

X18832  
[ALSO 18992 :  
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BRADLEY

4966

## GAME OF

# TO THE NORTH POLE BY AIR SHIP.

For Two, Three, or Four Players.

IMPLEMENTS consist of four differently colored men and an Indicator (1 to 6).  
THE OBJECT of the game is to see which player can first reach the North Pole, and get home again safely.

TO BEGIN: All the players spin the Indicator. The player spinning the highest number has first choice of a starting place, that is, from one of the four circles colored brown, blue, green, or red. He places his man on his chosen spot, and plays along to the route of that color.

The second highest has second choice of starting points, and so on.

The highest spinner now spins again, and moves his piece forward the number of spaces spun, always obeying the rules printed on the route.

TO WIN: The player who has reached the spot where the four roads join, and from there reached the North Pole space, and returned to one of the starting points first, wins the game.

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### RULES.

- (1) Each player, in going to the North Pole, must follow his own colored route.
- (2) The spot where the four roads meet need not be reached by the exact spin, but when it is reached or passed, the player leaves the spotted route and enters upon the squares. He may move on the squares in any direction he chooses,

- but he must visit the square marked "North Pole."
- (3) Any number of players may come home by the same route; and when that happens, should one player jump over another, the one jumped over goes back three spaces, or to the next empty space beyond.