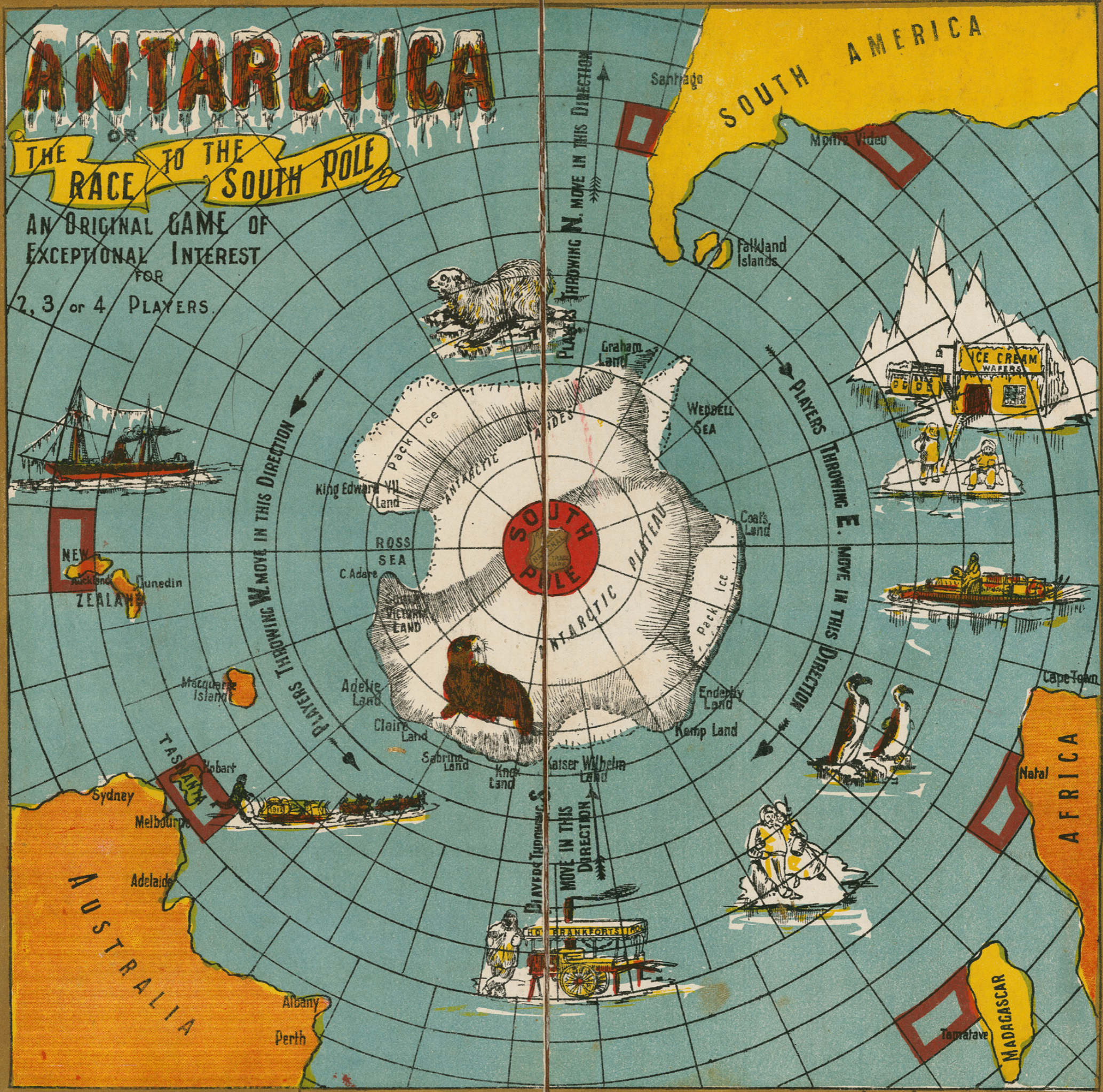


ANTARCTICA

THE RACE TO THE SOUTH POLE

AN ORIGINAL GAME OF EXCEPTIONAL INTEREST

FOR 2, 3 or 4 PLAYERS.



How to Play

Antarctica or The Race to the South Pole

2 to 4 players

OBJECT

To be the first player to navigate by the points of the compass and reach the South Pole.

SETUP

Each player chooses a playing piece and places it on Tasmania, New Zealand, South America, South Africa or Madagascar, as marked by a red rectangle.

GAME PLAY

Each player rolls the dice. The player with the highest number starts the play.

Spin the teetotum to find out which direction to travel – north, south, east or west.

Roll the dice to find out how many spaces to move in the direction on the teetotum.

The first player to reach the South Pole wins the game.



Background History

In the early 1900s there was growing interest in Antarctica and the expeditions of polar explorers such as South Australia's Douglas Mawson. Many parts of Antarctica were undiscovered.

Antarctica or The Race to the South Pole was created in the early 1900s by the National Game Company of Ballarat and Melbourne. They were the first big company to make board games in Australia.

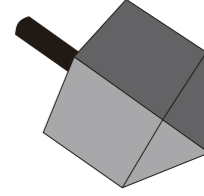
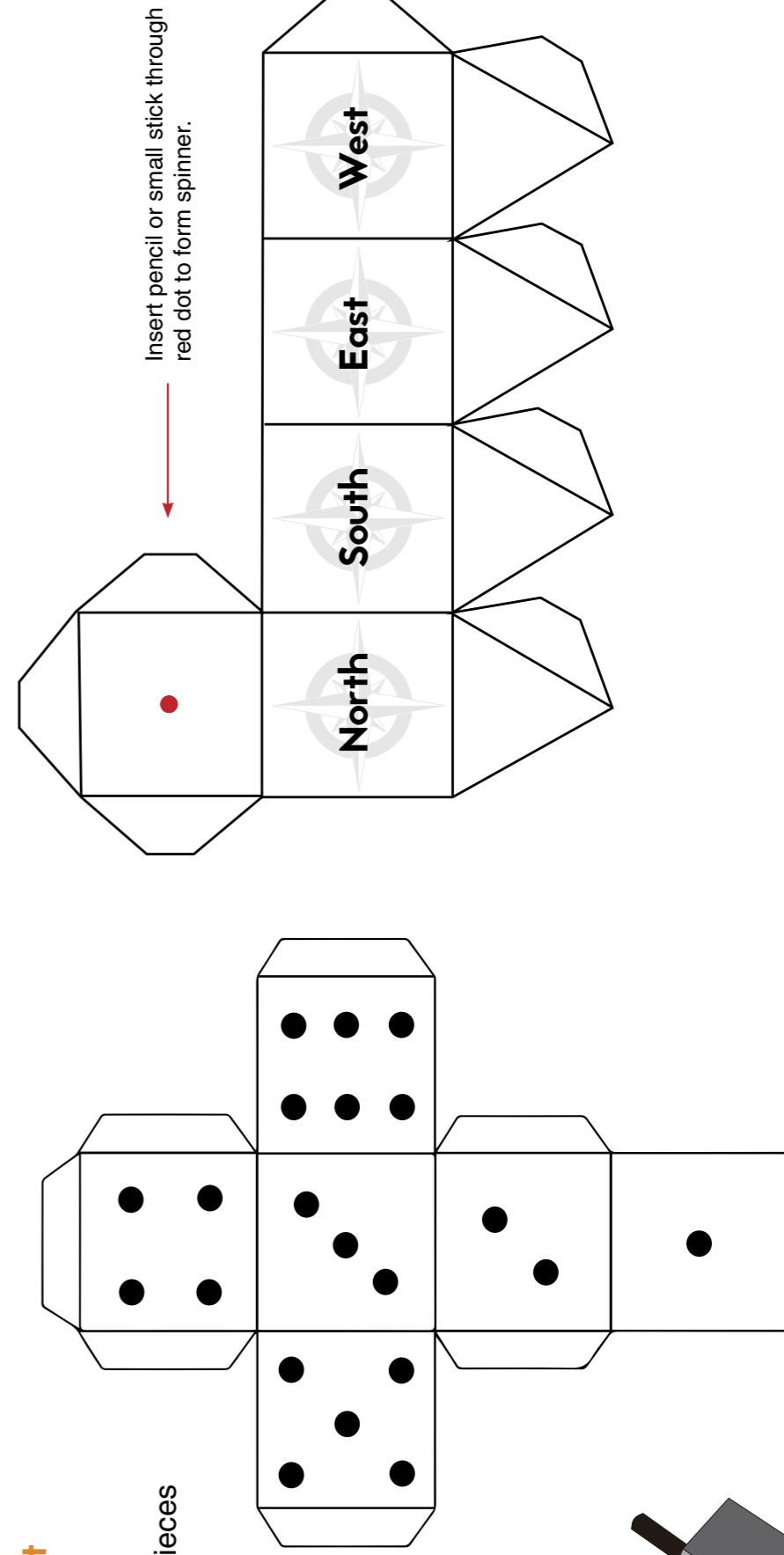
Look closely at the artwork. What looks wrong or out of place? Why might this be?

Want to find out more about this game? Visit digital.collections.slsa.sa.gov.au
State Library of South Australia: Children's Literature Research collection,
Antarctica or The race to the South Pole: an original game of exceptional interest for 2, 3 or 4 players, [game], c1900, Games box 19.



Equipment

- 1 x dice
- 1 x teetotum
- 4 x playing pieces



Example of completed teetotum

