



MYOTIS MIGRATION

**IT'S A RISKY
JOURNEY**

A BOARDLESS BOARD GAME

ADAPTATION BY ASHLEY D. RIEDEL/USFWS

INSTRUCTIONS

Play this game to explore the hazards and helpers bats encounter on their seasonal migrations. A series of numbered printouts are placed nearby.

Follow these steps to play:

1. To start your journey, roll a pair of dice and begin on the card with that number.
2. Follow the instructions on each card. When conditions are favorable, the card will instruct you to move ahead. When you encounter a hazard, you may have to delay your migration, or even go back. Sometimes you will need to roll again.
3. REMEMBER! Not all bats survive their migrations. Some will live, and others will die. Fill out the table at the end of your journey.

STATION 1

Uh oh! There was a disturbance
at your favorite roosting site.

The unexpected disturbance
surprises you so much that you
die. Too bad! Go to the end and
fill in the table.



STATION 2

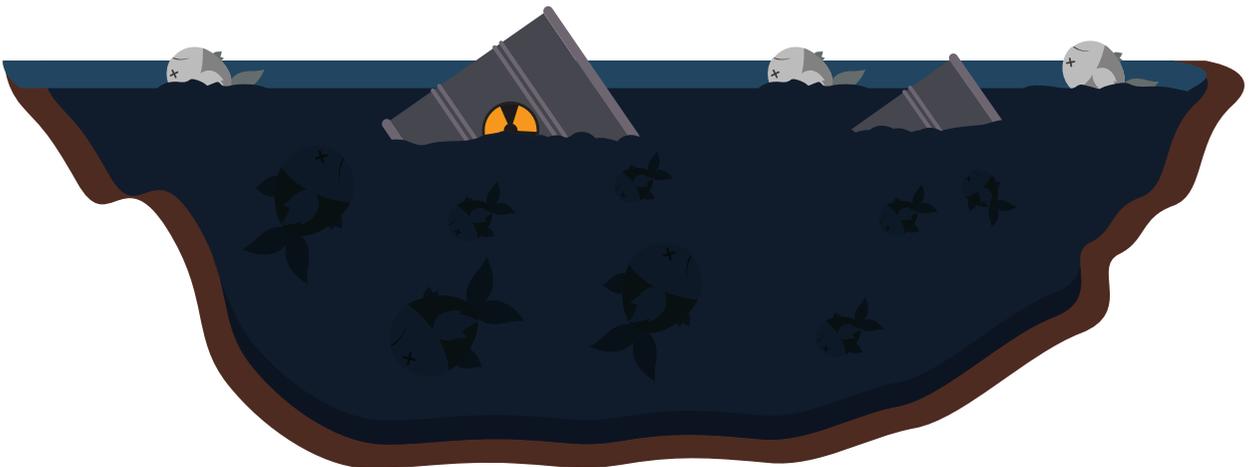
Good news!

Seasonably mild weather means insects are abundant at your favorite foraging grounds. Smack your lips 5 times and move ahead 6 stations.



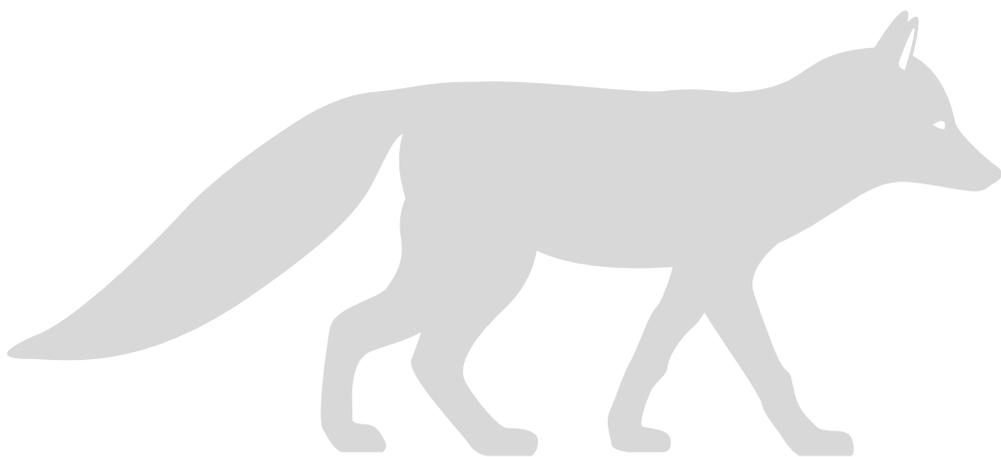
STATION 3

Bad news! You forage over a stream that's polluted. Sit down, hold your stomach and count to 60. Then groan 3 times and slowly move ahead 1 station.



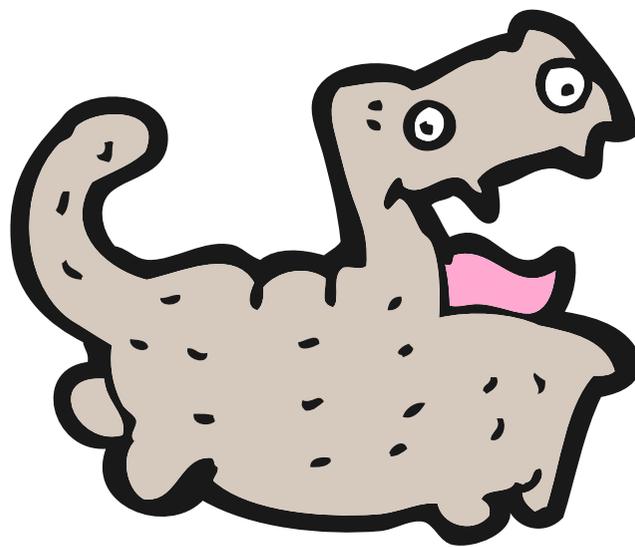
STATION 4

Watch out! A predator wants to eat you! Freeze, count to 30, then sneak ahead 2 stations.



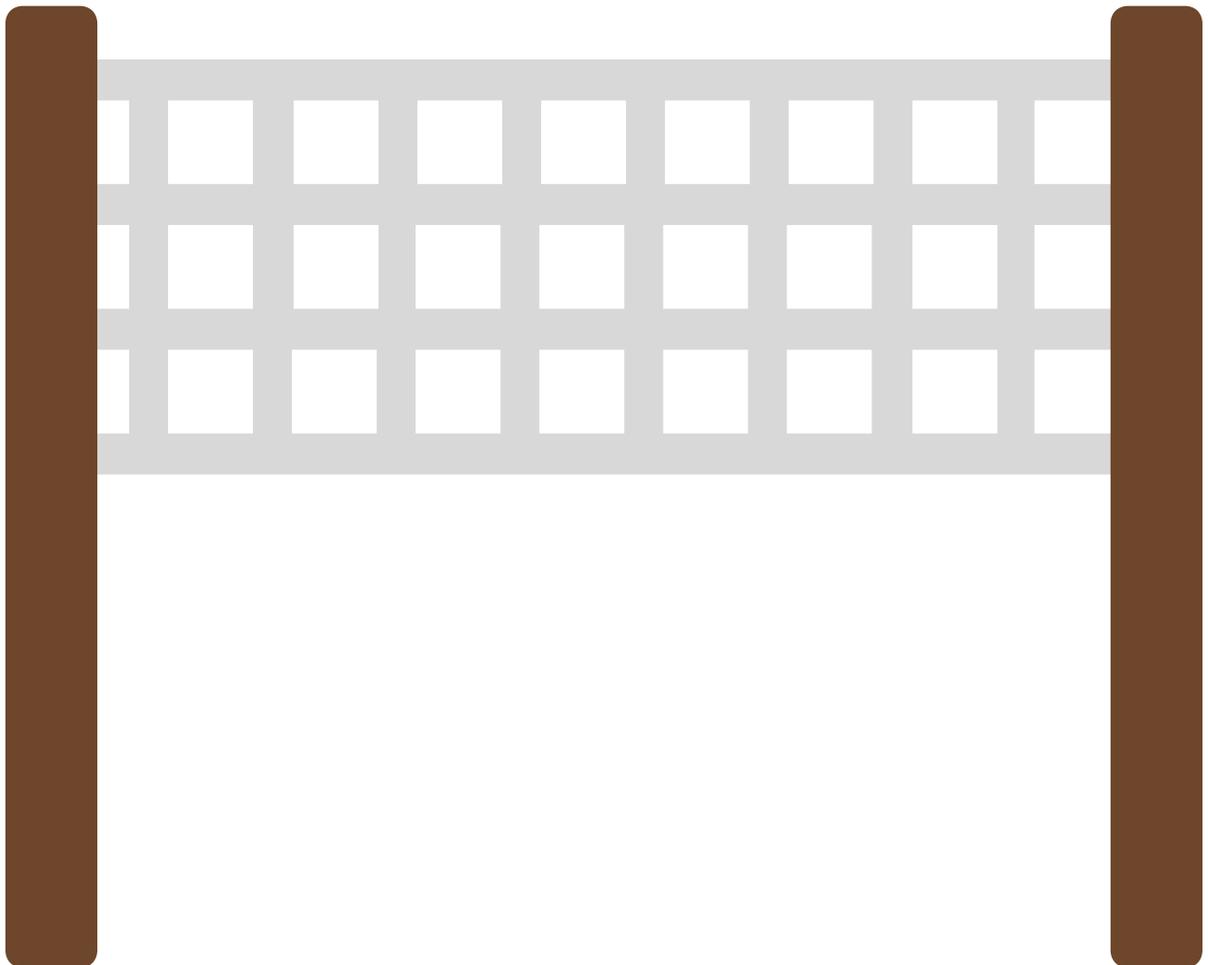
STATION 5

You escape capture by a feral cat, but you injure your wing in the escape. Get it back into shape by slowly flapping your arms 10 times, then move ahead 1 station.



STATION 6

You landed in a mist-net!
Scientists handle you and
take your measurements then
set you free. Get the
heck out of dodge and move
ahead 3 stations.





STATION 7

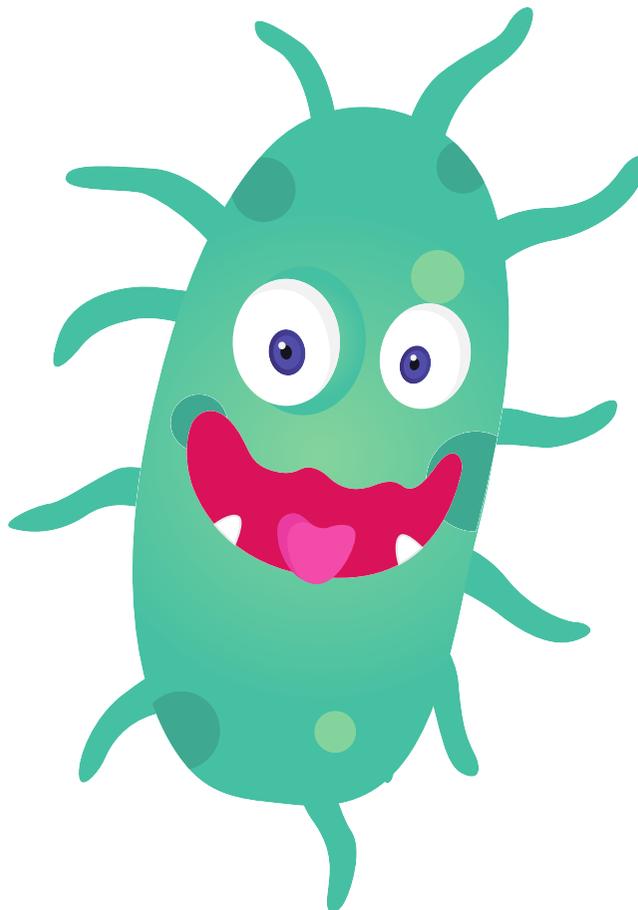
You were caught by a poacher who wants to sell you in the exotic pet trade. Hold your breath and count to five while you wait for what's next.

You're in luck! A conservation police officer catches them and forces them to release you. Roll the die and move ahead that number of stations.



STATION 8

Yuck! You stayed overnight
in a roosting site with the
fungus *P. destructans*! Groom
yourself by dusting
off your body then move ahead
2 stations.



STATION 9

It's raining, it's pouring, you stay
at a temporary roosting
site and go into torpor.

Count to 40 while you wait for
better weather, then roll
the die and move ahead that
number of stations.



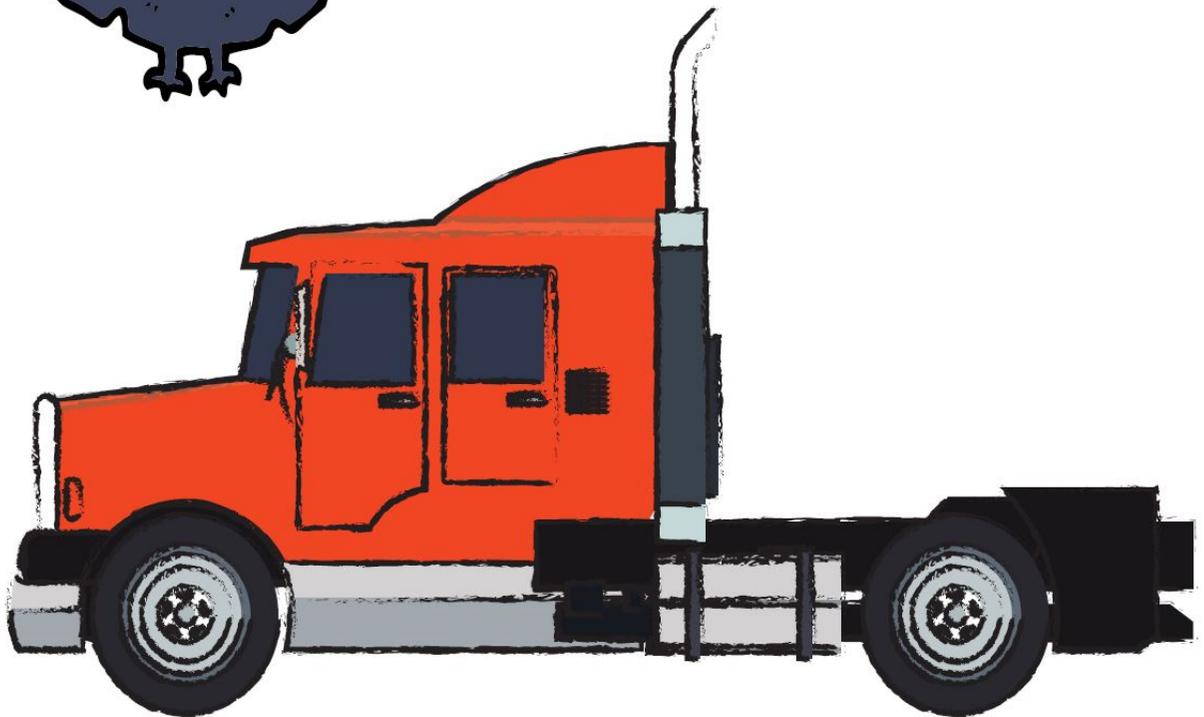
STATION 10

The weather is great and the wind is putting an extra pep in your glide. Roll the die and move ahead that many stations.



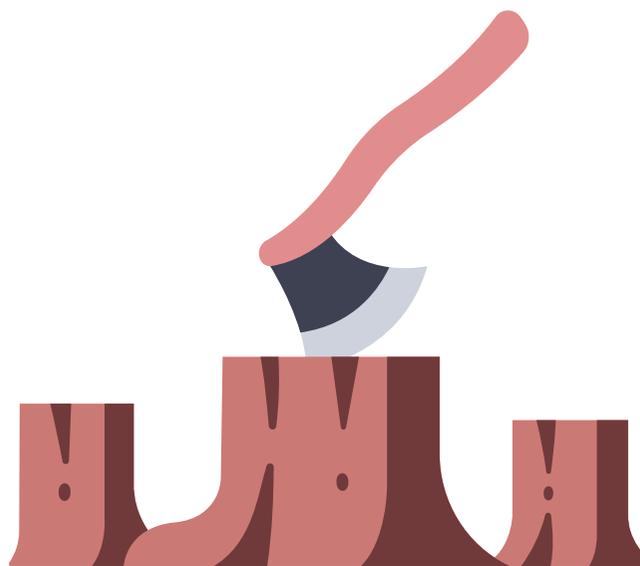
STATION 11

Woah! While flying near a highway, you almost collide with a large semi. Go back 1 station while you recover.



STATION 12

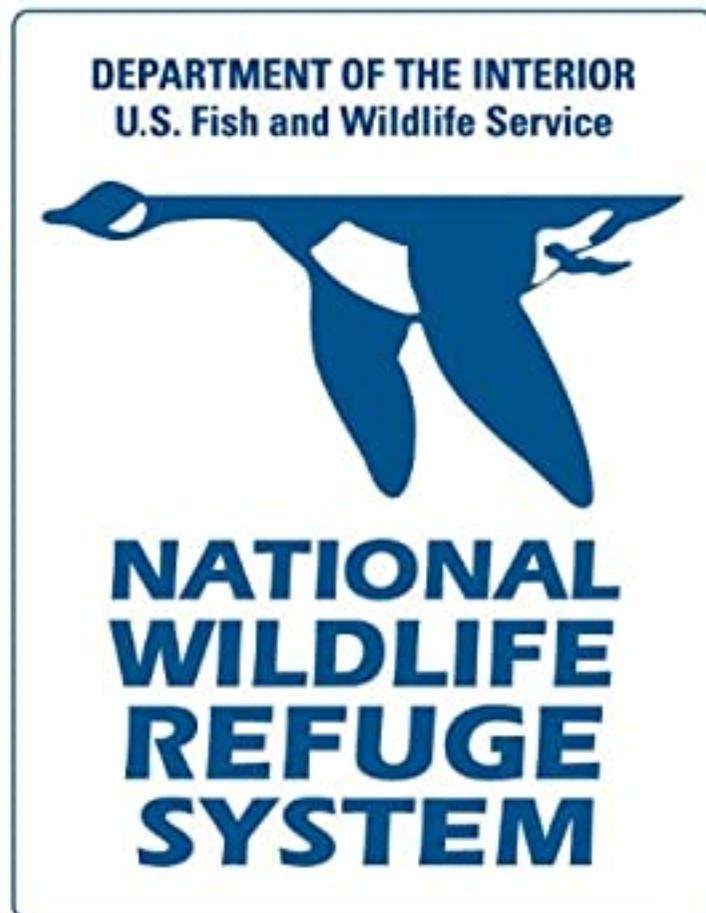
You can't find an overnight resting spot because the trees you normally would use have all been cut down. Walk around in 4 wide circles searching for a place to rest, then move back 2 stations.



STATION 13

After flying for several days you land in a wildlife refuge.

Spend some time resting and eating. Gulp ten times, take a rest, then move ahead 1 station.



STATION 14

Oops! An unexpected freeze causes you to die. Go to the end and fill in the table.



STATION 15

Strong winds blow you off course! Blow back 1 station.



STATION 16

Congratulations! You
successfully made it to your
wintering grounds.



