



A story by Nicolas Yviquel

0

This story is written in the style of a “Choose your own adventure book”, which means that you will be making your own development of the storyline through your decisions. Practically, at the end of each paragraph, you will be invited to decide on a number of different options for your story to continue. In this story, you will take the life of a pacific salmon hatching from a wild river trying to grow old, survive difficult challenges in the ocean, and finally swim back up stream to hope achieving reproduction. Some of your decisions will lead you to collect some achievements through your adventure. These correspond to the different life stage of salmons. See if you can collect all 9 of them! Other actions may lead you to “lose” in this adventurous story, which would mean that as a salmon, you’d have died. If this happens, then try again! Start the story at the beginning again and decide on different pathways to see where they will lead you. Good luck!

Important note: This version of the story is unfortunately not complete. You will therefore not have the full range of possibilities and choices that the complete story would have given you but more of an overview of what it could be. Hopefully, you’ll still enjoy going through it!

Start the adventure by clicking on the number of the first chapter. Click on «1» to go to chapter [1](#).

1

Hi! My name is Aspen! I'm a marine biologist and have spent my life studying the amazing life cycle of salmon. I will be your guide all through this adventure. As you may know, salmon are considered a keystone species, which means that their presence in an ecosystem affects many other organisms, thus their conservation is critical for the sustainable life of ecological communities! Through this adventure, I will help you dive into their struggle for life but will also let you discover the amazing life cycles they go through during their life.

To do so, you will be presented different choices that will affect your life as a salmon. To fully immerse yourself into this adventure you will also need a piece of paper, something to write that you can erase with such as a pencil, an eraser, and a dice. Note that if you don't have access to a dice but have a phone, you will easily find free applications that will let you throw virtual dice.

Use a piece of paper or a virtual document to create your Game Sheet:

- Firstly, on the first column, write down «H.P.» for your future Health Points. These will regularly evolve so keep in mind that you'll have to erase and rewrite the value often when you will perform «Saving throws». The first value of your health will be given to you as soon as you will start the adventure. Understand that, since this value represents your life, in the event that this one would fall to «0», your adventure would end since it would correspond to dying. If this happens, you are therefore invited to try the adventure again starting, either, at its very beginning again, or, at the previous decision you made.

- Secondly, this adventure does not forget that luck is a major factor in life. Therefore, on a second column, write down «Luck». Your «Luck» will help you to survive and face potential threats. Now, you have two options to play this adventure. Either you play this adventure on an «easy» mode, or on a «hard» mode. If you want to play «easy», then write down the value «2» next to your «Luck». If you want the other option and try it the «hard» way, then write down the value «1» next to your «Luck».

Before we start, I need you to understand a few ideas so that you can go through this adventure.

«Saving throws» and how to use the «Luck»:

Anytime during the adventure, you will be invited to perform «saving throws». These means that, as a salmon, you are directly facing a great «peril» that could end up by your death. This is during these «saving throws» that you will throw the dice to determine your fate.

Example: If a bear comes on your way you will have to throw a dice to escape. A bear being a dangerous animal, only rolling a «6» will save you from its claws and allow you to escape. In any of these situations, you may be able to use your «luck». Attention: The use of «luck» is nonetheless not automatic! Indeed, to use your luck you will have to throw the dice a first time, before performing a «Saving throw». In any case, you have a 50% chance of activation of your «luck». Which means that if you throw the dice and get an odd number («1», «3», or «5»), then your «luck» cannot be used. But if you throw the dice and get an even number («2», «4», or «6») then, your «luck» can be used. Practically then, every time you will face a «peril» or a «prey» you will try your «luck». So, here, to determine your survival against a «peril» such as a bear, you will throw the dice at least two times. A first time to know if you can use your «luck» or not. A second time to face the «peril».

In practice, in this situation, if you play «easy» then you can add «2» values of your choice to the ones you already have. For example, here you add «4» and «5» to the already present «6». Therefore, a «4», «5», or «6» will save you from the bear, so it adds two possibilities of being saved. If you play «hard» then, you can only add «1» value of your choice to the ones you already have. For example, here you add just «5» to the already present «6». Therefore, only a «5», or a «6» will save you because your «luck» only adds one possibility of being saved.

Important: You throw a dice to determine your «luck» only once per «peril» or «prey», not before every

«saving throws» you make against this «peril» or «prey»

How do the «Peril» work:

«Perils» can be of many forms in the life of a salmon. They can be the results of animals, human activity or even the wild nature itself. Every time one will present itself to you they will be shown such as:

Bear: Attack 5, Escape «6»

In this example, this means that a bear will give you «5» points of damage if you fail at performing a correct «Saving throw» when you face it. Which means that your «H.P.» will therefore be reduced of «5» points. To escape the bear, you will need to throw a «6».

Use of «H.P.» when facing a «peril»:

Your «H.P.» will allow you to survive potential perils on your way.

Example: Your «H.P.» is at «10» and a «Bear: Attack 5» is coming at you. You then throw your dice a first time to see if you can use your «luck» but you get an odd number preventing you from using it. You then throw a «saving throw» hoping to get a «6» to escape. But sadly you do not get it. Therefore, the bear reduces your «H.P.» from «10» to «5» since its «Attack» is «5». You then throw a second «saving throw» and get a «6». You manage to escape the bear but your «H.P.» went from «10» to «5». Important note: You need to keep throwing «saving throws» as long as you still have some «H.P.» left or have not already managed to escape from the «peril».

How do the «Prey» work:

You will sometimes meet with some «Preys». These are other animals that you will be able to eat to regain some «H.P.». To do so you will need to perform a «Hunting throw» that works in the exact same way as a «saving throw» but allows you to potentially gain «H.P.» instead of potentially losing some. Every «Prey» will be shown as such:

Squid: Restore 3, Defense «2» and «3»

In practice, to hunt this «prey» you will do the same as when you are facing a «peril». First you throw a dice to see if you are in «luck» or not. Then you engage the action. If you cannot use your «luck» and you throw, with this example, a «1», «4», «5», or «6», then you win the hunt and your «H.P.» is restored of «3» points. If you can use your «luck» and you play «hard», then before you throw you choose to remove one of its «Defenses», for example «2». Which means that any throw you make against the «squid» that is not «3» will make you win. And if you play «easy», then it removes «2» of the squid's «defenses» which means that you automatically win its restauration points as soon as you win your «luck» throw. If you fail by throwing one the «prey»'s «defense» numbers, then it escapes and you continue the adventure without the benefit of its restauration points.

Important note: Even if your «H.P.» is already where at its starting value a prey can make it go higher. Which means that there's no maximum «H.P.» value.

Example of «saving throw» against a «peril»:

In this example, I play in the mode «hard» and my «H.P.» shows: 12

Fisherman with a fishing pole: Attack 5, Escape «2», «5»

I start by writing down the details of the «peril» on my paper. Then, I try my «luck». I throw a «2» which means that I can use my «luck» to add one «Escape» number. I choose «6» and write it down close to «2» and «5». I then throw my first «saving throw». I get «1», which means that I lose «5» in «H.P.», which brings it down to «7». I throw my second «saving throw» and get a «3». Again, I lose «5» «H.P.». My health is then down at «2». I throw my last «saving throw» and get a «6». I therefore manage to escape this «peril» and continue the adventure. My «H.P.» is at «2».

Example of «hunting throw» against a «prey»:

In this example, I play in the mode «easy» and my «H.P.» shows: 12

Shrimp: Restore 2, Defense «1»

I start by writing down the details of the «prey» on my paper. Then, I try my «luck». I throw a «5» which means that I cannot use my «luck» to remove up to two «defense» values. I then throw my first «hunting throw».

If I get «1», then the shrimp escapes and I continue the adventure without the restoration points it provides.

If I get anything but «1», then I succeed at hunting the shrimp and add «2» points to my «H.P.», which would put it at «14».

In any case, once I'm done with my throws, I continue with the adventure.

Example of Game Sheets:

<i>H.P:</i> 12	<i>Luck: 1</i>	<i>Peril:</i> <i>Fisherman: Attack 5, Escape «2», «5»</i> <i>Luck: Yes adds «6»</i> <i>First throw: 1 (Fail)</i> <i>Second throw: 3 (Fail)</i> <i>Third throw: 6 (success)</i>
<i>7</i> <i>2</i> <i>2</i>		
<hr/>		
<i>H.P:</i> 12		<i>Prey:</i> <i>Shrimp: Restore 2, Defense «1»</i> <i>Luck: No</i> <i>First throw: 5 (success)</i>
<i>14</i>		

The important part is that you have fun exploring the challenging life of salmons so please, do not hesitate to come back to these rules at any time if you have a doubt on how the adventure works. Now let's start!

Welcome to the exciting and adventurous salmon life! Do you feel ready to suit up and dive into it? Great! But just before, we need to determine where you will be born. Indeed, not every kind of settings offer the same richness in life for salmons. So, let's do your first dice throw.

If your dice shows a: «1» or «2», then go to chapter [2](#)

If your dice shows a: «3», «4» or «5», then go to chapter [5](#)

If your dice shows a: «6», then go to chapter [7](#)

Or, if you just want to decide yourself, then just pick one of the three chapters directly!

2

This part of the adventure would have you start your life salmon in a small salmon hatchery controlled by humans. Which would have greatly affected the first part of your life and your survival rate before you make it to the great ocean.

Sadly, this part is not completed so, please, go back to where you came from and explore another possibility. Go to chapter [1](#)

3

You spend a couple more years living in the ocean among an important school of other salmon. The size of your school allows you to hunt in a more efficient way. Here's a «prey» that faces you:

Big fish: Restore 4, Defense «2», «5»

Your life continues but you start to feel the urge for a deeper meaning in life. Your body starts changing and hormones starts to skyrocket in your body. You now know that it is time, all of the other salmon of your group that are as old as you know it too. It is time for the run back upstream, the final stage of your life, the hope for reproduction.

You make your way back to the estuary of the river following your sense of smell, go to chapter [22](#)

4

You swim through a major city where the water slowly starts to be more and more murky. Pollution is everywhere blocking your senses of vision and smell. A small object appears in front of you that could be a squid. You choose to hunt it as a «prey»:

Unclear form that resemble a squid: Restore 5, Defense «1», «5»

If you managed to successfully hunt the «prey», then go to chapter [24](#)

If you have missed the «prey», then go to chapter [34](#)

5

Your life starts here. In the wild parts of the Skagit River, which takes its source in South-west British Columbia, Canada and run mostly in the state of Washington in the United-States to end its course north of Seattle in the Salish Sea, open to the Pacific Ocean. This river runs for about 240 km and your story there begins in its riverbed.

This is the fall season, and after a long life and a difficult swim back up the river, your salmon mother has just spent her last energy reserves building a protective redd (a dug area where you will be more protected during your egg life) in the riverbed to lay the eggs from where you'll be born. Simultaneously, your salmon father spent his last resources fighting against other males to defend his right to deposit its milt and fertilize eggs. Congratulations! You have just won your first achievement! As an egg your range of action is, unfortunately, very limited. But prior to hatching, nature also has some "perils" facing you.

First, let's determine how many "H.P." you will have to start this new life. To do so you are going to throw the dice. Every time you get a value, you add it to your "H.P." and throw the dice again. You stop throwing when you get a value that you have already gotten in the previous throws while keeping this last value in the addition. Since you are born in this natural environment, your "H.P." at this start of the adventure cannot be under "15". If you throws lead you to an addition below this value, then gives yourself "15" for your "H.P."

Example: You throw a "6", then a "2", then a "3", then a "6". Your "H.P." corresponds to "6+2+3+6", so "17".

Now, this river is long and some parts get more human activities than others. Now that you know how strong you are in this life, you will have to decide on your first choice:

If you want your egg to be laid close to the town of Concrete, Washington, then go to chapter [28](#)

If you want your egg to be laid up in the mountains of the North Cascades, then go to chapter [30](#)

6

Your decision to take shelter where the river stream is the fastest allows you to dodge potential «perils» coming from the riverside. However, you cannot hide here as efficiently as in the darker areas. A «peril» in the form of a bird is trying to eat you. Get ready to face this «peril» by trying your «Luck» and then throwing your «saving throws»:

King Fisher. Attack 3, Escape «3» and «4»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [30](#)

If you managed to save yourself from this king fisher, then continue and go to chapter [16](#)

7

This part of the adventure would have you start your salmon life in an open cage fish farm in Scotland. Which would have greatly affected your entire life restricting it to a very limited number of possible actions and even having you face some great perils such as diseases from parasites.

Sadly, this part is not completed so, please, go back to where you came from and explore another possibility. Go to chapter [1](#)

8

Now that you have reproduced you are now considered a kelt. A salmon near the end of its life. Thankfully you managed to reproduce helping the salmon population of these waters to hopefully keep flourishing more many more years to come. The end of your life will nonetheless not be useless, do not worry. Once the end will arrive, your body will feed the local biodiversity bringing the precious nutrients that you collected in the open ocean to the forest where you will end your days.

Where would you like to go?

If you want to rest near the tree roots, go to chapter [25](#)

If you feel tired and would prefer to rest closer, in this peaceful area of the river, then go to chapter [38](#)

9

You chose to use the salmon ladder. Unfortunately, dozens of other salmons are trying the same and this makes you lose very valuable time. Face this ladder as a «peril»

Salmon ladder. Attack 2, Escape «1»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [15](#)

If you manage to climb all the way up the ladder and are finally on the other side of the river dam, then go to chapter [21](#)

10

After a long and challenging life, you finally made it! Congratulations! You have just won a new achievement! You managed to survive long enough to face all perils that presented themselves during your life and achieved to eventually reproduce to help salmons to keep on living.

Once this life mission is over, you feel your energy levels dropping low. The end is near, you can feel it. Go to chapter [8](#)

11

You finally make it to brackish water, where the salt water from the ocean and spring water merge. Congratulations! You have just won a new achievement! You are now a fully developed Smolt! Your body loses its camouflage features but starts building silvery scales that will protect you more efficiently in the open ocean. In addition to this, your biggest physical achievement is now undergone. Your body slowly starts its osmoregulation allowing you to adapt from a freshwater environment to a saltwater one.

The river seems to form a fork flowing downstream towards the ocean. Where will you go?

If you'd rather follow the bigger arm of the river that passes through a human city, then go to chapter [4](#)

If you prefer choosing the smaller one that runs through the forest, then go to chapter [14](#)

12

Your journey up the river continues but it seems like you are now facing a massive wall. Indeed, you have arrived at the foot of an enormous river dam. From here, impossible to climb up following the normal path of the river, it is all blocked by a giant concrete wall. Two solutions present themselves. Either you choose to use the small salmon ladder built next to the river dam that is supposed to help you climb up past the dam, or you back you and try the other passage of the river.

If you want to try your chance in the salmon ladder, then go to chapter [9](#)

If you want to swim back to the fork and use the other way, go to chapter [36](#)

13

You go downstream and find a perfect feeding ground for planktons. Here are your first two «preys»:

Plankton with a funny face: Restore 1, Defense «6»

Plankton with a hump: Restore 1, Defense «4»

Once you have faced the two planktons, go to chapter [19](#)

14

The forest passage of the river seems to have been to safest way. You approach the ocean and even get a chance for a precious hunt. Here's a «prey»:

Long eel: Restore 6, Defense «1», «2», «5», «6»

Once you have finished your hunt, then continue to the ocean. Go to chapter [34](#)

15

You are surrounded by hundreds of other salmons, all of you show changed body features. The color of your body turns reddish and large curved jaws appear with canine-like teeth. Some even

develop humps on the upper part of their body. As you make it upstream, two different options seem to present themselves in front of you. Both present large amount of smells that you recognize which makes you think they all lead in the same destination. But you must choose one direction. Where will you go?

If you choose the passage leading to a bigger current, then go to chapter [12](#)

If you prefer the way that flows slower, then go to chapter [29](#)

16

You managed to survive your first days and have consumed all of your sac of yolk. You have now become a fry. Congratulations! You have just won a new achievement!

As a fry you start feeding on plankton and move further away from the protection of the gravel that is down the riverbed.

If you choose to go upstream, then go to chapter [31](#)

If you choose to go downstream, then go to chapter [13](#)

17

After long days of swimming in the open ocean you realize that more and more objects find their way in front of your passage. You are quickly surrounded by what seems to be a continent of plastic. Everywhere you look you can see plastic in every kind of form, shape and size. Some of these plastics are so small that they find their way into your gills preventing you to breathe correctly. A small portion of your group tries to escape these waters in a desperate move. Face this «peril»:

Continent of plastic: Attack 20 (10), Escape none (*you will only be able to survive this «peril» if you can activate your «luck» and even if you manage to escape you will still lose «10» «H.P.»*)

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)

Or backup one choice and go to chapter [35](#)

If you managed to find your way out and swim far from these polluted waters, then continue to chapter [3](#)

18

You spend your days in areas that are full of potential preys helping you grow bigger and bigger every day. As you swim downstream you find yourself facing a juice «prey» that nonetheless looks a bit odd. You still try your chance at it:

Small fish with a deformed body: Restore 4, Defense «3», «4»

If you have managed to hunt the prey, then go to chapter [37](#)

If they prey escaped then continue your adventure and go to chapter [33](#)

19

Slowly but surely, you are becoming bigger. Your body starts developing patterns of spots and stripes that help you camouflage. Congratulations! You have just won a new achievement! You have are now entering the salmon stage life called Parr. As a parr you will keep growing feeding on small invertebrates while you roam along the river for up to a couple of years. From here, many choices present themselves to you. What will you do?

If you want to spend some time upstream where the river forks into a smaller area, then go to chapter [20](#)

If you would rather follow your instinct and go where food is the most abundant, then go to chapter [18](#)

If you prefer staying with a bigger group of other parrs for security, then go to chapter [27](#)

20

You enter a smaller branch of the river where fewer parrs dare to swim. After a long and peaceful day there you realize that the current is getting stronger and stronger. It attracts you toward an even smaller part of the stream towards what looks like a huge pipe. You finally see the big picture. This pipe leads to a huge power plant and they are pumping water to keep it cool. Will you have enough strength to escape this dreadful «peril»?

Draining pipe to power plant: Attack 10, Escape none *(you will only be able to survive this «peril» if you can activate your «luck»)*

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [30](#)

If you managed to save yourself from this great «peril», then find a way to reach other parrs and go to chapter [27](#)

21

What was at the mouth of the river thousands of salmon has now been reduced to several hundreds. Only the strongest of you managed to find their way up here and you all feel that it is time to find a place to achieve the most needed reproduction. You find a safe place in the riverbed but realize that competition for spawning is harsh. You will have to fight your true last «peril», the other salmon, if you are hoping to reproduce but hopefully, just before this, you find a last «prey» that could help you gain some last needed energy.

Hunt:

Small eel: Restore 3, Defense «3», «6»

Saving throws against:

Buffed-up salmon: Attack 4, Escape «5», «6»

Sneaky grilse: Attack 2, Escape «1», «3», «6»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)

Or try this chapter again with the same amount of «H.P.» you had when you started it

If you succeeded then go to chapter [10](#)

22

As you approach the estuary of the river you realize that you are not the only school of salmon entering into this final race. Thousands of others are also running and making their way as fast as possible to the mouth of the river. This enormous activity attracts human attention and you are welcomed by a large welcoming committee of dozens of fishing boats. Face this «peril» to enter the river.

Fisher boat: Attack 6, Escape «2», «4», «5»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)

Or try again facing the «peril» of this chapter with the «H.P.» you had arriving here.

If you managed to escape the fisher boat while witnessing hundreds of others getting caught you continue your adventure in its last challenging part. The run back up the river. Go to chapter [15](#)

23

After your first year of life in the ocean you realize that some older salmon are starting to head back to the river following their sense of smell. These older salmon are nearing their end of life and only have one goal left. Reproduction upstream in the river where they were born. Your adult life is just starting but you could follow them upstream and try to reproduce early without living your full adult life. What would you do?

If you want to try your chance at reproduction earlier, then go to chapter [26](#)

If you want to continue your adult life in the open ocean for a few more years and don't feel the rush for reproduction yet, then go to chapter [3](#)

24

The «prey» you believed being a squid actually ended up being no more than a plastic bag thrown by humans in the river. You lose the «5» restoration points that the hunt provided you and lose another «5» «H.P.» because of the plastic this is now part of your body.

Continue chapter [23](#)

25

Congratulations, you have just won the last achievement of this adventure. As you sit close to the riverbank and feel your last energy depleting, a bear cub catches you and brings you in the deep forest where it will allow your body to offer its nutrients to its development and to the development of the plants and other organisms that will feed on your body. The cycle of life is fulfilled.

Go to chapter [39](#)

26

After a full year spent in the open ocean you have become a strong young male salmon. You realize at the end of the summer that a group of older salmon are making the run back up the stream from the ocean. These are coming back up to end their life and perform their end goal. Reproduction. All of them have changed features, the males show big teeth and start fighting over reproductive rights for some of the females but don't seem to care about your presence. And of them show red scales on their bodies. You, on the contrary, still look very young and they could not care less about you. You are nevertheless already able to release sperm while being unnoticed from the other males. Congratulations! You have just found a hidden achievement! You are now a grilse! You have achieved reproduction through a detour passageway but still a successful one. You make it back to the ocean while older salmon die after spawning. Sneaky!

Go to chapter [3](#)

27

You spend your days among a big group of other parrs that are already starting to go more and more downstream days after days. An exciting new life seems to awaits you but before this, your group has attracted a yearly fishing tradition from local people. See if you can make it through this «peril»:

Local fishermen with nets: Attack 8, Escape «1», «5», «6»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [19](#)

If you managed to pass through these fishermen then continue to chapter [11](#)

28

This part of the adventure would have you seen facing a terrible first «peril» prior to hatching. Most of your redd will have died because being placed where a human factory releases water in the river. Because the water they release is too hot it'd have disturbed the temperature of the river where you would have been and would most likely end up killing you even before hatching.

Sadly, this part is not completed so, please, go back to where you came from and explore another possibility. Go to chapter [5](#)

29

This way doesn't seem to be the worse now that you are swimming in it. It slowly but surely goes upstream through a forested area. You can smell that you are arriving closer to the spawning ground but some efforts are still necessary. A last major «peril» faces you:

Bear: Attack 5, Escape «4», «5»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [15](#)

If you still have enough energy to keep going then wonderful! You are almost there, continue to chapter [21](#)

30

Your egg life succeeds and after a few months you hatch as an sac fry. Congratulations! You have just won a new achievement! Inside your sac that is attached to your abdomen is the remnant yolk coming from the egg. This yolk will keep feeding you during your first weeks while you keep growing slowly, always taking cover in darker areas where you can hide.

If you want to hide in the darker areas of the riverbed that skirts the sides of the river then, go to chapter [32](#)

If you want to hide in the middle of the river stream to avoid the sides then, go to chapter [6](#)

31

This part of the adventure would have made you access parts of the river that are more polluted because of human activities and where therefore the amount of plankton life is very limited.

Sadly, this part is not completed so, please, go back to where you came from and explore another possibility. Go to chapter [16](#)

32

You take the habit to use the darker parts of the riverbed as shelter. While giving you more options for taking cover, this part is also where the river stream is the lightest, which allows you to grow faster. Gain «+2» «H.P.».

But it is also the area of the river where humans come the most. You must face a new «peril» in the person of a logging operation organized by humans. They cut down nearby trees and throw them in the river for the logs to float downstream which oftentimes creates huge shifts of rocks and mud in the riverbed. Get ready to face this «peril» by trying your «Luck» and then throwing your «saving throws»:

Log falling on your pebble shelter. Attack 4, Escape «1» and «6»

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)

Or backup one choice and go to chapter [30](#)

If you managed to save yourself from this falling log then continue and go to chapter [16](#)

33

It seems like you actually found some luck in your misfortune because all of the other parrs that got the chance to eat one of these odd-looking fish ended up dying after a few days. You actually make it safely to another part of the river where you grow bigger and healthy.

You want to start making the big journey to the ocean, go to chapter [11](#)

34

You finally made it! The open ocean! Congratulations! You have just won a new achievement! You are now a post-smolt, a fully adult salmon!

Different big schools of salmon like you gets formed. Some are about to go further into the open ocean. Others seem to head for a shorter journey closer to the coastlines. Where will you go?

If you want to follow the school of salmon that are heading straight into the unknown open ocean, then go to chapter [35](#)

If you would rather stay with the school of salmon that are choosing a more coastal way of life then go to chapter [23](#)

35

The open ocean is vast and full of wonders. It is also a place full of potential «perils» and «preys» though. You group of salmon chooses to separate into two schools of fish. Which one will you follow?

If you want to follow the group that heads down south, then go to chapter [17](#)

If you prefer heading north, then go to chapter [3](#)

36

You swim back to the fork and finally make it to the beginning of the other passageway. Unfortunately, your time is now coming to an end and this detour made you lose a lot of it. You therefore lose «5» «H.P.».

If your «H.P.» have fallen to «0», then start again and go to chapter [1](#)
Or backup one choice and go to chapter [15](#)

If you still have enough energy to keep going then continue to chapter [29](#)

37

This small fish was surely not the best of your meals. After a few days you start to understand the reason why it could have shown such an odd and deformed body. Your own body starts to show the same signs with some lumps appearing here and there on your own body. As it seems, a parasite has infected you and is slowly changing your metabolism. Only a few more days and your life sadly ends here, victim of this parasite that flourishes and gets always more resistant thanks to the amount of antibiotics, medicine and other toxic waste that are poured in the river from the human nearby towns.

There's unfortunately no way of escaping this «peril».

From here, you can start again and go to chapter [1](#)

Or backup your adventure and go to chapter [19](#)

38

Congratulations, you have just won the last achievement of this adventure. As you rest and feel the end of your life arriving, a beaver catches you and brings you close to its dam to eat you. There, it will allow your body to offer its nutrients to its development and to the development of the plants and other organisms that will feed on your body. The cycle of life is fulfilled.

Go to chapter [39](#)

39

Thank you for playing this salmon life adventure! I hope that it helped you get a better understanding of the difficult challenges that the salmon faces during their life but also to discover the marvelous life that they go through and why their conservation is primordial if we want their surrounding ecosystems to keep flourishing in a sustainable way.

FIN

Linköping 2021