

A BOARD GAME
for
TWO PLAYERS

LIMPET'S JOURNEY

YOU NEED:
a medium sized limpet shell
and a dice to play

You are a limpet, living in a rockpool at Flat Rocks, Inverloch. Your life is tough. Twice a day the tide goes out and you are left high and dry. Play the game and learn about some other adventurers of a limpet.....

Now, after a few games, choose another rockpool animal such as a CRAB, a CHITON, an ANENOME, or a STARFISH and make up your own board game.

finish

You need to throw the exact number to finish

Some school children visit and disturb you

You cling **13** tightly to a rock, sensing possible danger. Go back to **12**, where it is safe.

12

A little boy lifts a rock high into the air. He is **14** looking at you! He puts the rock back gently and you are safe. Move on 2 spaces.

15

Danger alert!! A Sooty Cystercatcher arrived **22** for a feast. Must lie low and shelter at **20**. Back you go.

23

Another high tide and you can go off for **21** a bite to eat. Move to delicious algae at **23**.

20

The tide has turned. The waves come crashing in on your **17** rock-pool. Hold tight or you'll be swept away. It's safer at **16**. Back you go.

16

Whoops!! That was a rock whelk, not a rock, and you're **11** clinging on to him as he creeps back to **9**. You go with him!

9

A chiton is visiting your patch today! He's sharing **8** your lunch so there's **8** not as much for you. Go back to **7** where there is more to eat.

7

A bad storm. The sea's rough but you've found a **18** safe little crack in the rocks to shelter, at **19**. On you go.

19

The tide is high. There is lots of yummy algae to nibble here.

4

Move to **6** where the tide's right.

5

6

