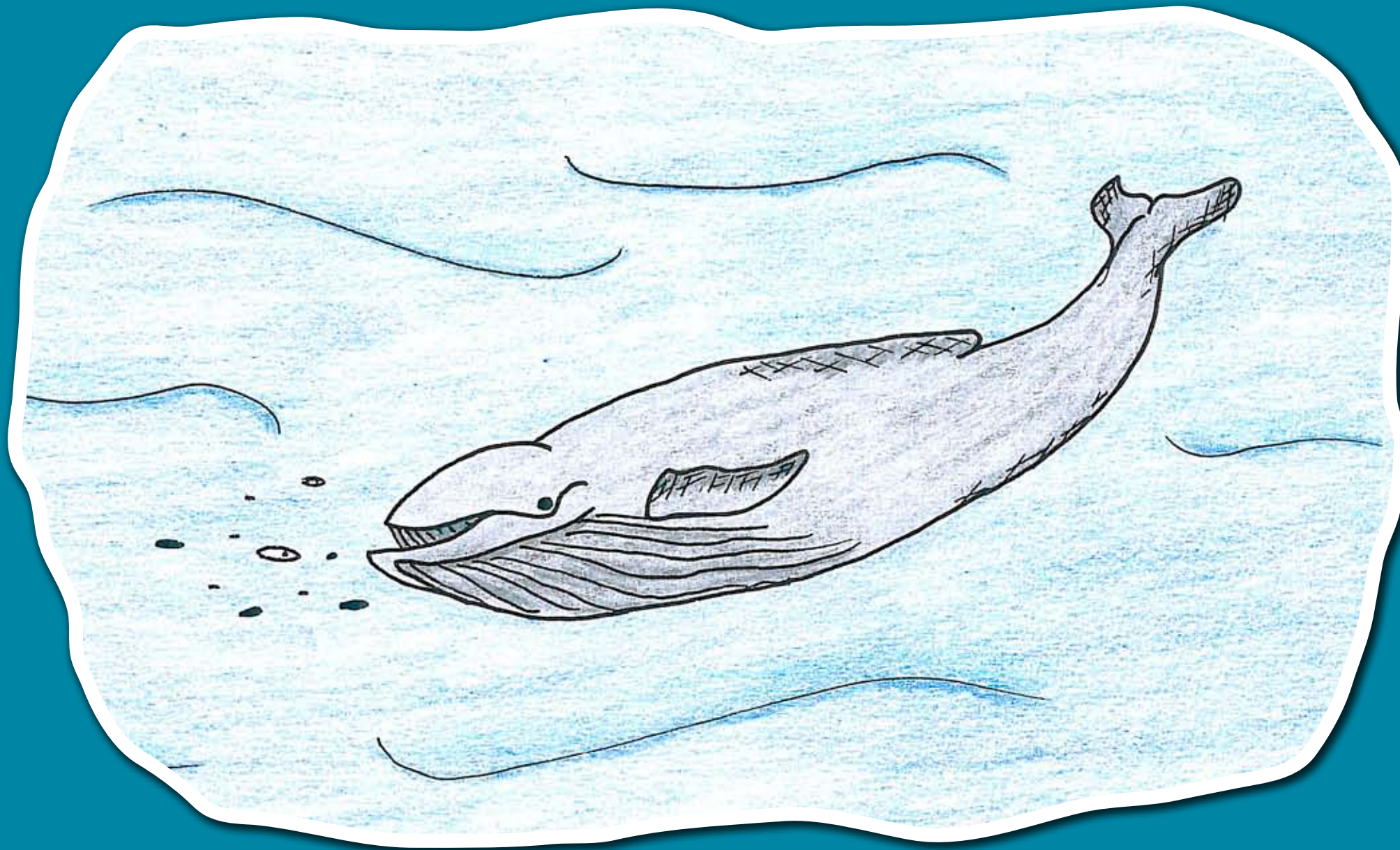
**THROW THE DICE TO MOVE ON.**



You are swallowed by a blue whale.

1

Sargasso Sea



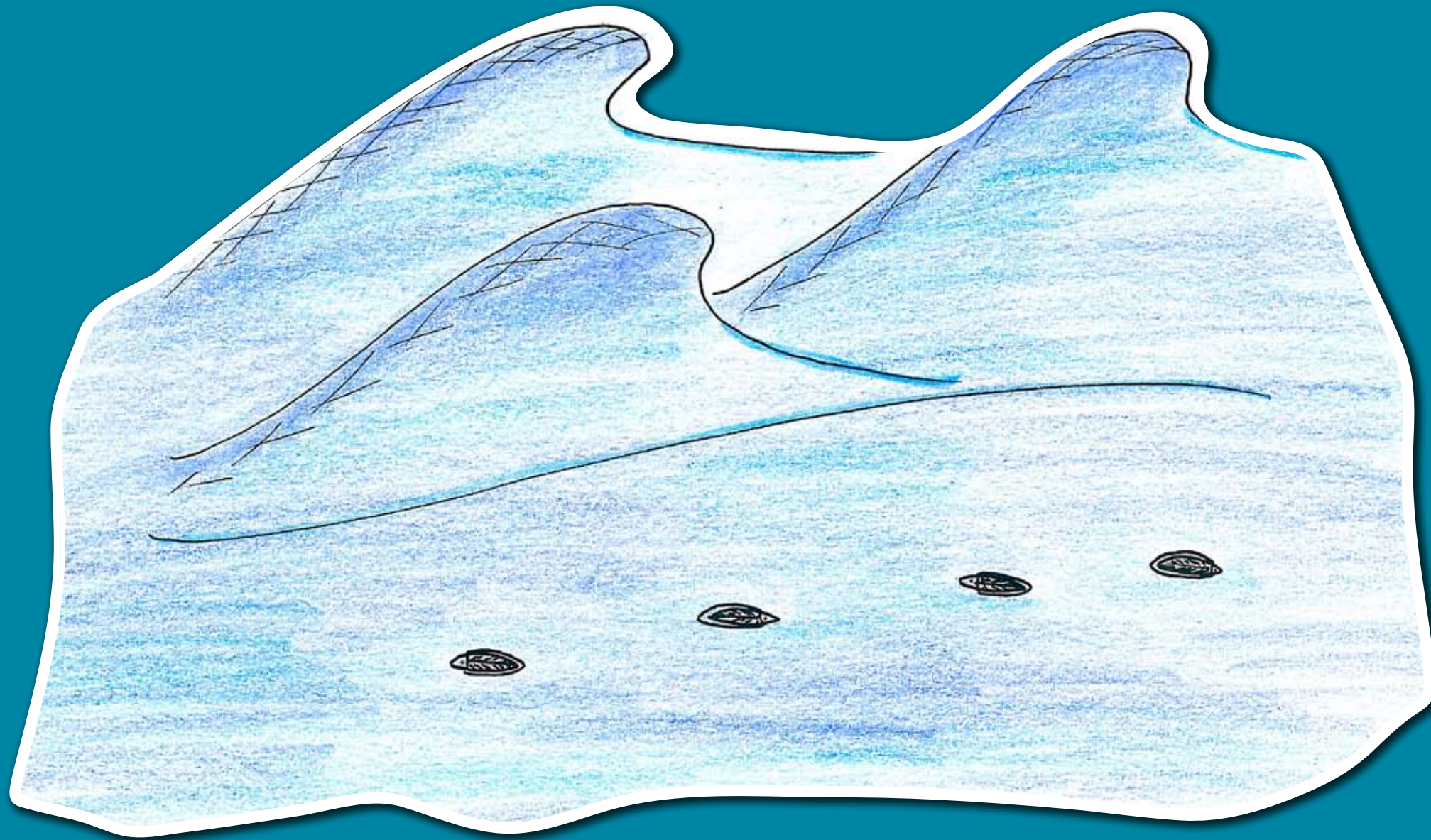
**YOU DIE. START AGAIN!**



The sea is rough, you are just  
7mm long and get tossed around.

# 2

Sargasso Sea



**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 5.**



There is plenty of plankton food.

3

Sargasso Sea



**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 5.**



The weather is nice and the sea is calm.

4

Sargasso Sea



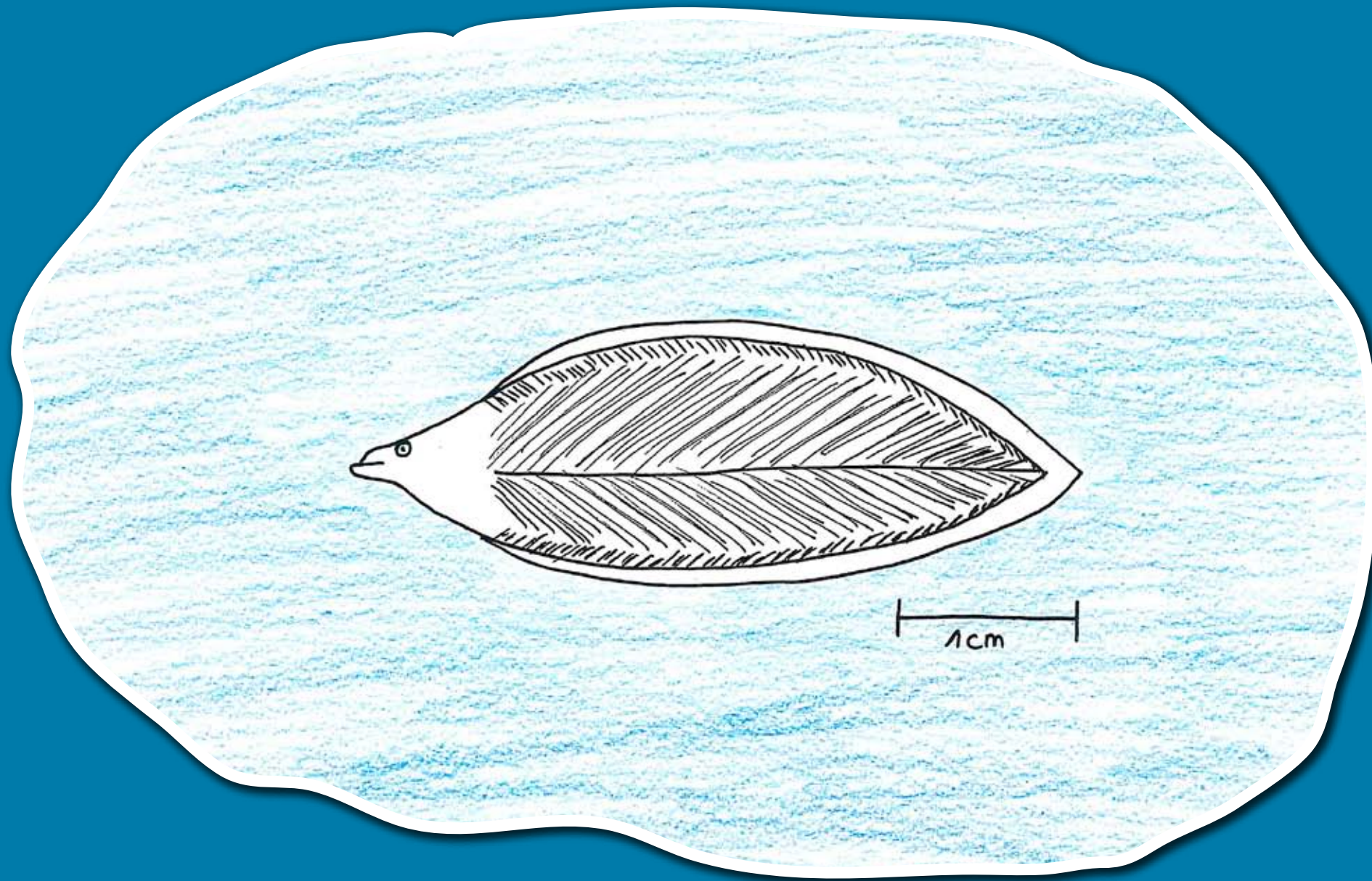
**YOU GAIN 2 ENERGY POINTS.  
MOVE TO FIELD 5.**



You are a few weeks old and shaped like a leaf.  
The Gulf stream drives you eastward.

5

Atlantic



THROW THE DICE TO MOVE ON.



There is little plankton and you lack food.

6

Atlantic



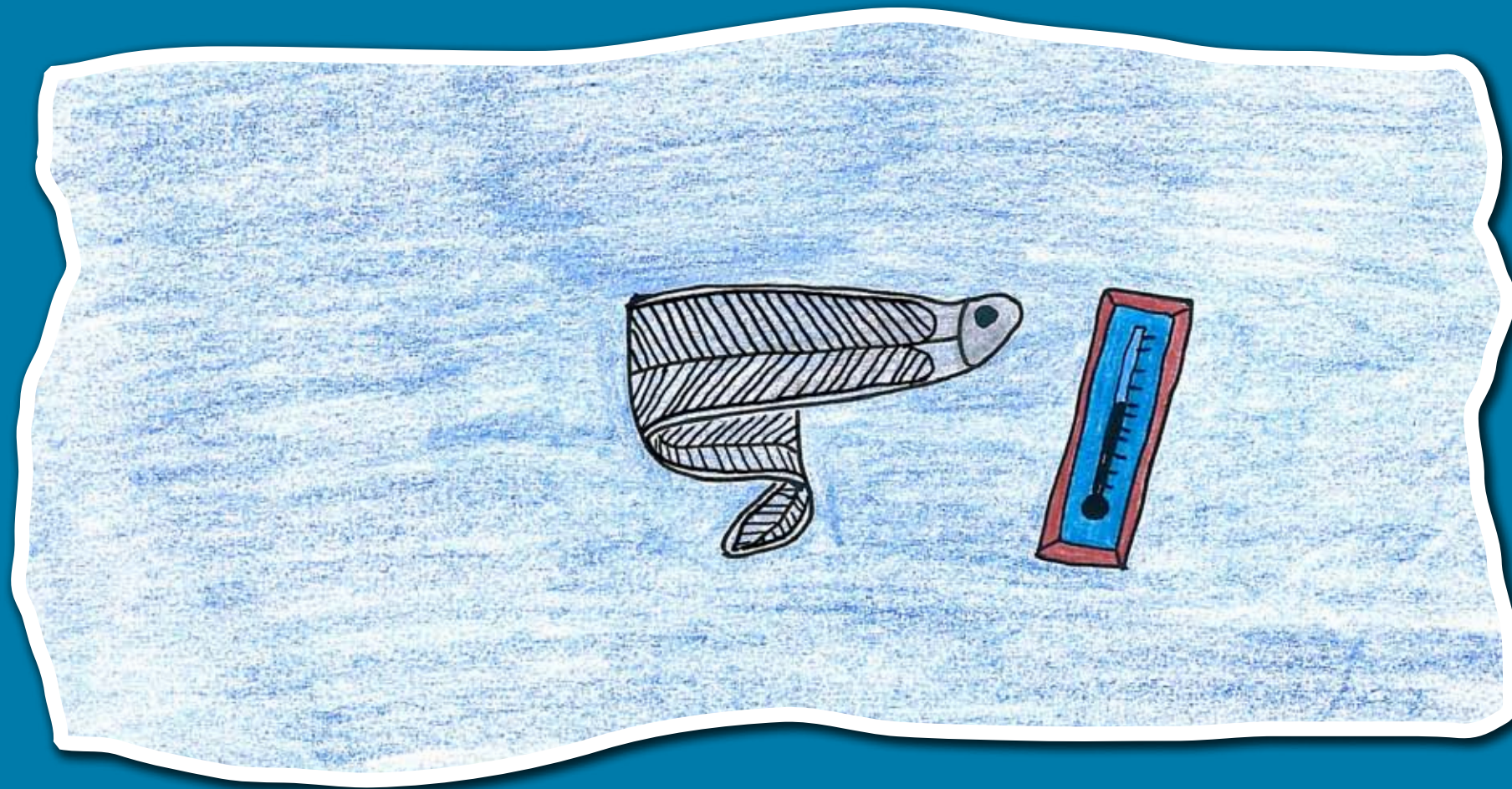
**YOU LOSE 2 ENERGY POINTS.  
MOVE TO FIELD 10.**



The water temperature is unfavourable for you, so you grow slowly.

7

Atlantic



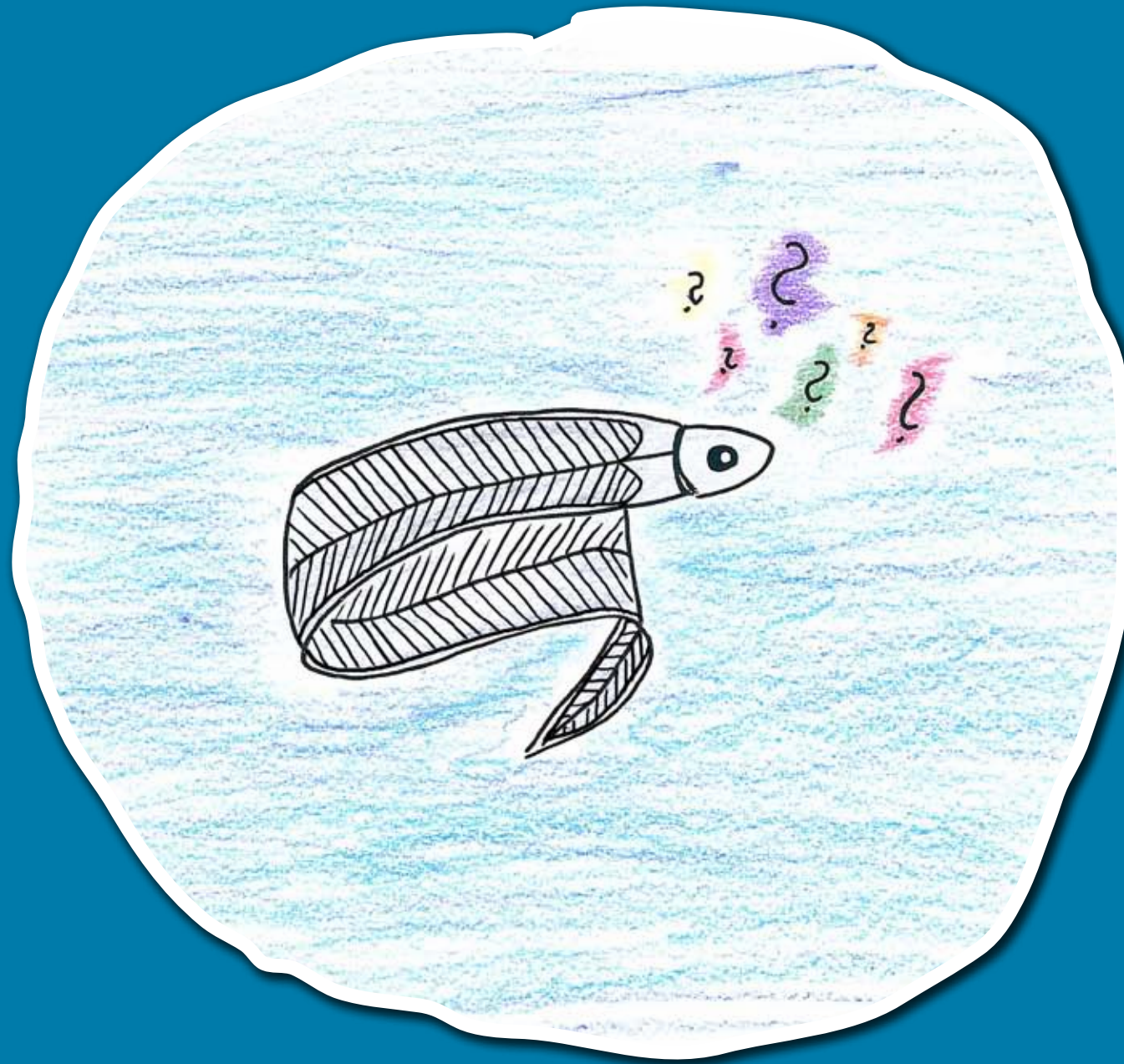
**YOU LOSE 1 ENERGY POINT.  
MOVE TO FIELD 10.**



An eddy in the Gulf stream carries you many miles back.

8

Atlantic



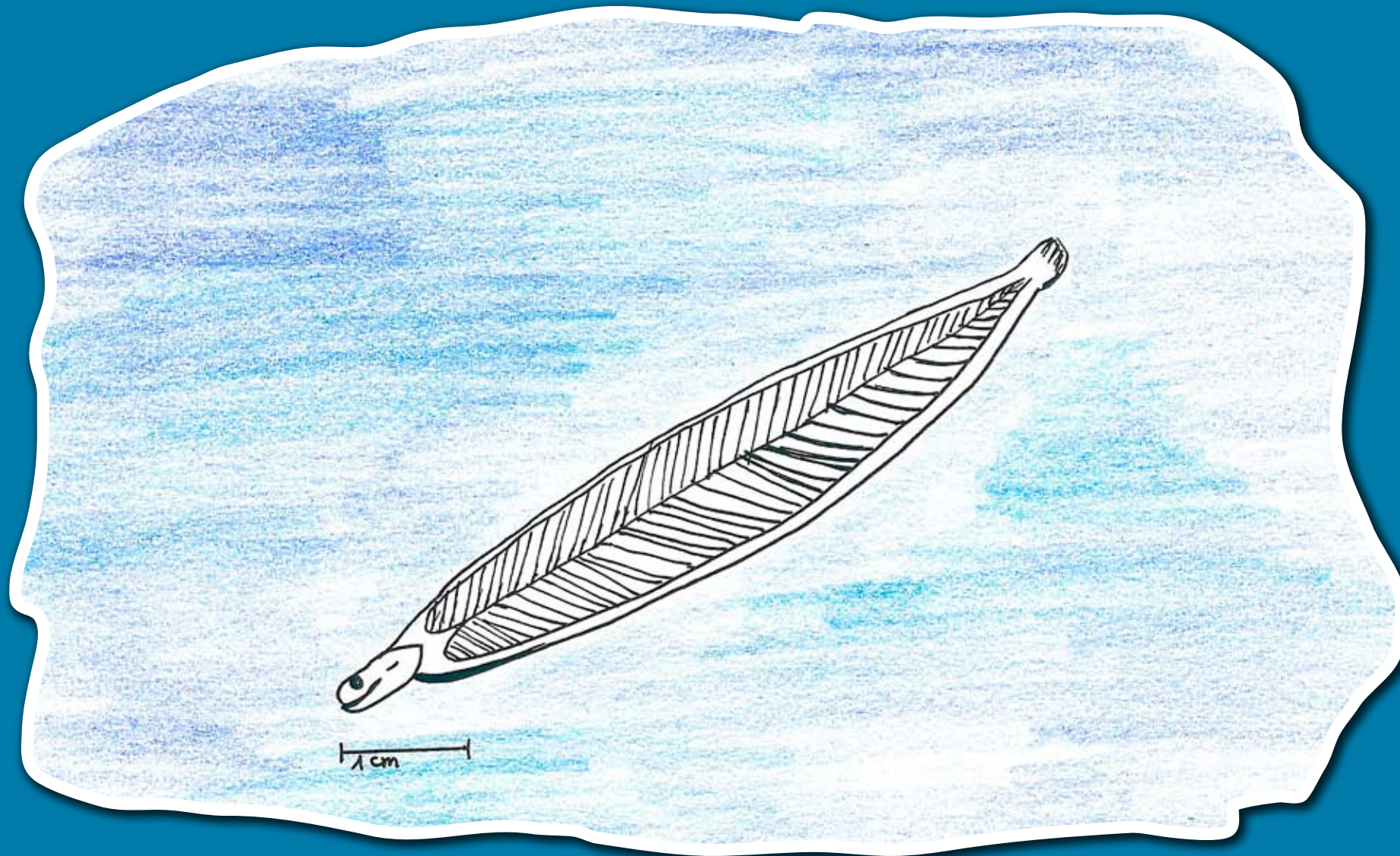
**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 10.**



You grow well and are a 70mm long larva.

9

Atlantic



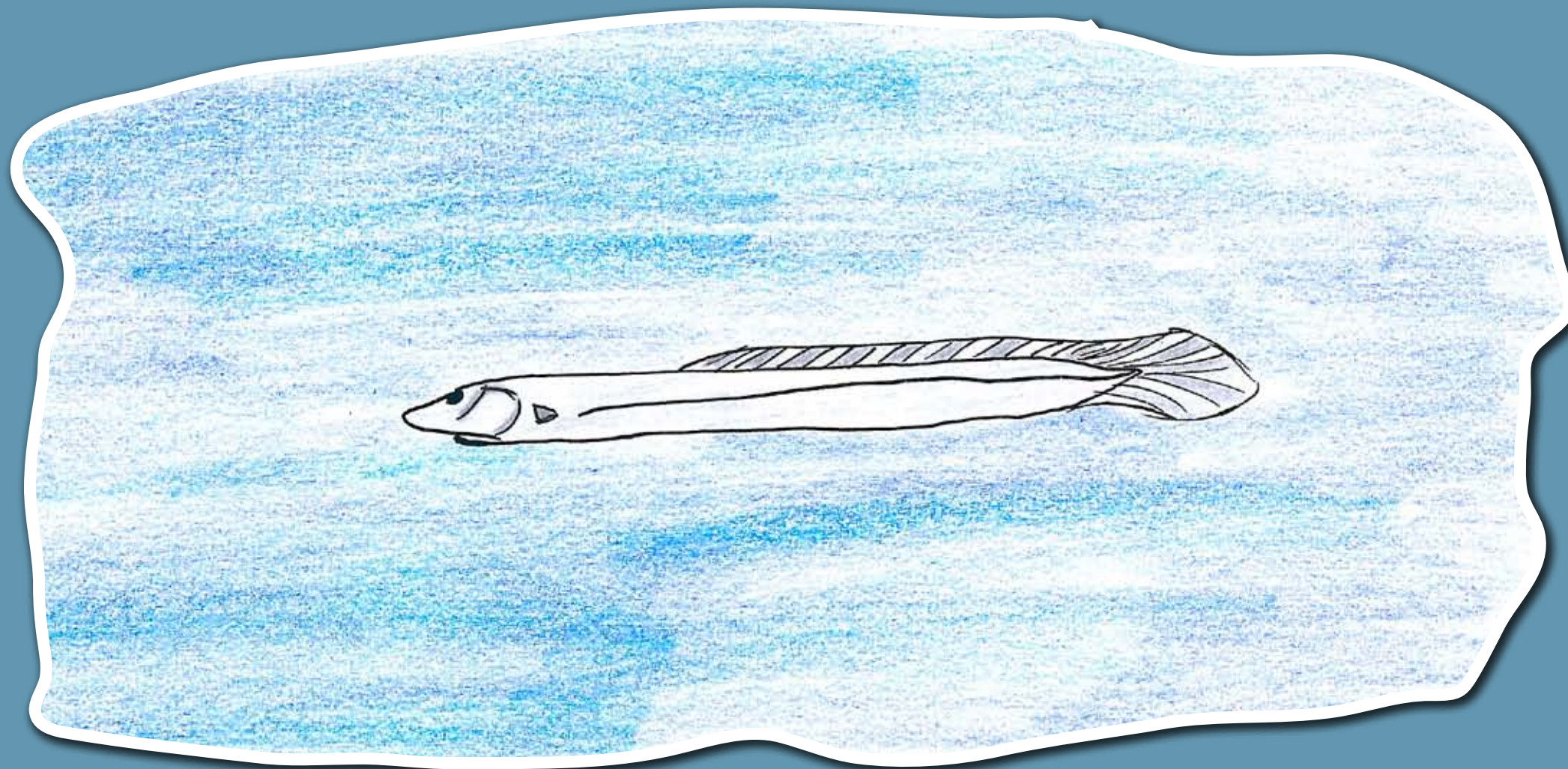
**MOVE TO FIELD 10.**



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

# 10

Continental  
shelf



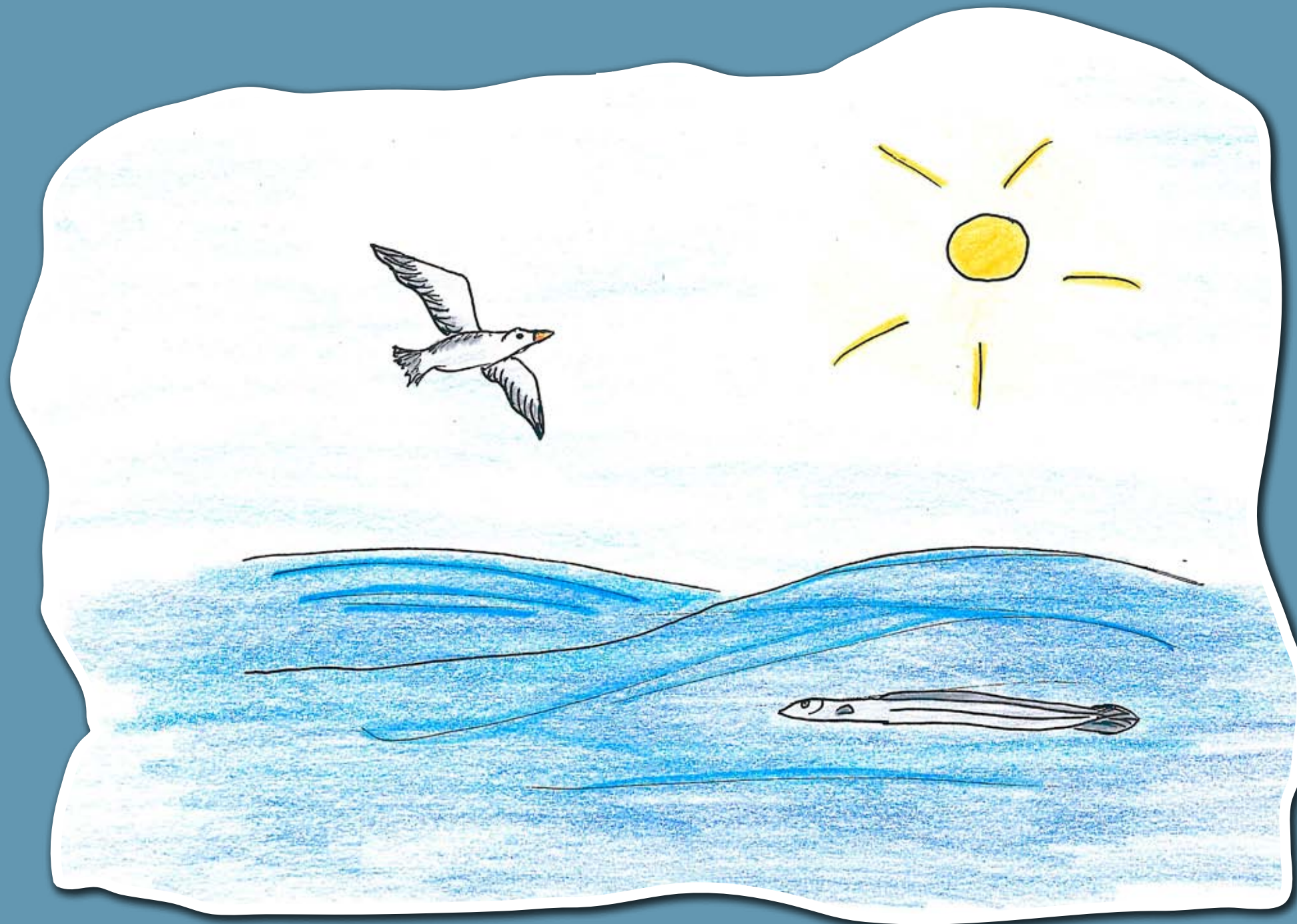
**THROW THE DICE TO MOVE ON.**



You are attacked by a gull.

11

Continental  
shelf



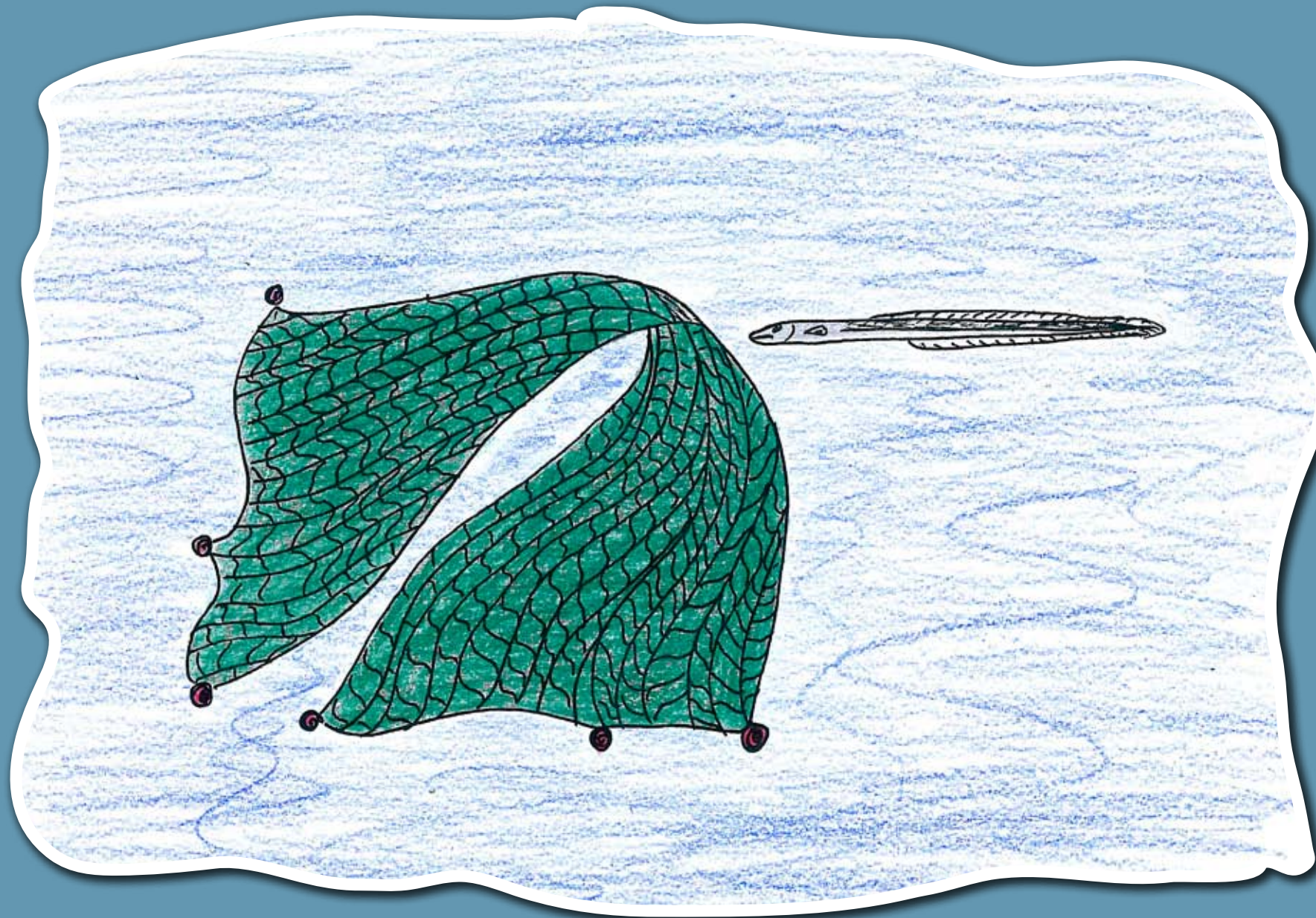
**YOU DIE. START AGAIN!**



You only just escaped a fishnet for  
glass eel fishery.

# 12

Continental  
shelf



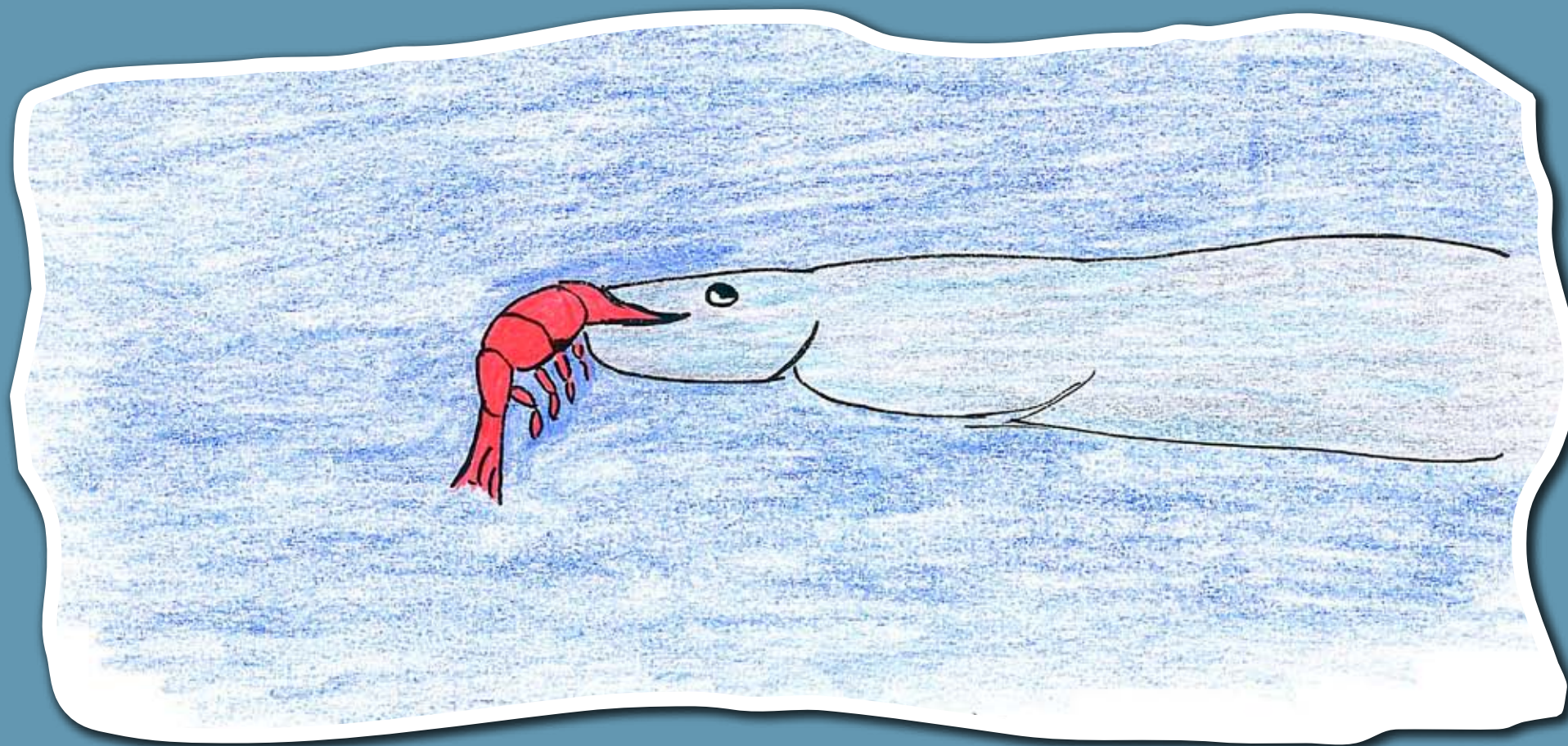
**YOU LOSE 2 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



The sea is calm and you find plenty of food.

13

Continental  
shelf



**YOU GAIN 4 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



In a marine protection area in the North Sea fishing is abandoned.

14

North Sea



**YOU GAIN 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



You find a ship wreck with fantastic  
hiding places.

# 15

North Sea



**YOU WIN 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



A cod approaches you and you have to flee.

16

North Sea



**YOU LOSE 2 ENERGY POINTS.**

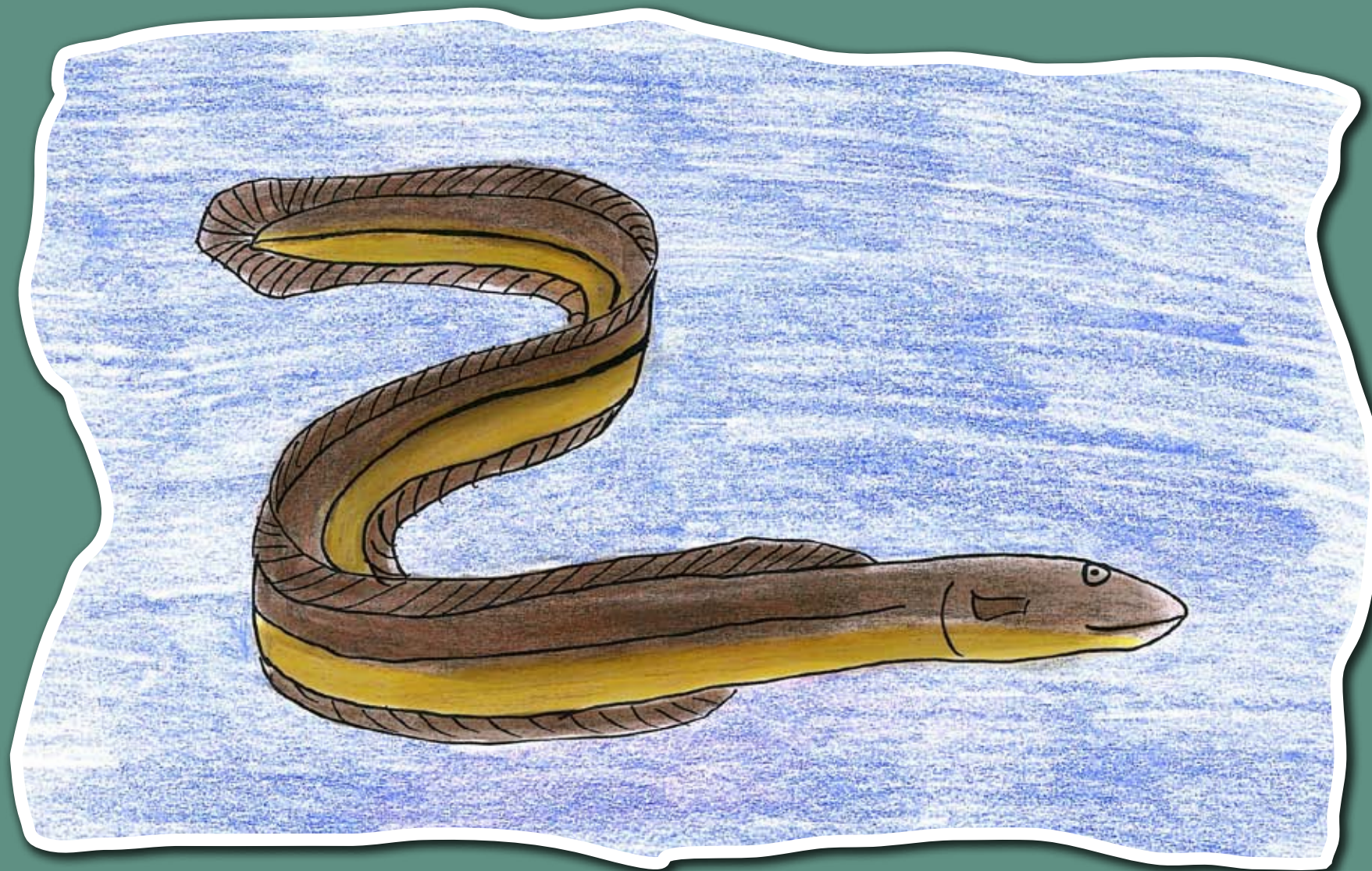
**THROW THE DICE TO MOVE ON.**



You eat many amphipods and grow quickly.  
Your colour changes from transparent to  
yellow-brown.

# 17

North Sea



**YOU GAIN 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



A National Park ranger explains to anglers that eels are threatened.

# 18

North Sea



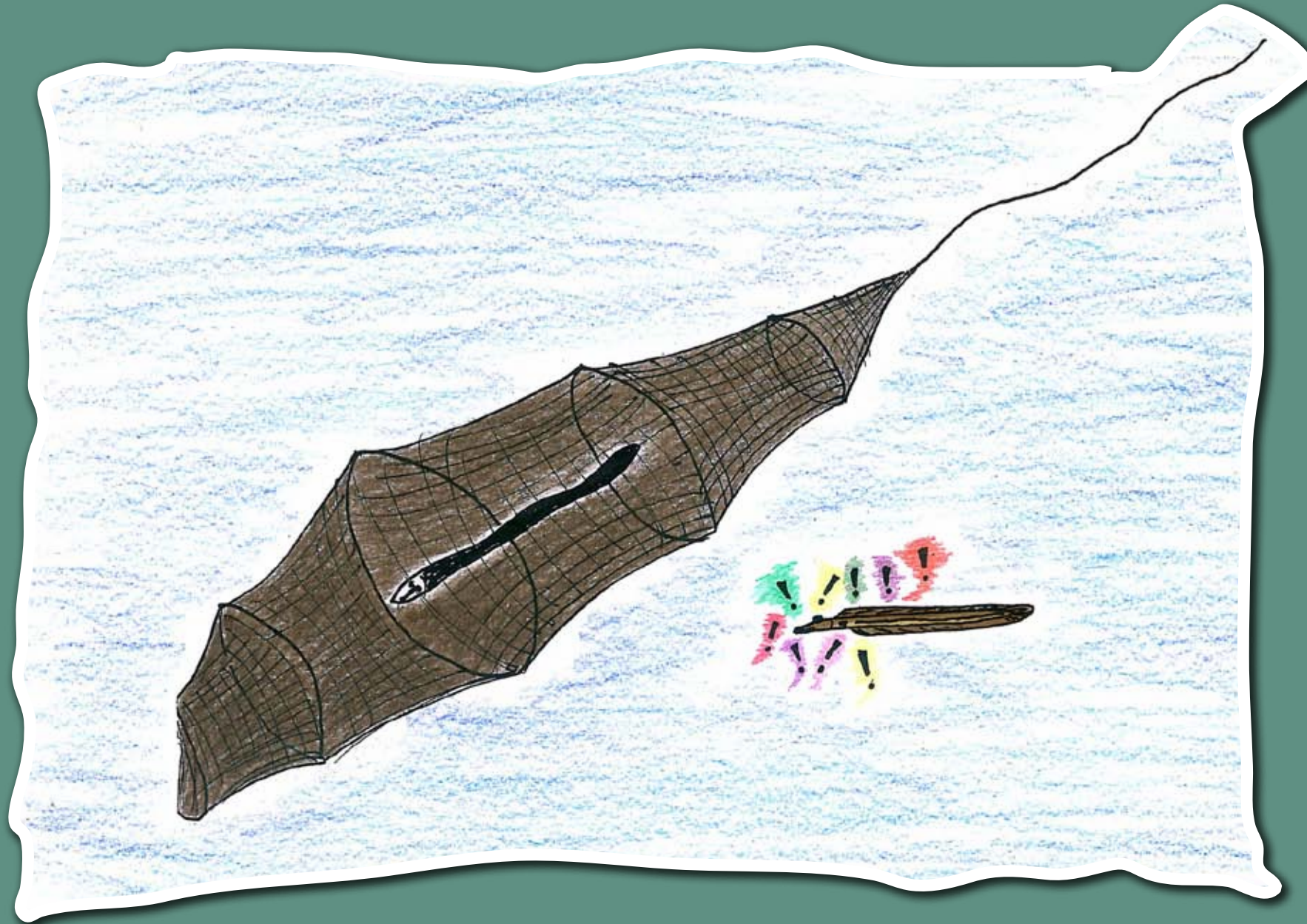
**YOU GAIN 2 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



You almost get caught in a fish trap and barely escape with a shock.

# 19

North Sea



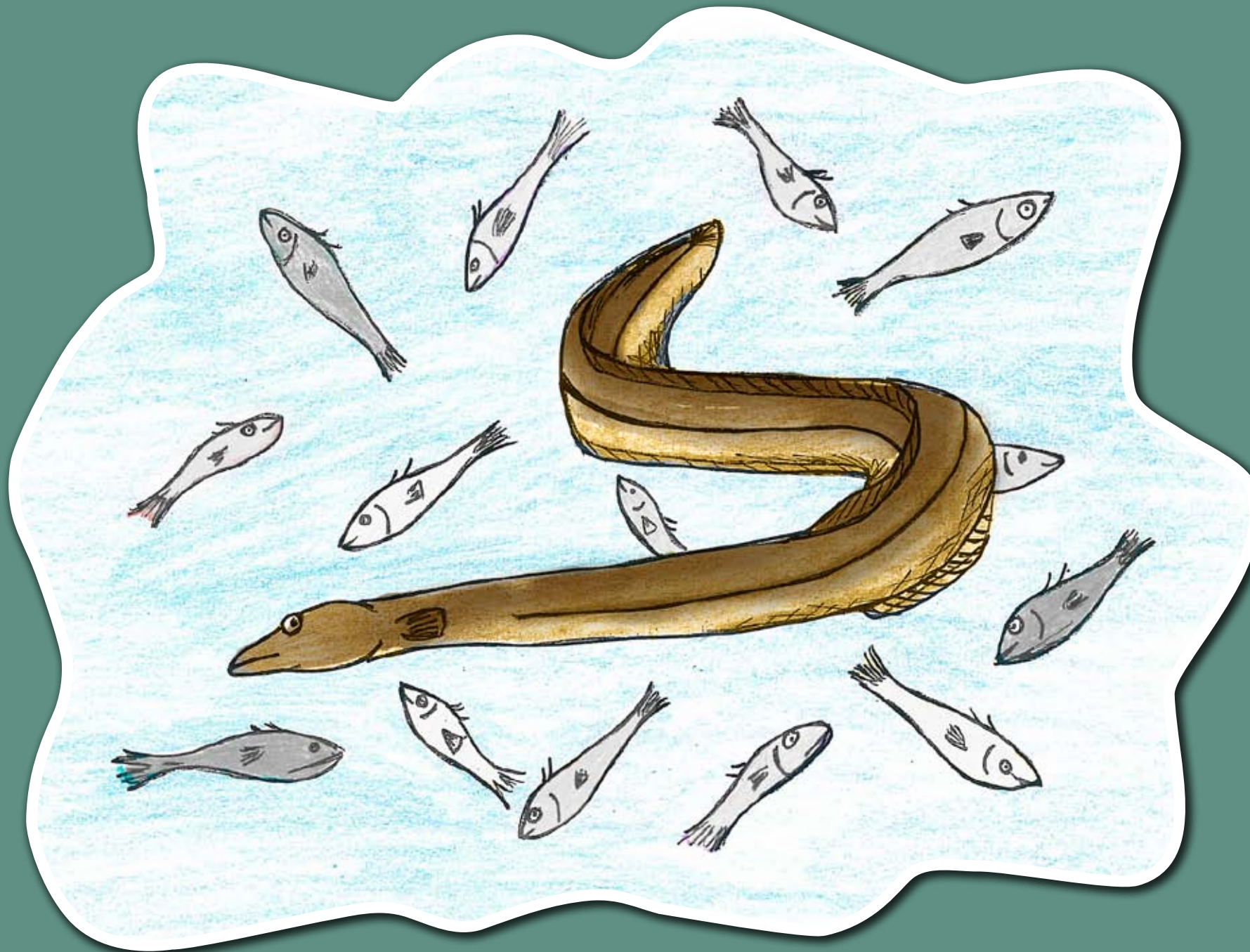
**YOU LOSE 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



You hit a flock of herring larvae and have plenty of food.

# 20

North Sea



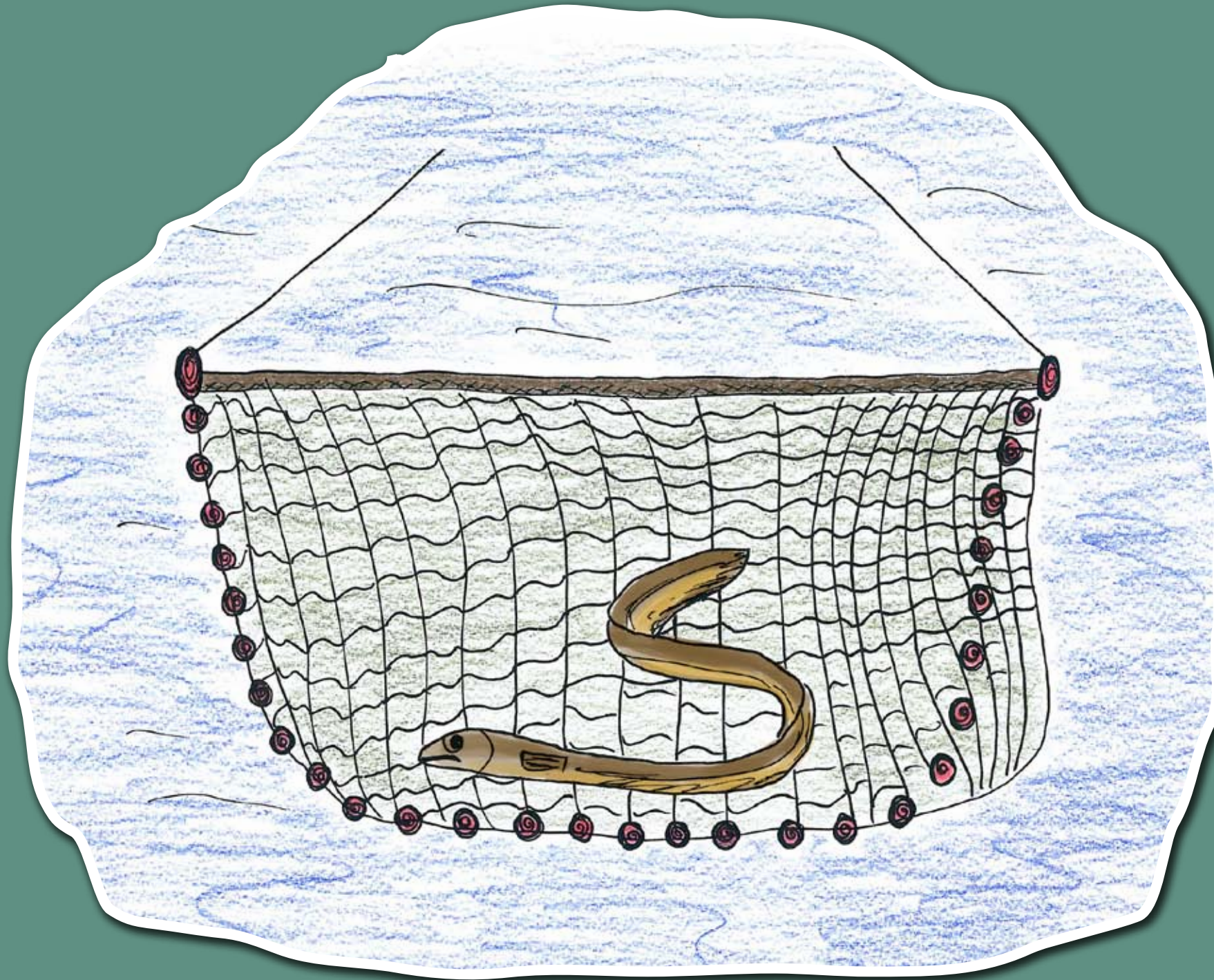
**YOU GAIN 2 ENERGY POINTS.  
MOVE TO FIELD 24.**



Trawl nets threaten you.

21

North Sea



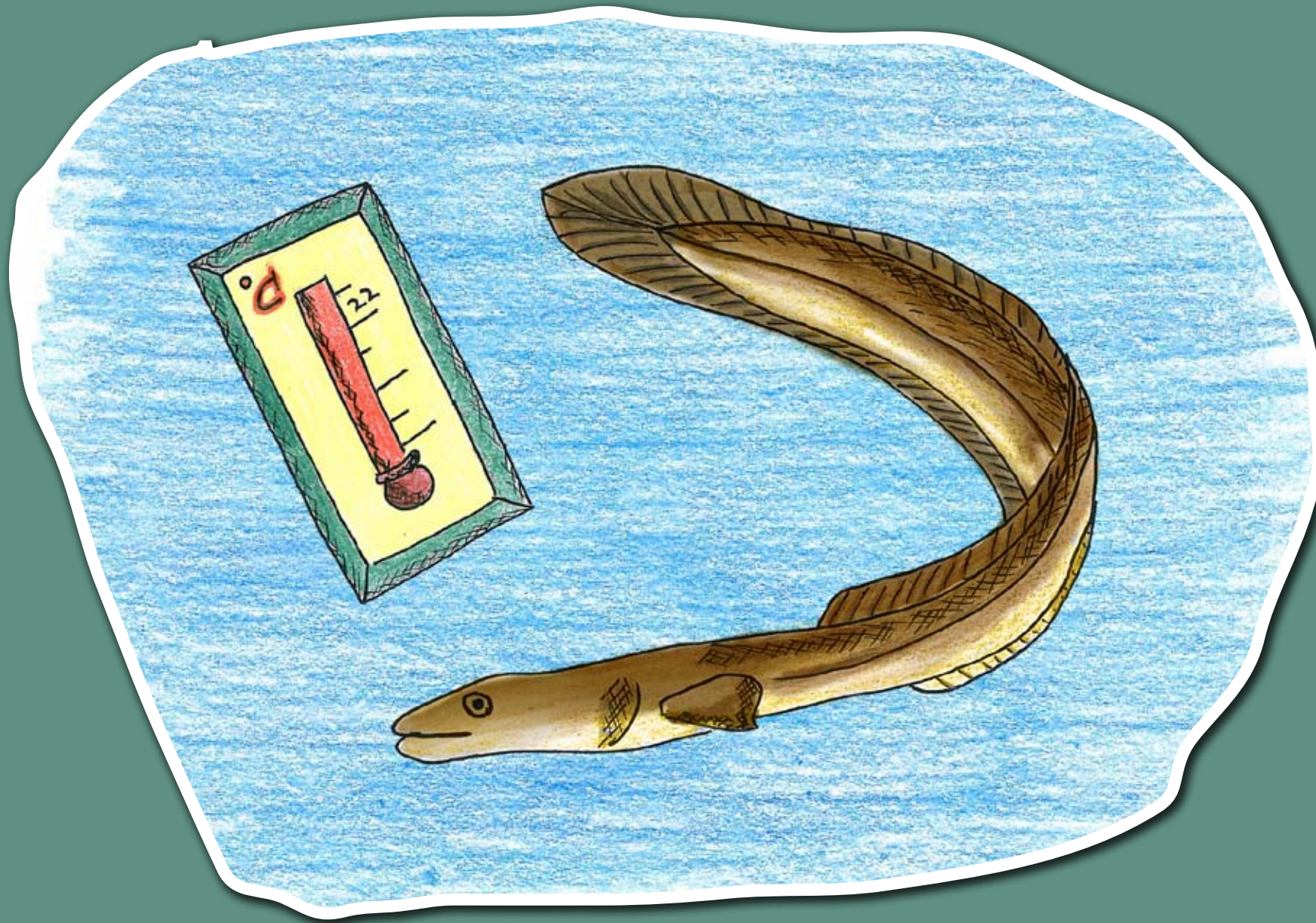
**YOU LOSE 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



The sea water has 22-23°C -  
your favourite temperature.

# 22

North Sea



**YOU GAIN 2 ENERGY POINTS.  
MOVE TO FIELD 24.**



You find abundant food and keep growing.

23

North Sea



**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 24.**



A jet-ski stirs up the water and makes terrible noise.

24

North Sea



**YOU LOSE 1 ENERGY POINT.**

**THROW THE DICE TO MOVE ON.**



You get infected by the swimbladder worm.

25

North Sea



**YOU LOSE 3 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



A ship accident pollutes the sea with oil.

26

North Sea



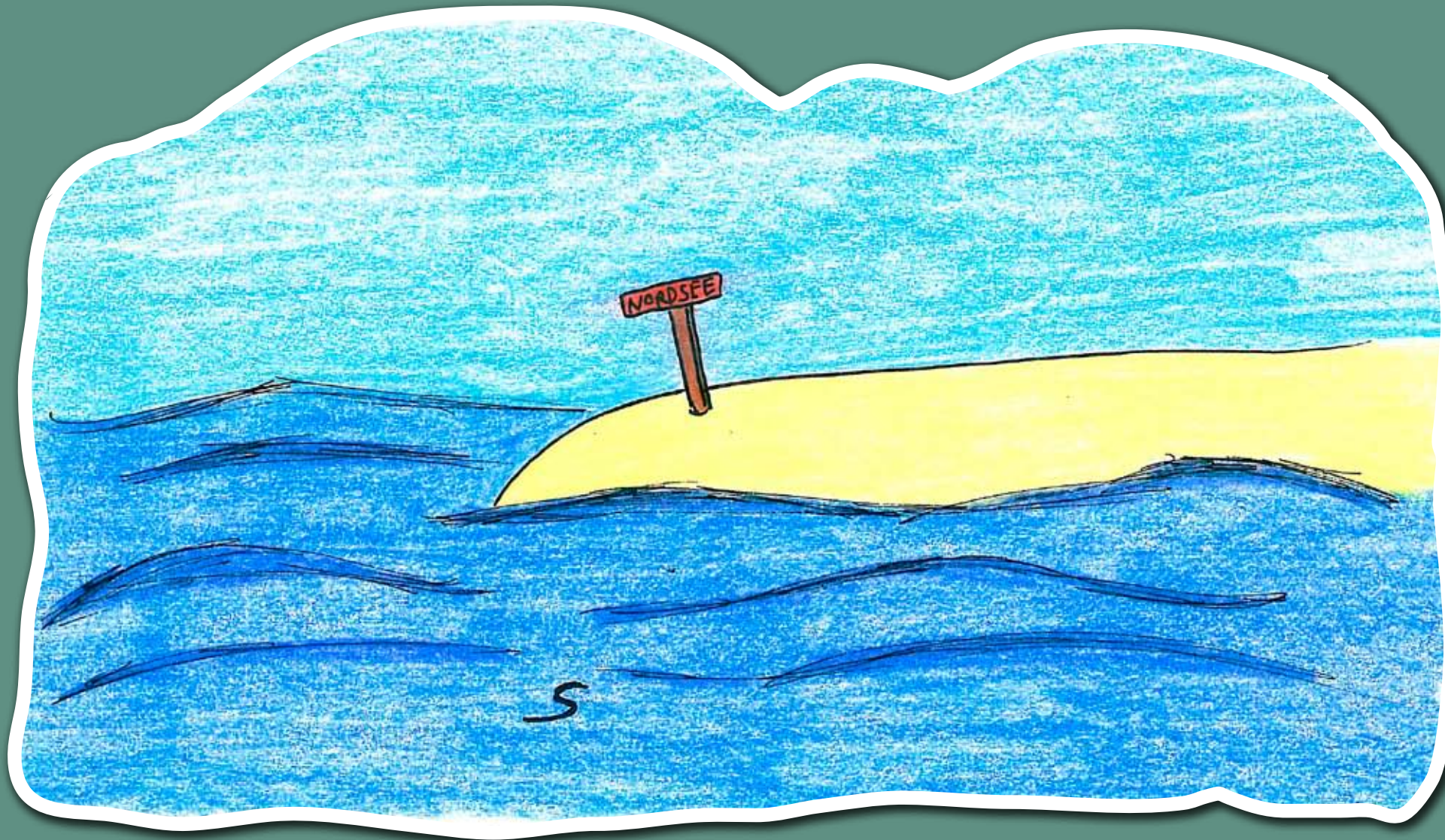
**YOU DIE. START AGAIN!**



You stay in brakish water for a while and recover from the long journey.

# 27

North Sea



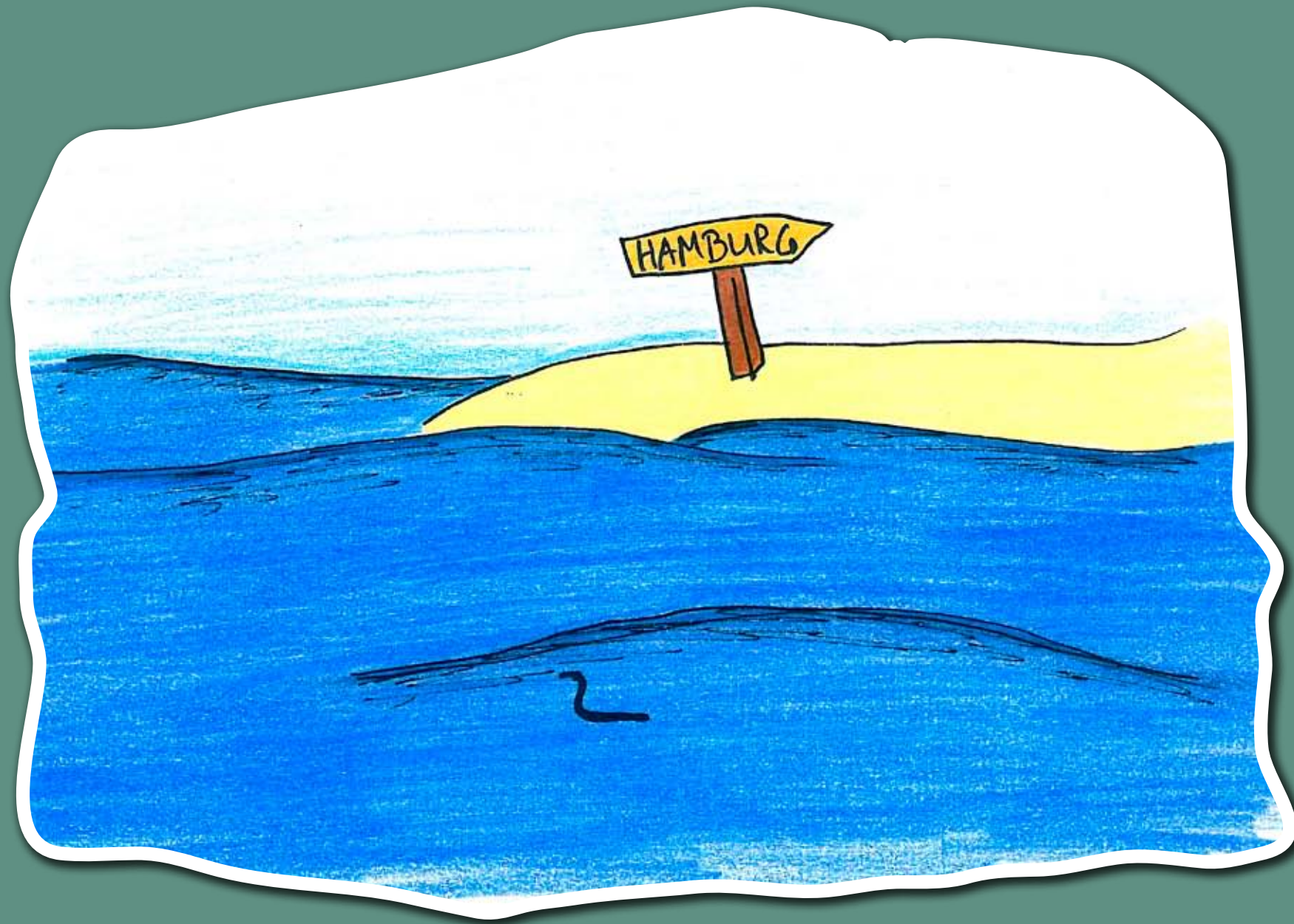
**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 29.**



Spring approaches and you swim upriver  
at a good pace.

# 28

North Sea



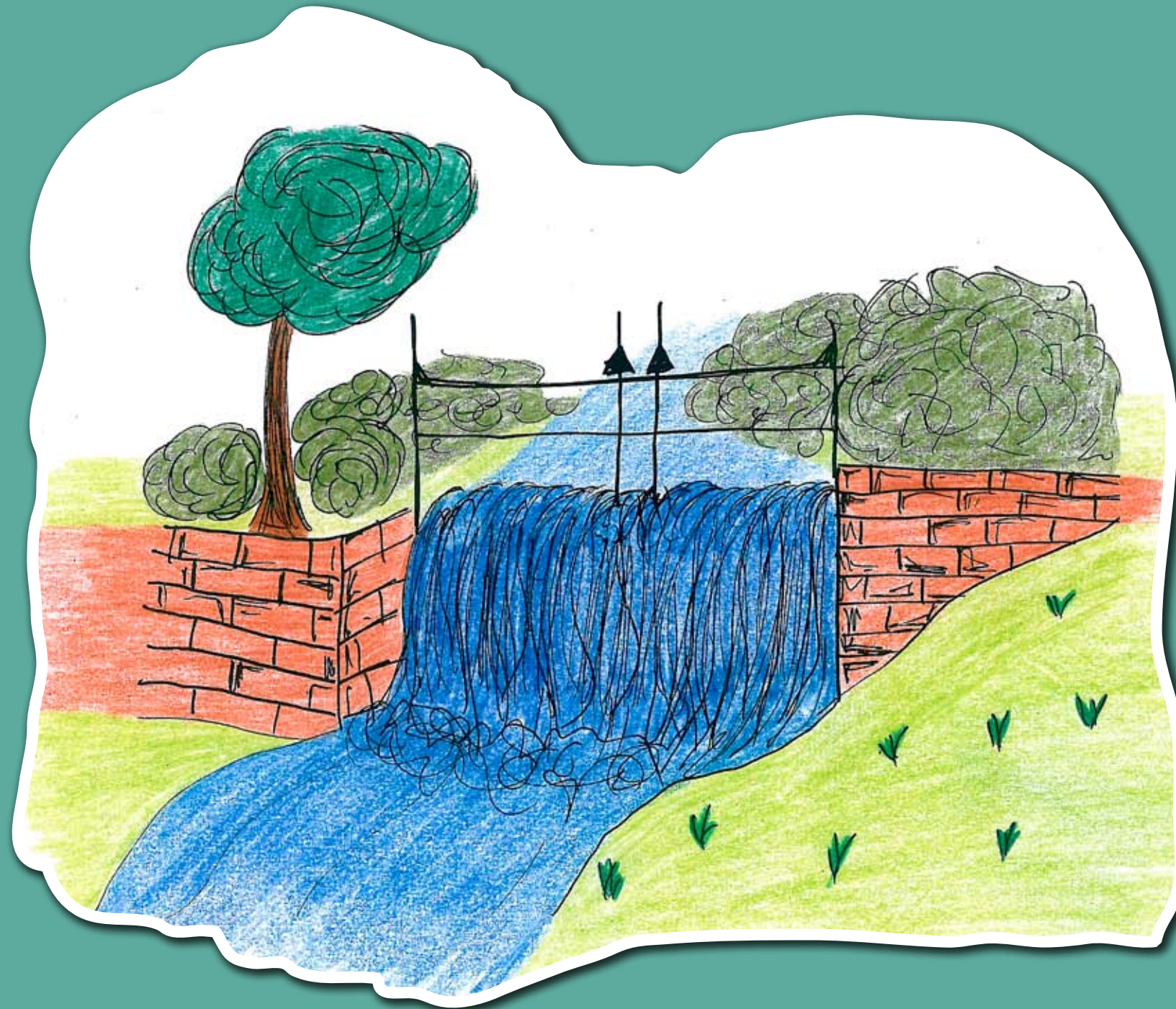
**YOU GAIN 4 ENERG POINTS.  
MOVE TO FIELD 29.**



There is a weir in the river and it takes a long time to find a good way up.

# 29

Elbe



**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.

# 30

Elbe



**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 34.**



Summer comes, you are well fed and your colour turns dark brown.

# 31

Elbe



**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 34.**



A cruise vessel disturbs your migration.

32

Elbe



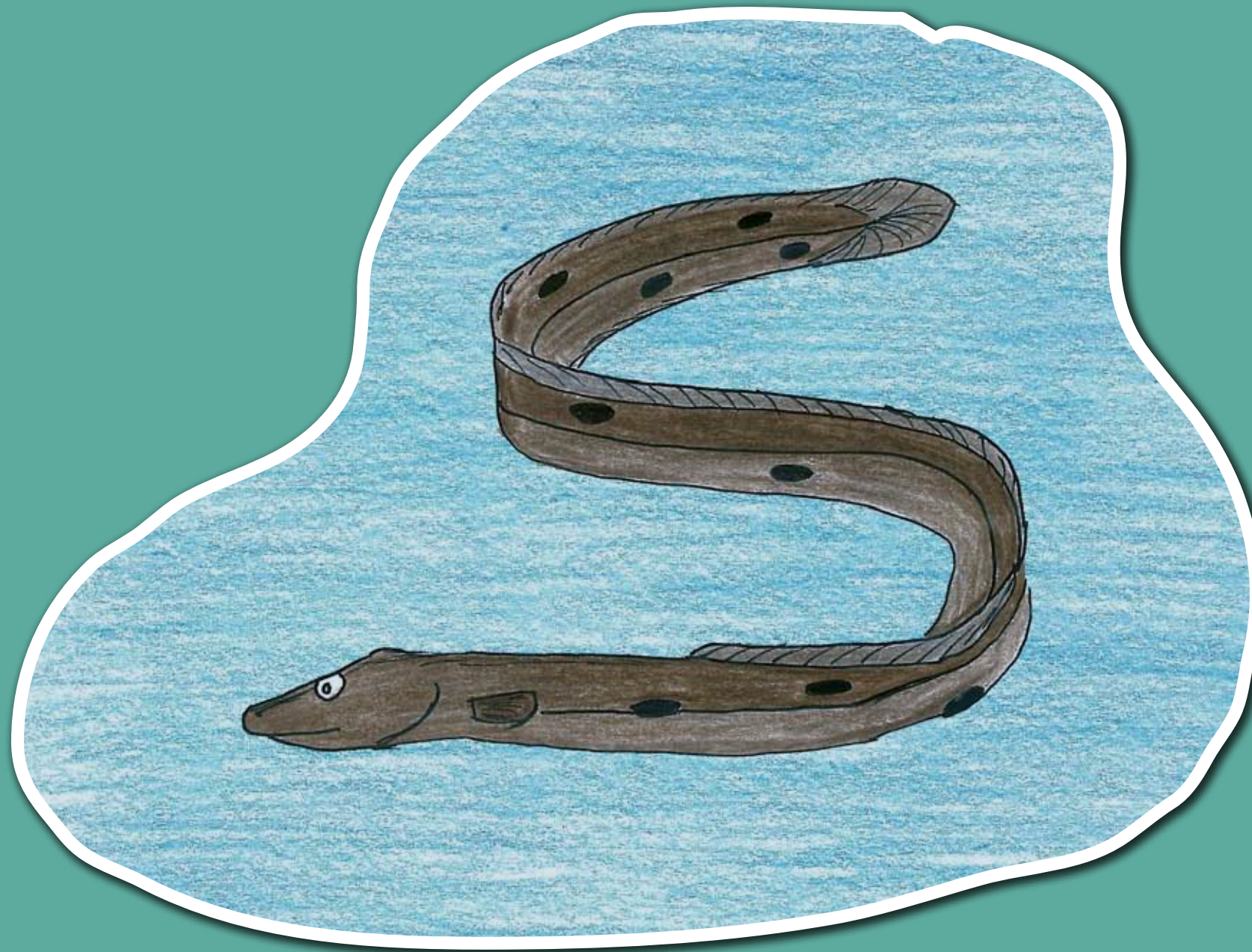
**YOU LOSE 2 ENERGY POINTS.  
MOVE TO FIELD 34.**



You are 3 years now and tiny scales grow along your lateral line.

# 33

Elbe



**YOU GAIN 4 ENERGY POINTS.  
MOVE TO FIELD 34.**



Several anglers threaten your life.

34

Elbe



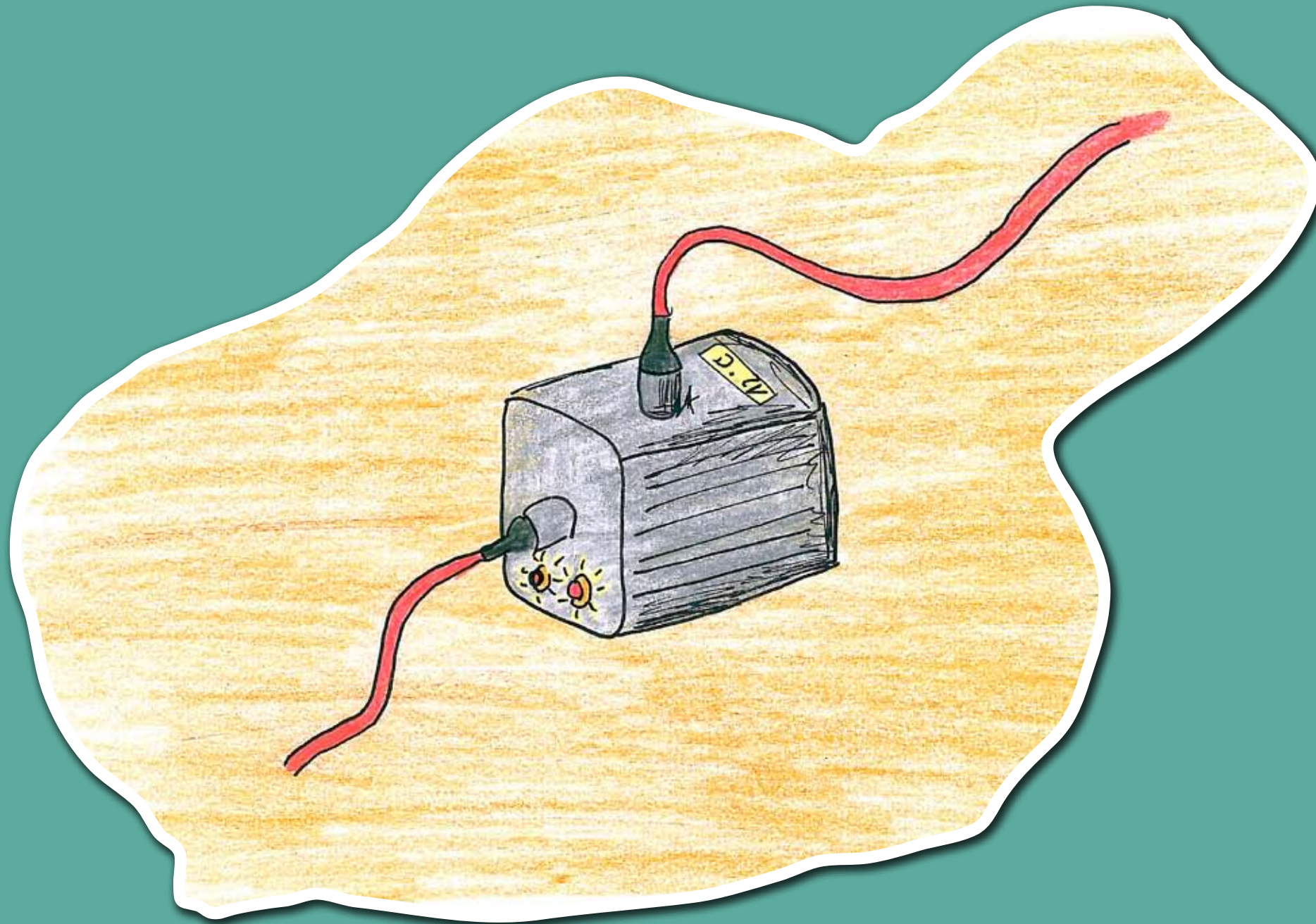
**YOU LOSE 1 ENERGY POINT.  
THROW THE DICE TO MOVE ON.**



You are sucked in by a cooling water pump  
of a power station.

35

Elbe



**YOU DIE. START AGAIN!**



A fish pass was built that helps to bypass a wier and a power station.

# 36

Elbe



**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 40.**



You are attacked by a cormorant and make a tight escape.

37

Elbe



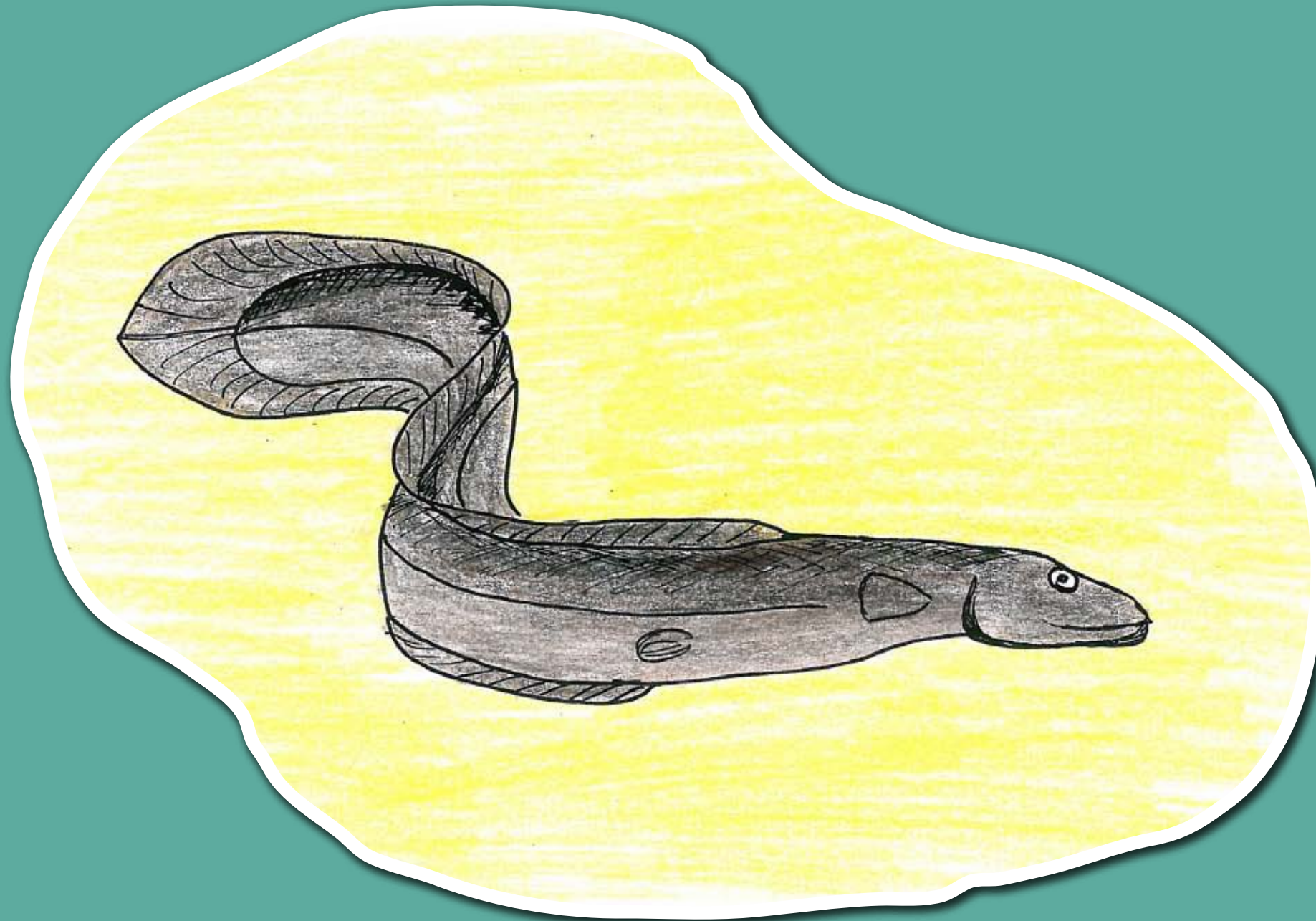
**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 40.**



You find plenty of food and put on weight.

38

Elbe



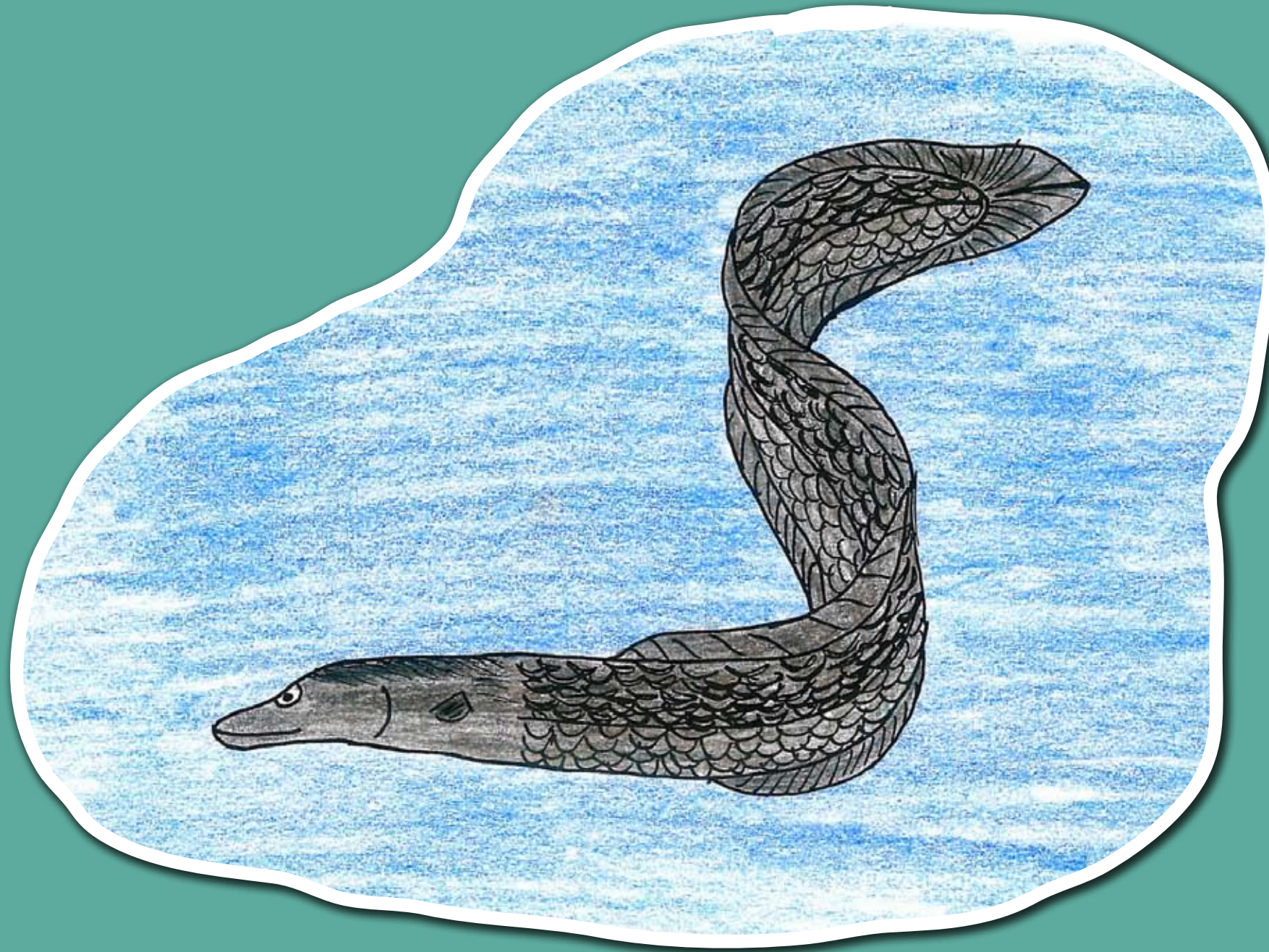
**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 40.**



In a river section with concrete walls  
you find hardly any food.

# 39

Elbe



**YOU LOSE 1 ENERGY POINT.  
MOVE TO FIELD 40.**



The EU adopts an eel conservation program.

40

Elbe



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.

41

Elbe



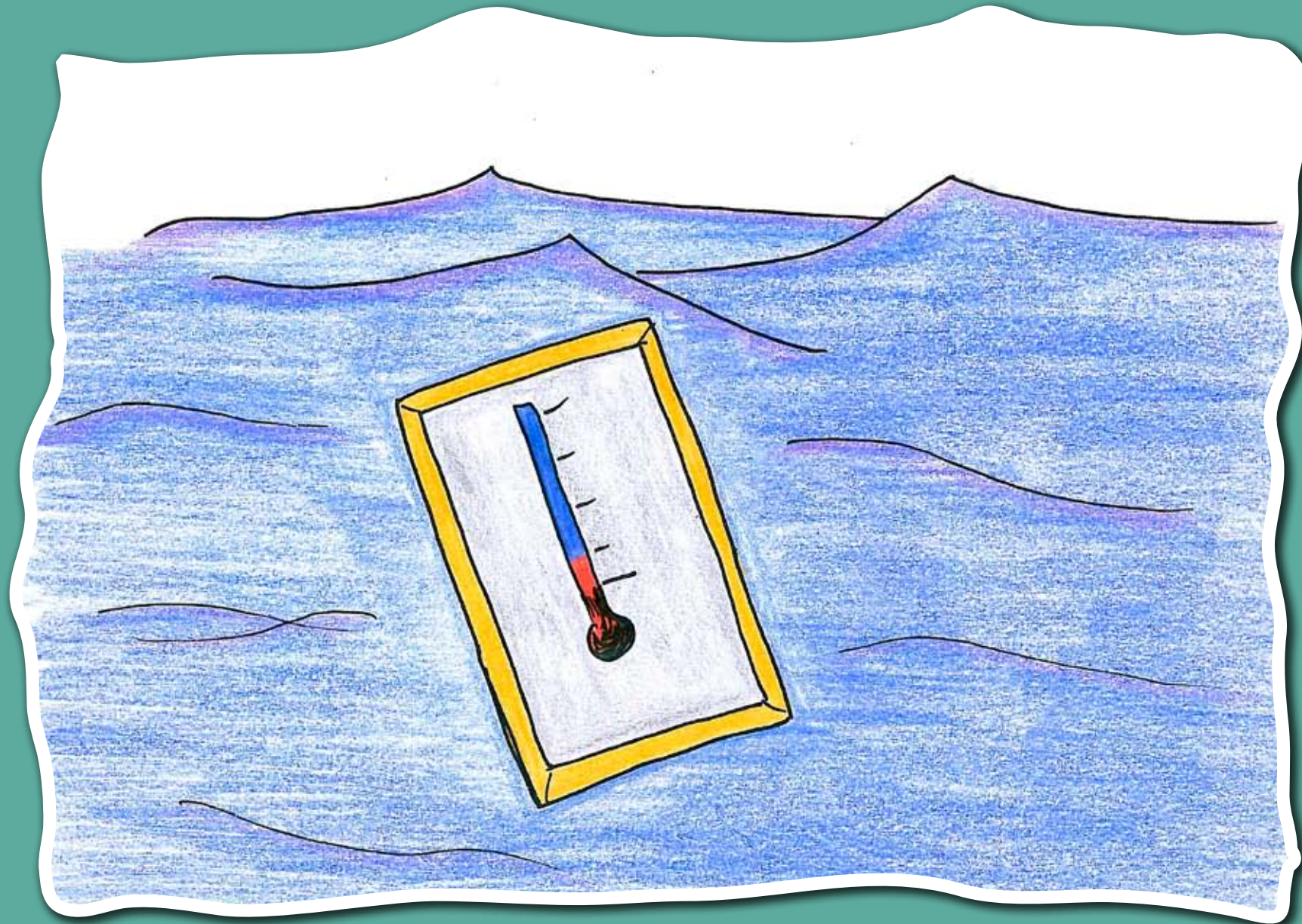
**YOU WIN 2 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



The temperature drops and you have to move to deeper frost-free water.

42

Elbe



**YOU LOSE 2 ENERGY POINTS.**

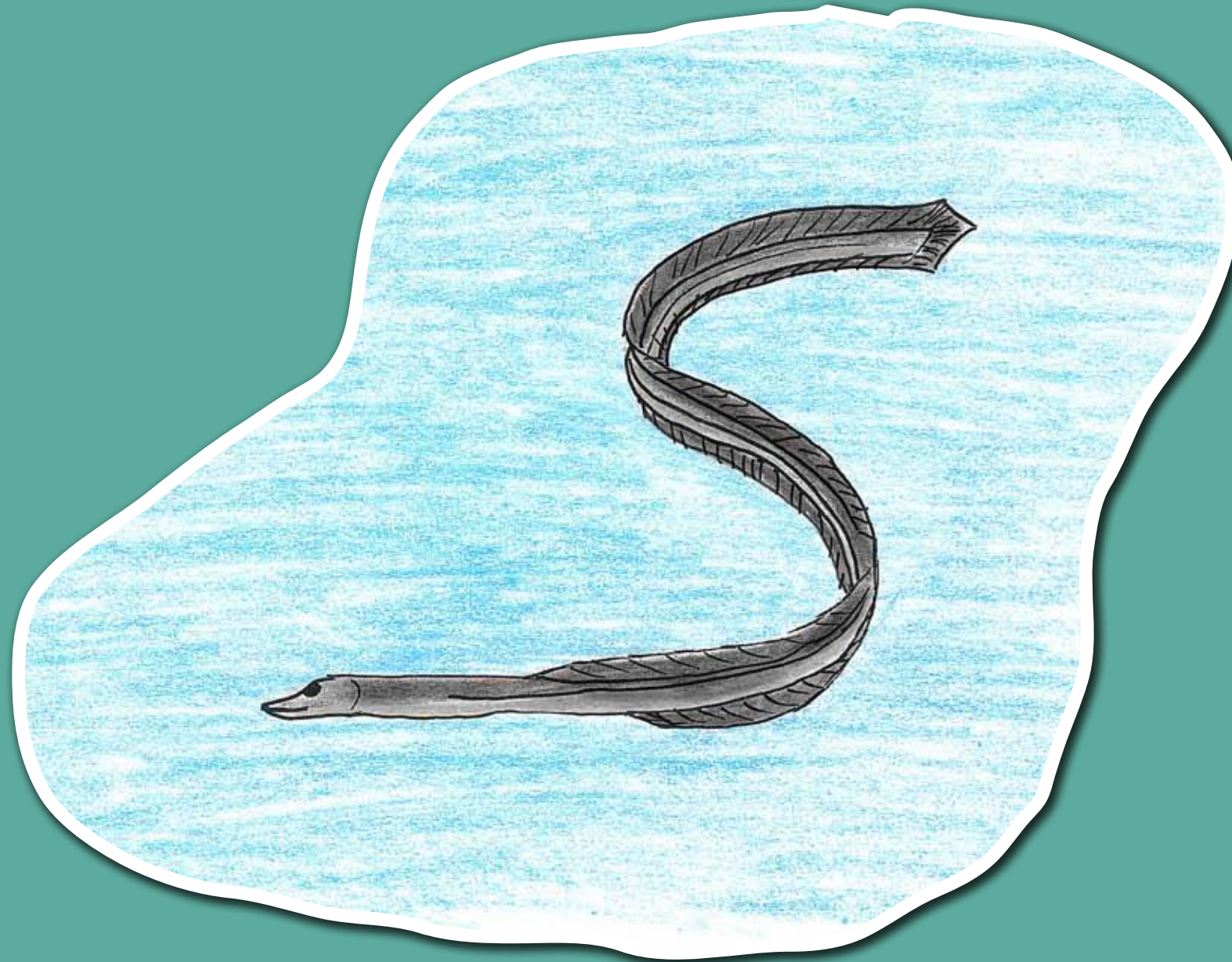
**THROW THE DICE TO MOVE ON.**



You don't find enough food and cannot put on weight. You are weak.

43

Elbe



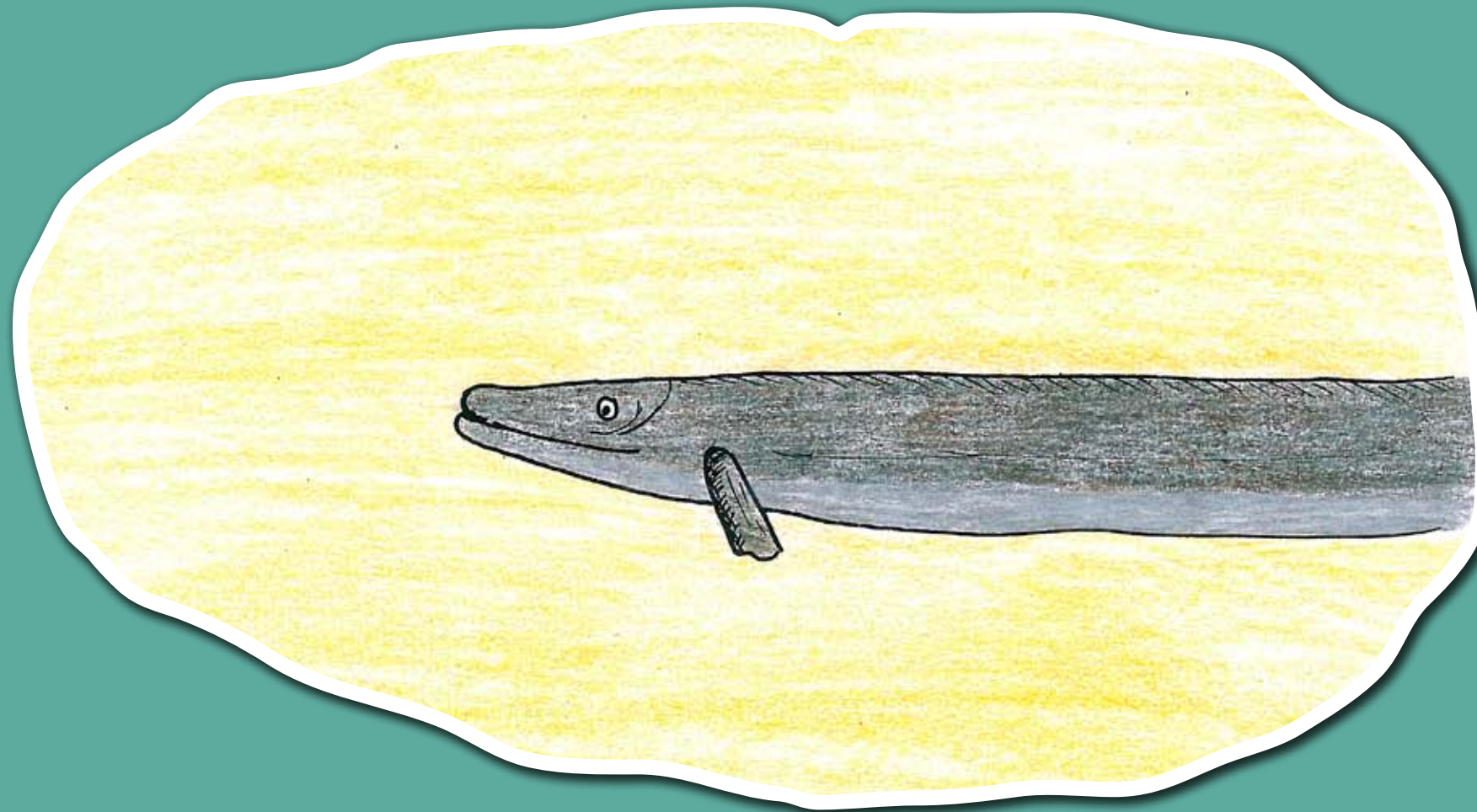
**YOU LOSE 2 ENERGY POINTS.  
THROW THE DICE TO MOVE ON.**



You are more than 12 years old now and your back turns dark while your belly turns silver. You are a silver eel now.

44

Elbe



**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.

# 45

Elbe



**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 50.**



Still too many eels are fished.

46

Elbe



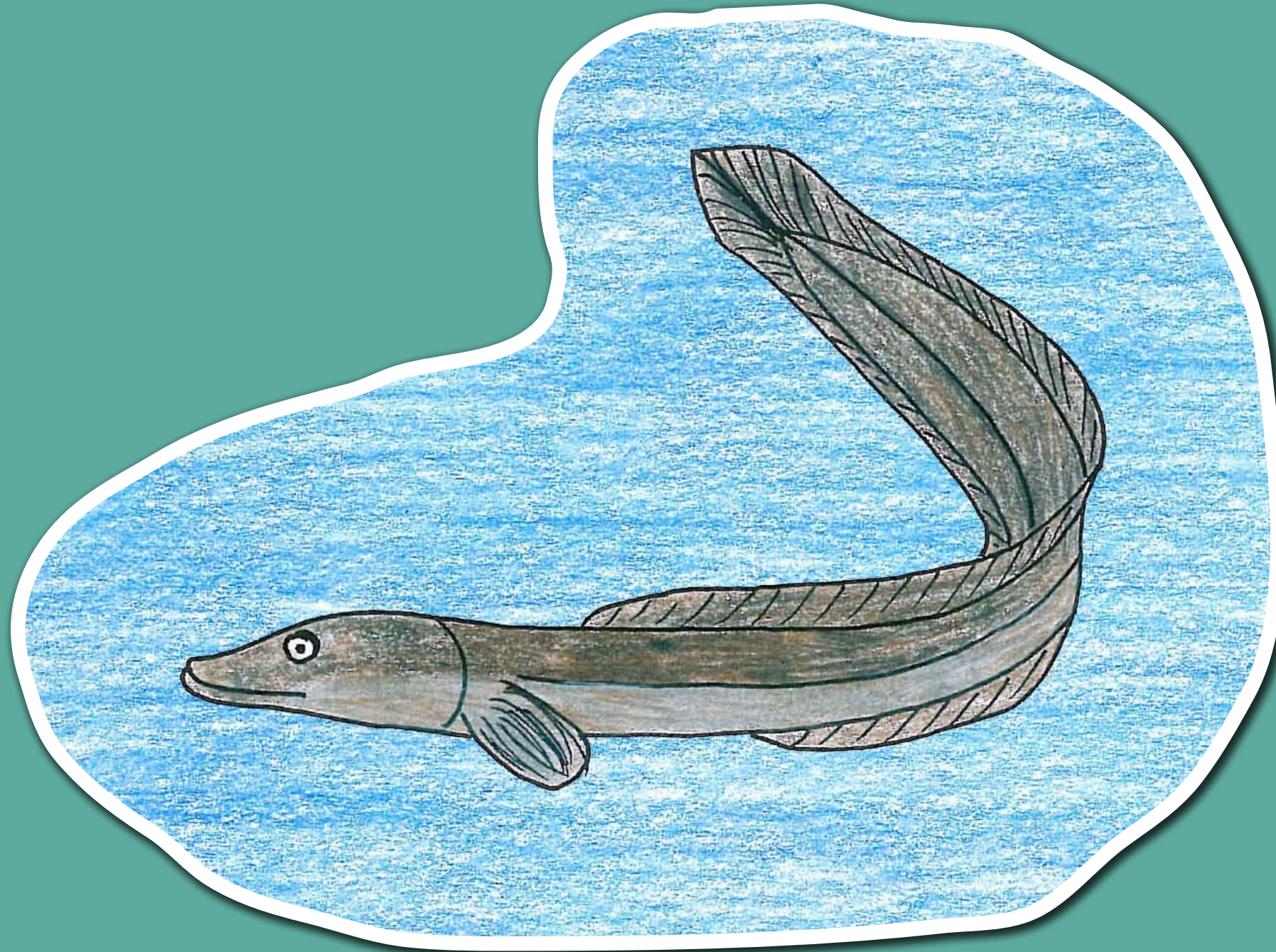
**YOU LOSE 2 ENERGY POINTS.  
MOVE TO FIELD 50.**



You relax in a quiet arm of the Elbe.

47

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.

# 48

Elbe



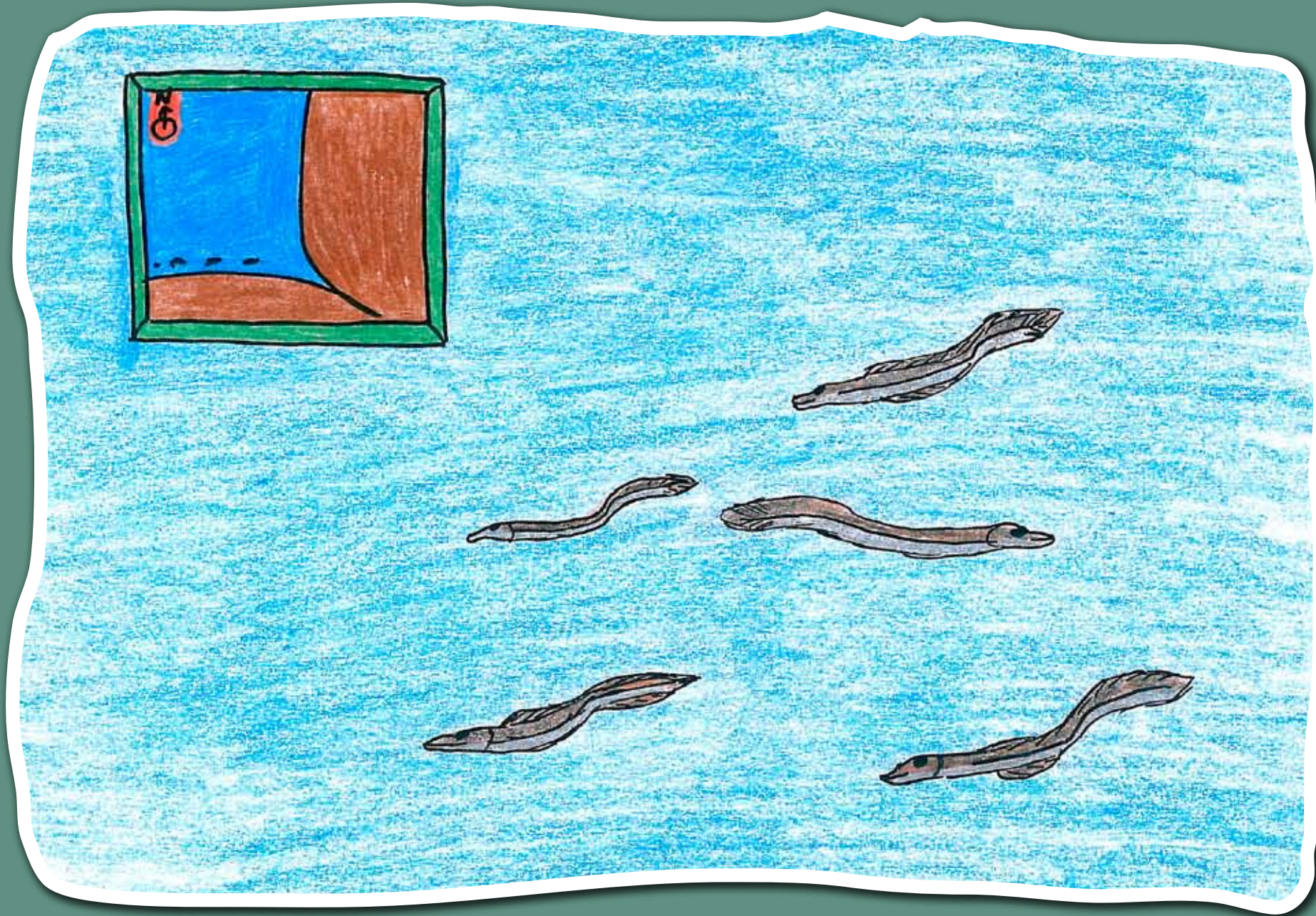
**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 50.**



You get lost on the way to your spawning ground and swim a detour.

# 49

North Sea



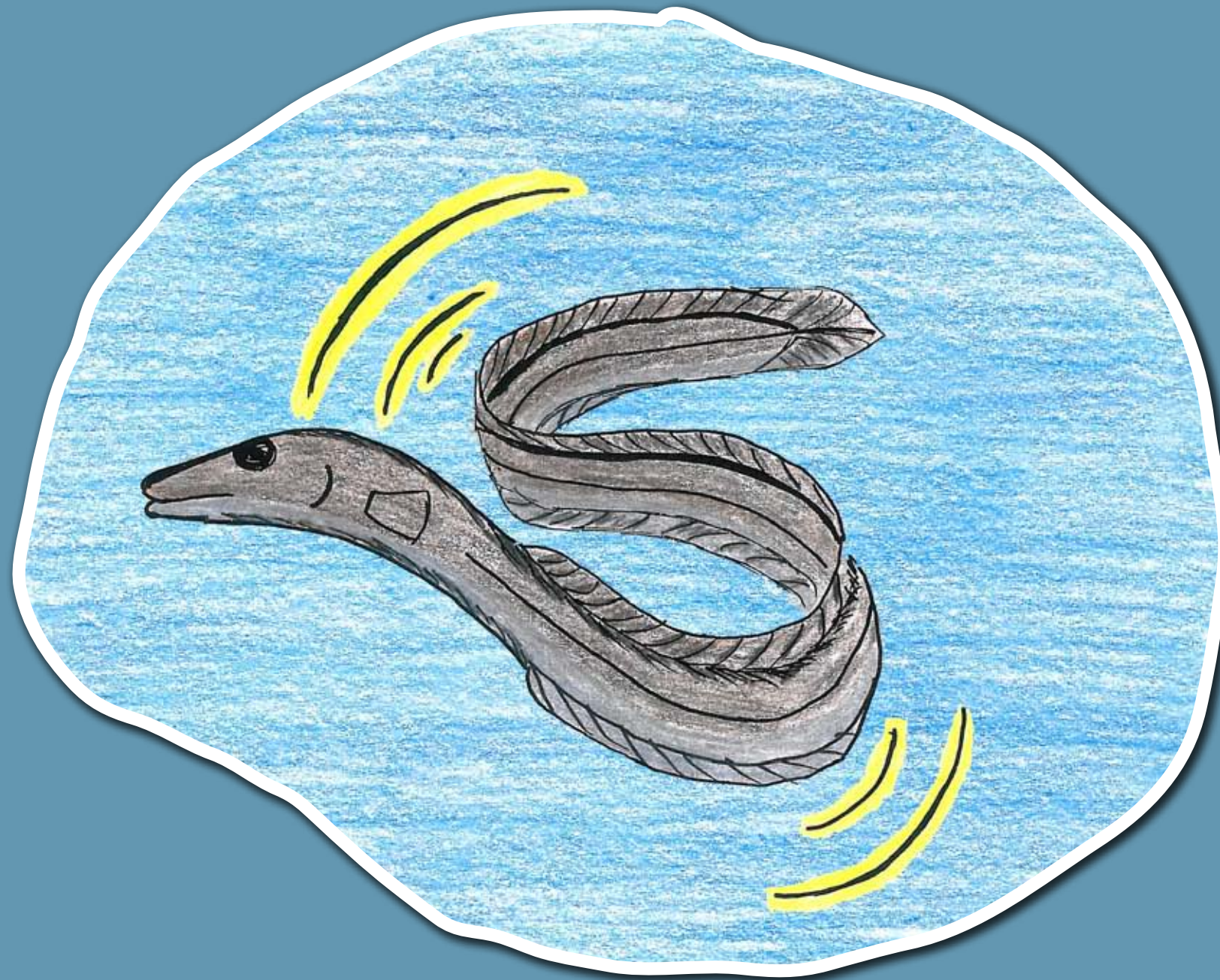
**YOU LOSE 2 ENERGY POINTS.  
MOVE TO FIELD 50.**



You make good progress and swim about 30 km per day.

# 50

Continental shelf



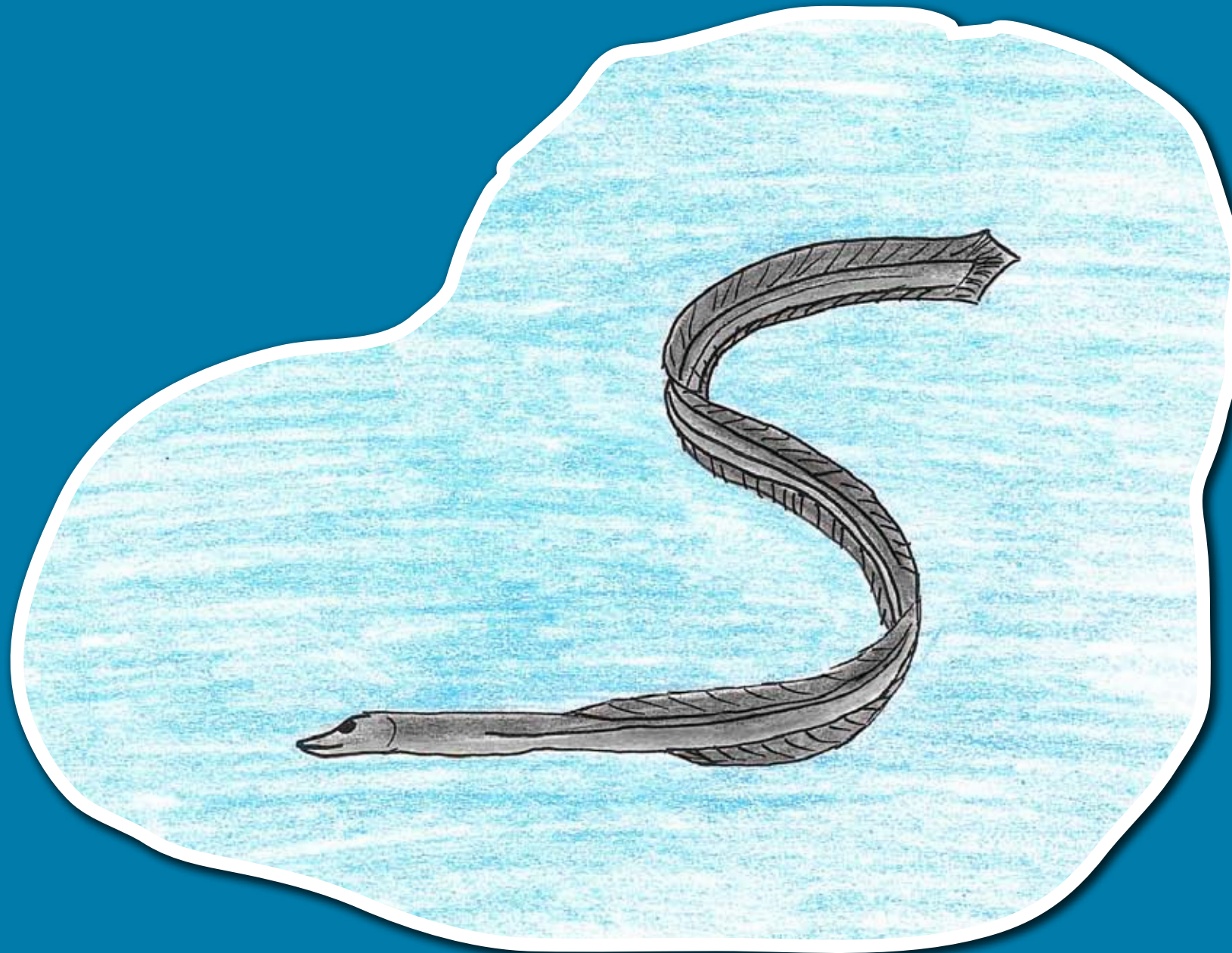
**YOU LOSE 1 ENERGY POINT.  
THROW THE DICE TO MOVE ON.**



Your fat and protein reserves  
do not suffice for the long journey.

# 51

Atlantic



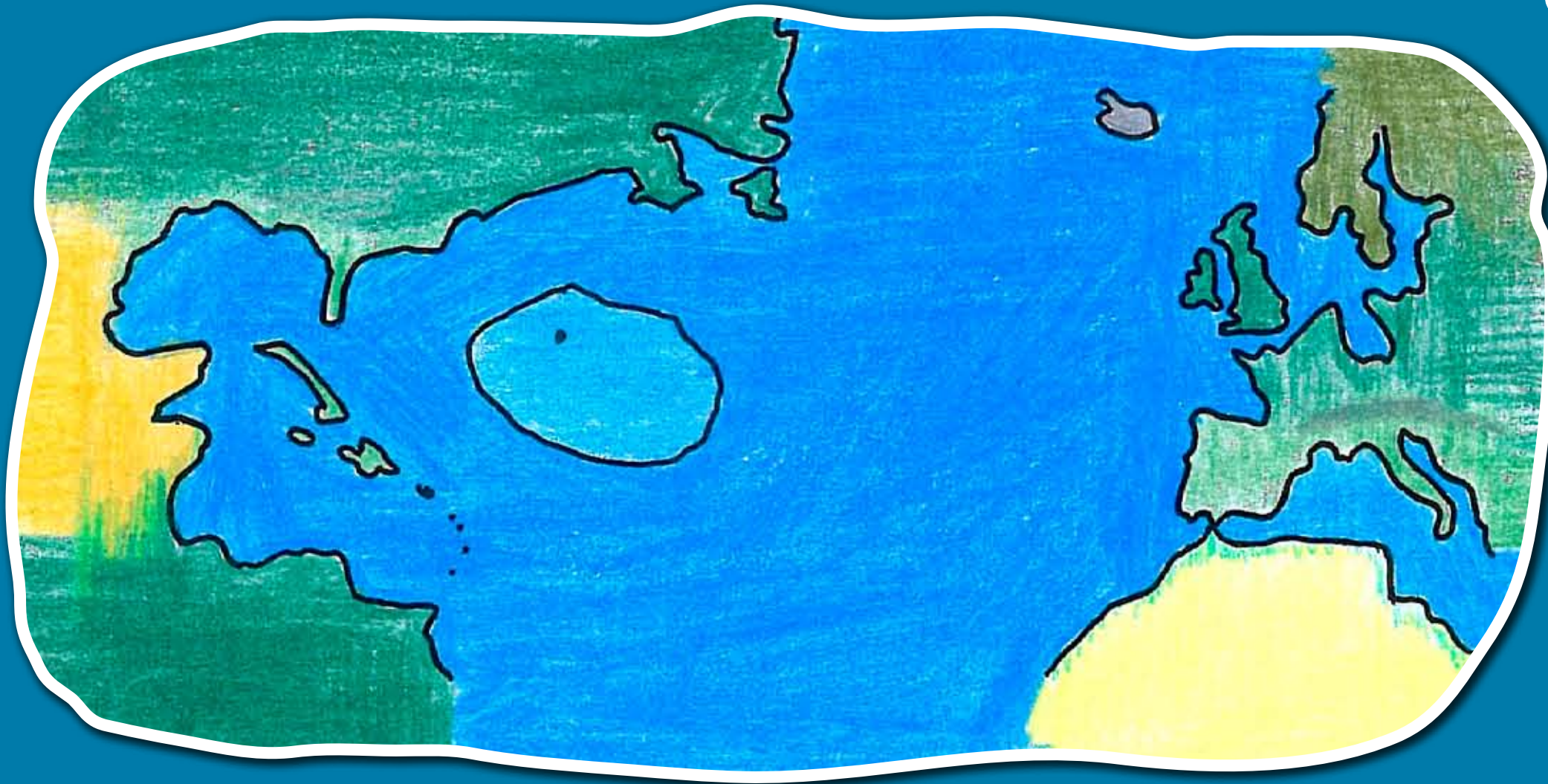
**YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 55.**



Spring comes and you follow the earth's magnetic field westward towards your spawning ground in the Sargasso Sea.

# 52

Atlantic



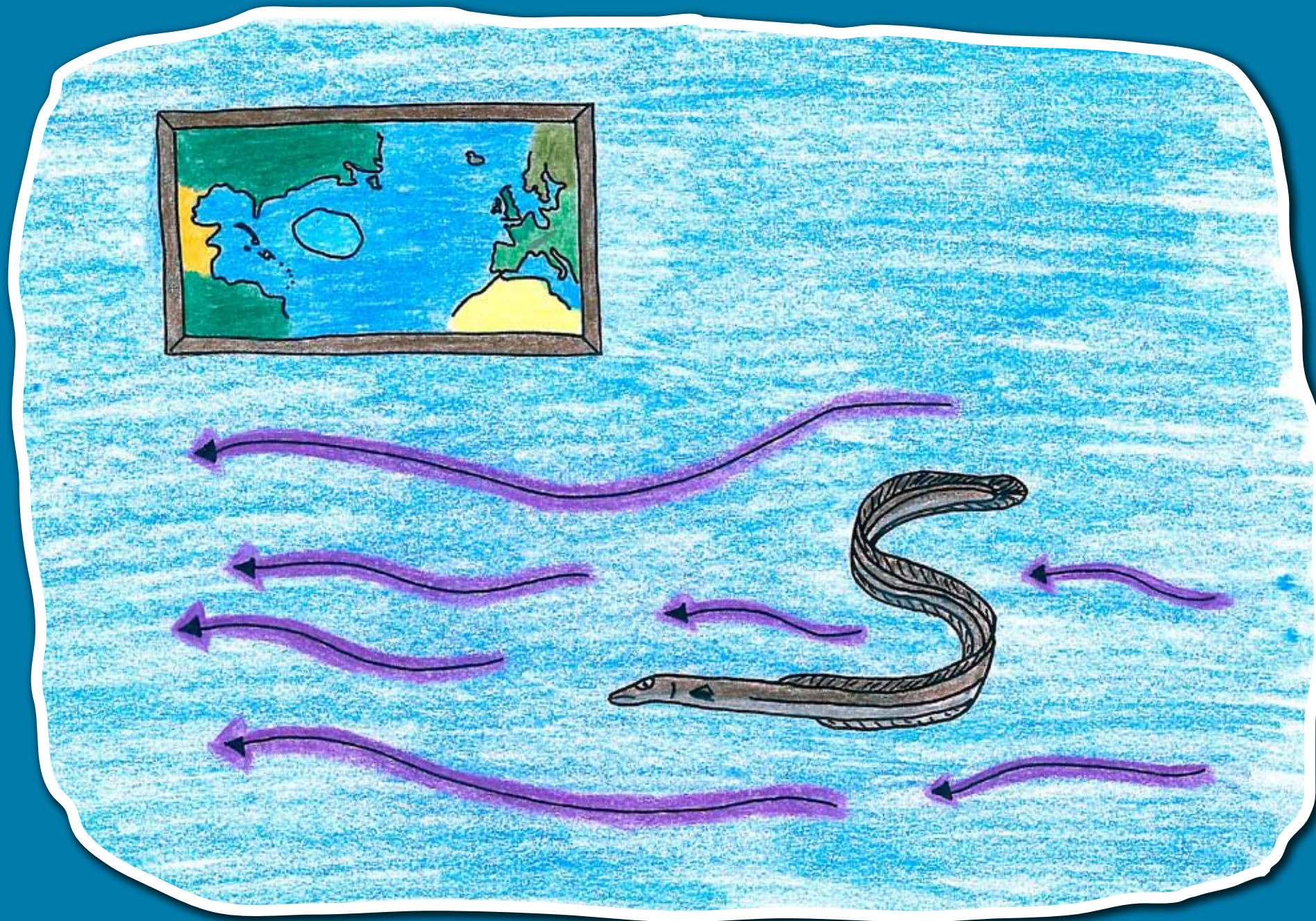
**YOU LOSE 2 ENERGY POINTS.  
MOVE TO FIELD 55.**



A good ocean current pushes you forward.

# 53

Atlantic



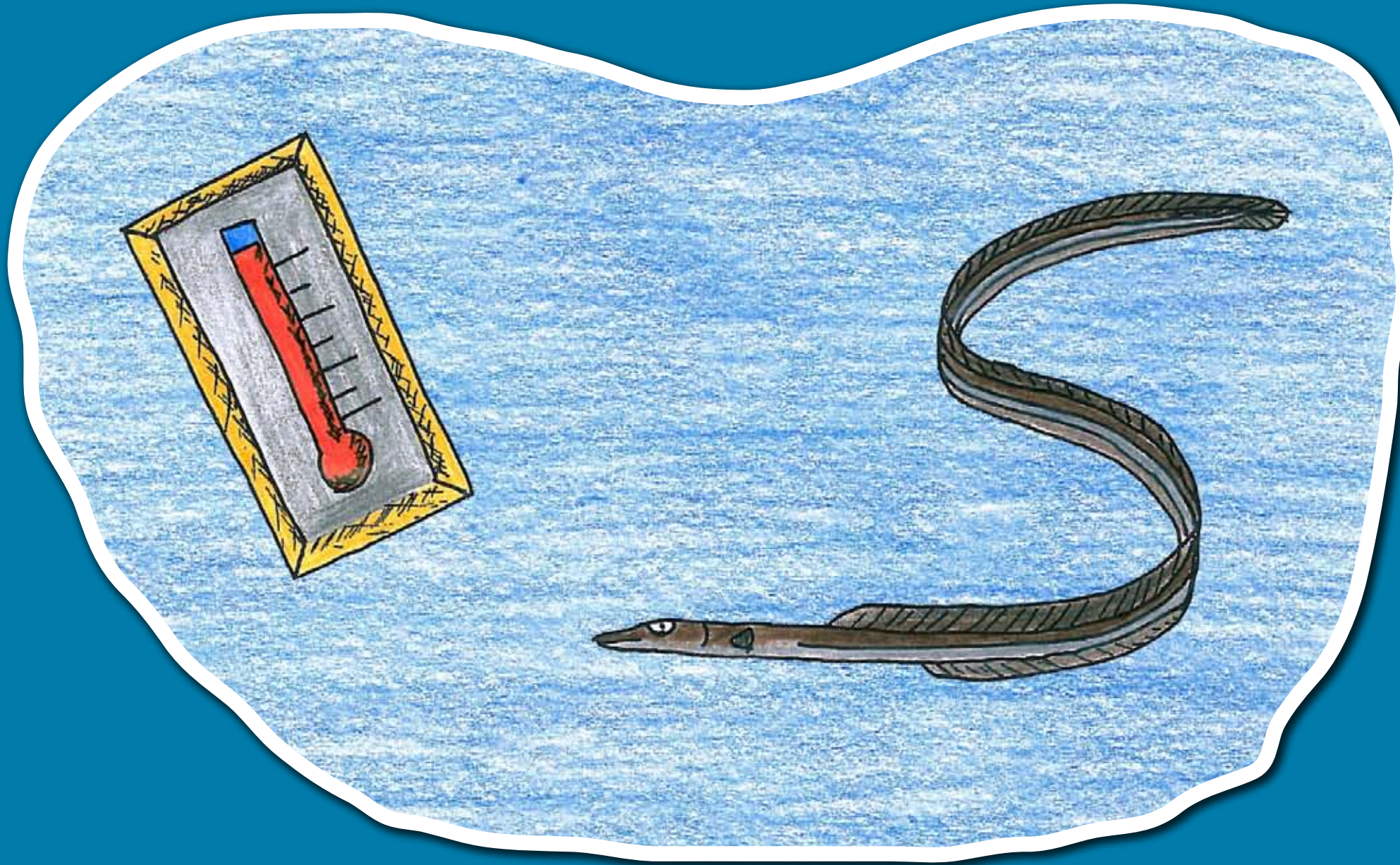
**YOU GAIN 3 ENERGY POINTS.  
MOVE TO FIELD 55.**



The water temperature is too high due to climate change and you lose fat reserves.

54

Atlantic



YOU LOSE 3 ENERGY POINTS.  
MOVE TO FIELD 55.



# 55

Sargasso Sea

## Congratulations!

If you have enough energy  
you are ready to spawn.

**How many energy points do you have?**

1- 5	You are too weak to spawn.
6 - 10	You lay 5000 eggs.
11-20	You lay 1 million eggs.
21+	You lay 2 million eggs.