

# BARRICADE

Designed by Rob Di Leva

Our migratory (travelling) native fishes need clear paths so they can get where they need to go, upstream or downstream. However, more and more, there are things that get in their way or stop them travelling altogether. Can you get through all the human-made barriers blocking safe travel in this river?

### YOU'LL NEED:

- Dice
- A counter for each player with the name of a native NZ fish on it

### HOW TO PLAY:

Pick which fish you want to be, and decide if you want to travel upstream or downstream. Put your counter at the start of your course.

Take it in turns to roll the dice. Move your counter forward the number of spaces shown on the dice, and follow the path of the water. The winner is the person who gets to their destination first.

Follow the instructions on the squares. If your counter lands on one of these fish barriers, do the following...

- Pipe/Culvert** The river has been buried underneath the ground to make way for a road or a city. Whether you get through is up to chance. Wait until you throw an even number (2, 4, 6) to travel.
- Dam** The river has been blocked off. If there is a fish ladder, you can pass straight through. If not, miss a turn.
- Pump** Go back to the start. Pumps are bad news for fish! You have been chopped up as you swim through the turbines.
- Bridge** If the bridge is "free-standing" (has a natural stream bed) – you can travel straight through. If it has a concrete foundation (bottom), miss a turn.

