

A JOURNEY TO THE NORTH-POLE

Numerous exploring expeditions have been undertaken to the North-Pole, many courageous men have become the victims of their enterprises. It seemed as if snow and ice guarded a secret that no mortal was to unveil. But all terrors, all privations and dangers could not deter man's thirst for knowledge; again and again expeditions were started for the North-Pole, until at last it was reached. --- Our game represents a journey to the North-Pole with numerous pictures.

Rules of the Game.

Each player pays 5 counters into the pool. One die is used. The men are moved according to the number of points thrown.

- No. 1 The start is delayed by drifting ice. May repeat his throw.
- " 4 In the cabin of the steamer; the player may sit down at the table and receives 2 counters from the pool.
- " 8 The ship is in the midst of the Arctic Ocean. The player mounts an iceberg, on which there is a cross. He loses one turn.
- " 11 A storm approaches. Back to No. 9.
- " 16 Musical entertainment in the cabin; the player receives 2 counters.
- " 19 The player is on the look-out and forgets to throw the die.
- " 21 An icefield is crossed on a sledge. The player receives 2 counters.
- " 23 The explorers are accompanied by numerous dogs. The player carries near the kennels and pays 1 counter.
- " 25 Cosy chat in the winter hut. The player pays 2 counters.
- " 27 High icebergs render the progress very difficult; back to No. 26.
- " 29 Makes an important astronomical discovery; receives 2 counters.
- " 32 Arrival at Cape Flora. The player receives 3 counters.
- " 34 A game of cards as a pastime; loses 2 turns.
- " 38 Watching the Northern lights, one of the most interesting phenomena in the Polar regions. The player may have another turn.
- " 40 The voyage through the Arctic Ocean is associated with many dangers on account of the varying depths of the water. Soundings have to be taken. The player has found deep water and may move on to NO. 41.
- " 42 Difficult passage over icebergs; back to No. 36.
- " 44 Repairs to be done on deck; receives 1 counter from the pool.
- " 46 The ship is jammed between icebergs and has to be dug out. The player has to pay 2 counters.
- " 48 The player takes part in a walrus hunt and pays 2 counters into the pool.
- " 51 The magnificent spectacle of a Polar night (moon with halo and parhelion) attracts the player; he loses 2 turns.
- " 55 Attack by a Polar bear. The player is excluded from the game.
- " 60 Reaches the North-Pole first and receives as victor half the contents of the pool. The second and third arrivals share the remainder. The No. 60 must be thrown exactly; he who goes beyond it must return as many points as he obtained above 60 until he succeeds.

