



(For 2-4 Players) - the - Antarctic Environment

Antarctica is the highest, driest, windiest and coldest continent on Earth. It is also the most isolated. Our human presence on the great white continent is recent, but important as we have learnt to care for this continent like no other on Earth. Its pristine and powerful environment is teaching us of the importance of Antarctica to the world. Devoted to peace and science, nations work together in co-operation. No one country owns Antarctica. We are all responsible for this remarkable continent, its environment and its future.

By playing this game you can join this expedition around Antarctica, learn more about the environment and help to solve some problems. Choose one of the four expeditioners to be your character. (You need 2 or more people to play the game). You will need a counter for each player, (a small stone will do), a dice and some paper and a pencil to keep a record.

Each player must work with the other players to complete the expedition. Start at your chosen expeditioner. Throw the dice twice, add the numbers you have with the numbers thrown by the other players to achieve the number of days your expedition should take. Throw the dice again to determine who starts first. Throw the dice and move through the game following its directions as you go. You can choose your own path through the game, but you must pass or land on at least two other expeditioners as you go. As you play the game, subtract or add points and days to the total expedition days as the game directs. How close can you get to your original expedition schedule?

The Scientist

The Antarctic Treaty Observer

The Voyage Leader

The Tourist

FIERCE BLIZZARD STOPS YOU. ADD 2 DAYS.

STOP TO VISIT SOUTH SHETLAND ISLANDS. THROW A 1 TO CONTINUE

SEA ICE HOLDS YOU BACK IN VOYAGE. MUST THROW A 3 TO LEAVE

A LARGE BERG HAS CALVED FROM THE ICE SHELF. YOU HELP WITH OBSERVATIONS. MINUS 3 POINTS

FLY INTO HALLEY TO STUDY EMPEROR PENGUIN COLONIES. STAY HERE 1 TURN.

CAREFUL. CREVASSED AREA. THROW A 2 TO CONTINUE

KATABATIC WINDS STOP YOUR PROGRESS. ADD 1 DAY

You take a dip in the thermally heated waters of Deception Is.

STAY HERE FOR 1 TURN

SEAL SURVEY. ADD 1 DAY

A PRIVATE EXPEDITION IS LOST. YOU FLY OUT WITH THE SEARCH PARTY. ADD 3 DAYS.

You are helping with a study of mosses. Minus 1 point

A NEW AIRSTRIP IS PROPOSED FOR AN ANTARCTIC PENINSULA. AN ENVIRONMENTAL REPORT. MINUS 2 POINTS.

VISITING MAWSON. THROW A 1 TO CONTINUE

YOU HELP WITH SCIENTIFIC STUDY OF KRILL AND SEA ICE THICKNESS. MINUS 1 POINT. MOVE AHEAD 1 SPACE.

YOU FLY OUT TO VISIT SOUTH POLE. STAY 1 TURN. ADD 1 DAY.

WONDERFUL AURORA. MOVE 1 SPACE AHEAD

BLIZZARD. THROW A 1 TO CONTINUE FURTHER

YOU HAVE A RARE OPPORTUNITY TO VISIT VOSTOK. MOVE AHEAD 1 SPACE.

ROUGH SEAS HOLD YOU UP. MUST THROW A 1 TO LEAVE

AMUNDSEN SEA
Your ship helps break the ship free of ice. Add 1 day.

A SHIP IS STUCK IN THE ICE. THERE IS A DANGER OF AN OIL SPILL. STAY HERE FOR 1 TURN

You spend time with glaciologists, studying the thickness of the Ross Ice Shelf. Minus 1 point.

TRANSANTARCTIC MOUNTAINS

STOP TO VISIT THE HERITAGE SITE OF SCOTT'S DISCOVERY HUT AND STAY AT McMURDO. ADD 2 DAYS

YOU HELP WITH THE CLEAN UP OF AN OLD POLLUTED SITE. MINUS 1 POINT

ILLEGAL FISHING STAY HERE FOR 1 TURN.

You successfully stop and turn around an illegal fishing boat. Minus 2 points.

VISIT A FIELD PARTY. THROW A 2 TO LEAVE

YOU FLY TO SCOTT BASE AND VIEW MT. EREBUS, AN ACTIVE VOLCANO. YOU HELP GEOLOGISTS WITH THEIR STUDY. ADD 2 DAYS

STOP TO VISIT HERITAGE SITE OF BORCHGREVINK'S HUTS AT CAPE ADARE. YOU MUST WAIT 1 TURN TO ENTER. ADD 1 DAY.

STRONG KATABATIC WINDS STOP YOU. ADD 1 DAY

STOP TO VISIT MAWSON'S HUT HERITAGE SITE. THROW A 3 TO LEAVE

STOP TO TAKE A MEASUREMENT OF STH. MAGNETIC POLE. MINUS 1 POINT

WHALE WATCHING. YOU HELP TO COUNT WHALES FOR RESEARCH. MINUS 1 POINT

Commonwealth Bay • Sth. Magnetic Pole