

Can you save our native White-clawed crayfish in this twist on the well-loved 'snakes and ladders' game?

You need: a die and a counter for each player.

To play: Roll the die; whoever has the highest number goes first.

Players then take it in turns to roll the die and move their counter the corresponding number of stones. Some stones will help (or hinder) your crayfish on its journey - the player must do what the stone tells them to do!

The winner is the player who gets all the they way to stone number 25 first!





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