

THE GAME OF THE NORTH POLE (Spear)

18907

Up-to-date and certainly most interesting is the North Pole Race, in which the players are given some appreciation of the excitement and hardship of a journey through the polar snows, some knowledge of the scenery, the geography, and the natural history of those remote parts. The North Pole Game is to the child what a cinematograph lecture by Sir Ernest Shackleton is to a grown-up. To begin with, each player is provided with a model of an arctic explorer, clad in the correct cold-proof garb, snow-boots, etc. for the latitude. During the game all the incidents of a voyage of Polar Exploration are met with one after another. Here is the sturdily-built whaler caught in the icepack, here is the landing party building a snow-hut, here they are engaging Esquimaux for their journey, here they are shooting walrus and seal, here they are fishing through a hole in the ice, here they are admiring the splendour of the aurora borealis as it stretches athwart the sky, here they are making a sledge-dash for the pole, and here at last they are planting the flag upon the untrod solitudes that surround the axis of the earth. This is a really fine game for children which is as exciting as an adventure-story and imparts a deal of useful knowledge at the same time.

.....The models advance according to the number thrown with the dice . . . the one who comes first to the pole, No. 75 or beyond it, is the winner.