An Arctic fox kills you.
Start again.
A new road is built on the tundra. There are fewer places to feed and to live. Lose 4 energy points and move to mat 4.
People and their dogs make it difficult to feed and rest.
Lose 1 energy point and move to mat 4.
You must now start your migration because the Arctic will soon be too cold for you to live there.

Throw the dice to move.
Parts of an estuary have been changed to farmland. This has destroyed important feeding and roosting places. Lose 3 energy points.

The RSPB is the UK partner of BirdLife International, the global partnership of bird conservation organisations.
Local people have stopped a road bridge from being built across this estuary. Important feeding and roosting places have been saved. Gain 4 energy points.
You have found a good estuary with lots of food in the mud. Gain 4 energy points.

The RSPB is the UK partner of BirdLife International, the global partnership of bird conservation organisations.
Parts of an estuary have been changed to farmland. This has destroyed important feeding and roosting places. Lose 4 energy points.
This estuary has been saved from industrial development. Important feeding and roosting places are still there. Gain 3 energy points.
The Government has protected this important estuary. Wading birds now have a safe place to feed and roost. Gain 3 energy points.
The port on this estuary has grown and now covers important roosting and feeding areas. Lose 4 energy points.
A large bridge has been built across an estuary. Important feeding and resting areas have been lost. Lose 3 energy points.
An education project encourages local people to watch birds rather than harm them. Gain 2 energy points.
Local children start a campaign to stop a wetland from being destroyed.
Gain 3 energy points.
Sensible planning on an estuary means important sites are protected for birds.
Gain 2 energy points.
Chemicals are polluting this estuary.
All the animals in the mud have been killed,
so there is no food for you. Lose 3 energy points.
New laws are protecting wetlands, including estuaries.
Gain 4 energy points.
Local people have won a campaign to stop an airport being built on these coastal wetlands. Gain 4 energy points.
You find a good estuary. The mud is full of food. Gain 4 energy points.
A coastal site is destroyed to build shops and houses. Lose 4 energy points.
Climate change can cause violent storms, so coastal defences have been built to protect the land. These have destroyed important areas for birds. Lose 3 energy points.
Important coastal wetlands are lost through building houses.
Lose 4 energy points.
A tidal barrage has been built across this estuary, reducing the mudflats where birds can feed.
Lose 4 energy points.
Wetlands have been drained so that factories can be built on the land.
Lose 4 energy points.
This estuary has a new nature reserve. It attracts visitors, who bring extra money into the local area.

Gain 3 energy points.
Hotels and golf courses have been built on important wetlands and marshes. You have lost valuable feeding places. Lose 4 energy points.

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An oil spill has covered your feathers with thick oil.
You die.
Climate change is causing sea levels to rise and reduce the area of mudflats where you feed.
Lose 2 energy points.
New laws increase protection for birds.
Gain 3 energy points.

We are special and protected.
Damaged coastal habitats are being restored; this is good for birds and other wildlife. Gain 2 energy points.
A hunter shoots you.
You die.
Climate change and rising sea levels cause flooding, which washes away nests on the coast. Lose 3 energy points and move to square 35.
Warmer temperatures caused by climate change affect tundra plants. This spoils your breeding sites. Lose 2 energy points and move to square 35.
Mining for oil and minerals destroys large areas of your breeding grounds. Lose 4 energy points and move to square 35.
CONGRATULATIONS!

You made it!
But do you have enough energy points to breed?

5 or less: you do not breed
6 – 10: you raise 1 chick
11 – 15: you raise 2 chicks
16 – 20: you raise 3 chicks
21 or more: you raise 4 chicks
Start

You are a wader chick in the Arctic. You must have energy to survive and you start life with 10 energy points. Feeding at good wetlands gives you more energy points but destruction of your habitat takes away energy.

If your energy score drops to 0, you die and you are out of the game.

Throw the dice to move but only use 1, 2 and 3. If you throw a 4, move 1; if you throw a 5, move 2 and if you throw a 6, move 3.

Game devised by Barrie Cooper © RSPB Youth and Education Department