Enjoy a selection of loon-themed family games prepared by the Adirondack Center for Loon Conservation!

“The Hunt”
Ages 8+, 2 players
How to Play: Loons sometimes hunt together by surrounding fish underwater. You will be competing with a rival group of loons to catch a fish! The first player to surround the other player’s fish wins. Pieces can only move in the ways that described in the instructions, and each player can only move one piece per turn.

Instructions:
You can play on any flat surface. Make your own game board! Get creative! Each player gets 6 pieces – one fish, two flying loons, two baby loons (brown), and one diving loon. The goal of the game is to surround the other player’s fish with your loons. Each loon can only do one motion at a time. These are:
- **Flying loon** – can “fly” (jump) across pieces in one direction at a time. The loon cannot fly over gaps.
- **Baby loon** – can swim/move around the perimeter of the board. The baby cannot squeeze or jump into any gaps that it cannot slide into.
- **Diving loon** – dives “under” pieces – you can move the diving loon one spot at a time on top of or next to pieces on the board.
- **Fish** – can slide one spot at a time but cannot jump or go on top of other pieces.
- **Your group must hunt together** - no pieces cannot be touching other pieces. i.e. don’t ‘break up’ the group
- **You must place your fish within two turns. After placing your fish, you cannot place pieces next to the other color – you must move them.**
“Loon-o”
Age Range: 6+, multiple players
Materials: Instructions, Cards
How to Play: The same rules of Uno, but Loon themed!
Instructions:
- Each player is dealt 5 cards.
- Take turns matching color, number, or word on top of the discard pile. If an action card is played, take the action.
  “Loon-y” card = player picks a color.
- Call “Loon-o!” when you get down to one card, if you don’t and somebody calls you out, you have to draw 2.
- First player to 0 cards wins!

Card Design:
Back: ACLC Logo Front: Different colored numbers, Draw 4, Loon-y card, Draw 2, Reverse
54 Cards in total:
Four suits (Red, Green, Yellow, Blue)
- One of each number 0-9, one Draw 2, one skip, one reverse of each suit
- Two 'Loon-y' cards, one of which is Draw 4
9  SKIP  Draw Two  Loony Card! +4
“Go Fish!”

Age Range: 4+, 2 players

Materials: Instructions, Loon Playing Cards or homemade cards

How to Play: The game of “go fish” but instead of number/suit pairs, to simplify it could be different colored loon pairs. Player to collect the most pairs wins.

Education: Shows that loons mate for life in pairs.

Instructions:
- Each player is dealt 3 cards, held like a fan.
- The rest of the cards are laid face-down in a ‘pond’ in the center.
- Collect as many pairs of loons as you can, one pair = two loons of the same color.
- Ask other players if they have a certain card, e.g. “Do you have any orange loons?”
- If the player does, they must hand it over. If not, they can tell you to “Go Fish!” Fishing is grabbing a single card from the middle ‘pond’ of cards.
- The player with the most pairs of loons at the end wins!
Card Design: Front: Blue with ACLC Logo, Back: Loon Logo w/ white background. 2 of each color.
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“Migration Madness!”

Age Range: 4+, up to 4 players

Materials: Instructions, game board showing a map of Adirondack mountains /NY and coast, playing cards, 4 different colored loon playing pieces

How to Play: Each player takes turns drawing cards from a pile. Each card has a color that the player moves to. Some cards also include bad weather (lose a turn), Extra Fish (draw again) and Sore muscles (stay in spot for a turn). The first player to make it to the coast wins.

Education: Shows migration as a long and often not easy process for loons, also shows where and why loons choose to migrate on the coast.

Instructions:
- Set up the board on a flat/even surface.
- Shuffle cards and stack them face down in a pile.
- Each player chooses a loon color and lines up at START.
- Each player takes turns choosing a card. The color on the card is the space that the loon will fly to. If an action card is chosen, follow that card accordingly.
- The first loon to make it to the coast wins the game!
MIGRATION MADNESS!

Every winter our Adirondack loons journey from the mountains to the coast. Experience the highs and lows of migration with them!
YOU CAUGHT
EXTRA FISH!
TAKE ANOTHER TURN

BAD WEATHER!
LOSE A TURN

SORE MUSCLES?
TAKE A REST!
STAY IN SPOT FOR 1 TURN
YOU CAUGHT

TAKE ANOTHER TURN

BAD WEATHER!

LOSE A TURN

SORE MUSCLES?
TAKE A REST!

STAY IN SPOT FOR 1 TURN