A female salmon lays 2,000 eggs in the gravel bottom of a stream.

Welcome back to the stream where you hatched years ago. Your great journey is over, and you've won the migration game!

Celebrate hatching by wiggling ahead 1 space.

Lose your turn while you spend the day digging out of the gravel.

A heavy freeze in your stream makes it hard to breathe! Swim ahead 3 spaces to get oxygen.

You are now called a smolt. It's time to migrate to the sea.

You have been growing quickly and are now called a fry.

You are very hungry and need lots of food, but many animals would like to eat you, so watch out!

Dash ahead 2 spaces to get away from a hungry pike!

You are now called an alevin. You absorb food from the yolk sac on your belly, while you stay in your gravel nest.

You find lots of mosquito larvae to eat in the stream. Swim ahead 2 spaces as you grow fast!

YUCK! A leaky outboard motor makes it hard to get oxygen. Lose a turn until you recover.

Take another turn to CELEBRATE reaching the ocean!

Boy! There is a lot of good food to eat here! Swim ahead 3 spaces as you chase after your dinner.

Dash 3 spaces back to get away from a killer whale.

Oh no! You've wandered into an oil spill. Lose a turn.

That was a close one! Take an extra turn to celebrate being able to wiggle out of a fisherman's net.

You're exhausted! Lose a turn as you get a slow start for the long journey home.

Lose a turn as you take time out to remember what your home stream smells like.

Kids driving 4-wheelers in your stream bed stir up silt. Lose a turn because it makes it hard to get air.

You are now called a fry. You need lots of oxygen, but like the 3-day-old fry, you can't swim up the stream to get it.

Dash ahead 2 spaces to get away from a fishing wheel.

Most of the fish you’re traveling with get caught in a fish wheel. Swim back 1 space as you swim around it.

That was a close one! Take an extra turn to celebrate being able to wiggle out of a fisherman's net.

You're exhausted! Lose a turn as you get a slow start for the long journey home.

You're tired from trying to get over the waterfall! Swim back 2 spaces and get a running start.

You are strong enough to jump over the waterfall in one try! Swim ahead 2 spaces.

You are now called a dandy. You don't need to eat food in the fishlake, you stay in your gravel nest.

Lose your turn while you spend the day digging out of the gravel.

A heavy freeze in your stream makes it hard to breathe! Swim ahead 3 spaces to get oxygen.

You are now called a smolt. It's time to migrate to the sea.

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