

## Red Wolf Survival

This game simulates what red wolf pups would go through during their first year in the wild.

### Materials

Game cards

6 dice

Additional props (optional)

-pictures of wolf puppies, traps, plastic insects, tracking collar, etc.

### Game set up

1. Print out cards on card stock and laminate for better durability
2. Place the cards along a path or trail.
3. Place die and additional props with appropriate cards.
4. To start the game go to and read the introduction card.

# Red Wolf Survival

Only about half of the red wolf pups that are born in the wild survive. This game simulates what red wolf pups go through during their first year of life. Remember that some of these pups will die.

Begin the game with station #1 and follow the directions on the cards. Good Luck!

1

It's April and you were just born. It will be two weeks before your eyes open. Very slowly move ahead 1 station.

2

You are now old enough to start leaving the den. Your mom thinks you have strayed too far from the den. Sit quietly and count to 25 then move ahead 1 station.

3

You and your siblings are more actively playing and wrestling with each other.

You're all beginning to make noises including trying to howl. Run around in circles 4 times and roll the die and move ahead that number of stations.

4

You are old enough to begin eating meat, chewing on bones and pieces of hide, and catching insects. Stalk and jump on insects then move ahead 1 station.

5

A strange black and white fuzzy animal walks in front of you. It smells funny but you are so hungry. Roll the die. If you roll an odd number, you just ate the front half and move forward 1 station. If you rolled an even number, you ate the whole thing, and it sprayed you and made you sick. So move back 2 stations.

6

During the summer your mom moves you and your siblings away from the den. You move to a rendezvous site near water, trees, and rock piles to hide in and around. Explore your new surroundings. Roll the die and move ahead that number of stations.

7

At the rendezvous site suddenly the winds really start to blow. You're in a hurricane!

Take cover and count to 50 while you wait for the storm to blow over.

Move ahead 2 stations.

8

The hurricane caused massive waves of water that flooded the den. Doggy paddle as you count to 30, and then move back 2 stations.

9

After the hurricane it is hard to find food.

You are very hungry. You have only enough strength to move ahead 1 station.

10

The rabbits and rodents are very active.

All the wolves in your pack find food.

Roll the die and move ahead that number of stations.

11

Walking through bushes, you hear a loud rattle. It's a rattlesnake! Take 3 deep breaths and tiptoe ahead 2 stations.

12

You are almost adult size. You are caught in a trap! A scientist draws blood and puts a tracking collar around your neck. Go back 2 stations while you recover.

13

A bunch of 2-legged creatures begin to point and get excited seeing you. Pose for their pictures and move ahead 1 station.

14

Food is plentiful. Your pack has cached the extra by burying it. Rub your belly 15 times and lick your lips 5 times. Then roll the die and move ahead that number of stations.

15

You ran through the tall grass and got covered with ticks. They are annoying. Stop and scratch until you count to twenty and then move ahead 2 stations.

16

You have left your pack's territory to find your own. You wander into another territory and fight with the alpha male. Your injuries were too great and you do not survive.  
**SORRY!** You died.

17

Your pack is not confined to the den or rendezvous site. You are traveling up to twenty miles a day. Roll the die and move ahead that number of stations.

18

While walking the border of your territory you see an animal that looks like you. It's a dog that is sick, foaming from its mouth, and it continues to snarl. The dog bites you and you get rabies. **SORRY!** You died.

19

A raccoon foolishly walked across your path. Dinner is served. Smack your lips 3 times and move ahead 2 stations.

20

A severe winter means that there is not enough food for the pack and you do not survive the winter.  
**SORRY!** You died.

21

You have left your pack to find a mate.  
You cross over several territories  
and find a mate. Move ahead  
2 stations.

22

While out looking for food you were  
hit by a car. You don't survive.  
SORRY! You died.

You explore a new area  
along the coast and it is  
full of raccoons, opossums,  
and deer. You also find  
a mate and settle down  
to have puppies.

Congratulations!