

Survive or Perish



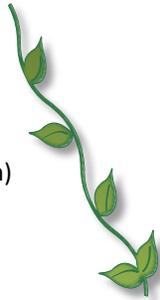
THE ODYSSEY OF THE NORTHERN LEOPARD FROG

INSTRUCTIONS

“Survive or Perish” is an entertaining interactive game that will help players understand what actions can positively affect the survival of the Northern Leopard Frog as they climb up the ferns as well as the consequences of harmful actions as they slide down the waterfalls. This game is for 2 to 4 players.

CONTENTS

- Game board
- 1 Die
- 6 coloured pawns with stickers (place a frog sticker on each side of the pawn)
- Instructions



OBJECT

Be the first player to reach “Winner” square #100.

SET UP

Position the game board so all the players can easily move their pawns from square to square. Everyone chooses a pawn to play. Players start off the board near square #1.

ALL ABOUT THE SQUARES

The squares are numbered from 1 to 100. Players’ pawns will move back and forth across the board, following the numbers upward – starting at square #1 and moving right toward square #10, then up to square #11 and left toward square #20, etc. Of course, you can also move up by climbing ferns and sometimes go down, too, by sliding down waterfalls.

HOW TO PLAY

Everyone rolls the die. The player with the highest number goes first. Play proceeds to the left.

WHAT TO DO ON YOUR TURN

On your turn, roll the die and move your pawn, square by square, the number shown on the die. Two or more pawns may be on the same space at the same time. For example, on your first turn, if you roll a 5, move to square #5 on the board. Once you move your pawn, your turn is over.

FERNS: Any time a pawn ends its move at the bottom of a fern that pawn must climb up to the square at the top of the fern. For example, if you end your move on square #9, you can immediately move up to square #31.

WATERFALLS: Any time a pawn ends its move at the top of a waterfall that pawn must slide down the waterfall to the square at the bottom of the waterfall. For example, if you end your move on square #49, you must immediately move down to square #11.



If your pawn ends its turn on any of the following spaces, your turn is over:

- a square with no picture
- a square that a fern or waterfall just passes through
- a picture square at the top of a fern
- a picture square at the bottom of a waterfall

WINNING THE GAME

The first player to reach the “Winner” square, #100, wins the game. You can get there 2 ways:

1. Land there by exact count. If your roll would take you past square #100, don’t move. Try again on your next turn.
2. Climb there by ending your move on fern square #80.

GLOSSARY OF TERMS

These terms are found on the game board.

- Breeding area – a place where animals go to reproduce
- Colonize – to move into and live in a place as a new type of plant or animal
- Dissect – to separate into pieces
- Fragmentation – breaking up of one patch of habitat into several smaller patches
- Invasive – tending to spread
- Leach – to be removed from a substance by a liquid passing through the substance
- Prohibiting - to forbid by authority
- Riparian – relating to or living on the bank of a natural water course such as a river or a lake

