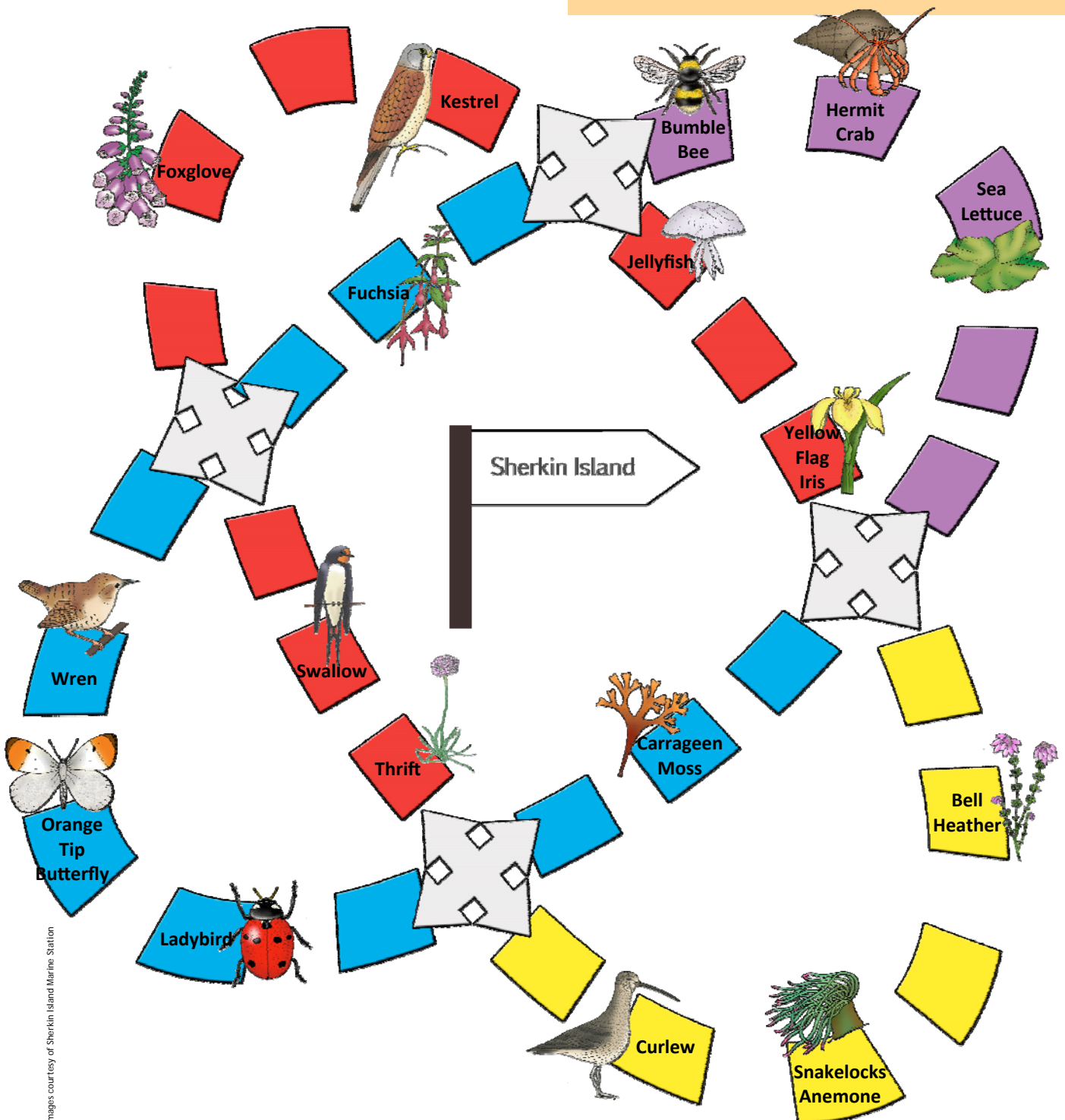




Board Game

Walk on the Wild Side

The object of the game is to “record” some of the wildlife on the walks around Sherkin Island. Before the game begins, each player must make a list of animals and plants in the game. To play the game, place a marker for each player on any of the 4-point arrows. In turn, everyone throws the dice and moves that many spaces. You can move in any direction but with each throw of the dice, you must keep moving forward. If you stop on wildlife, you can tick that off your list. The first to “record” all the wildlife wins.



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