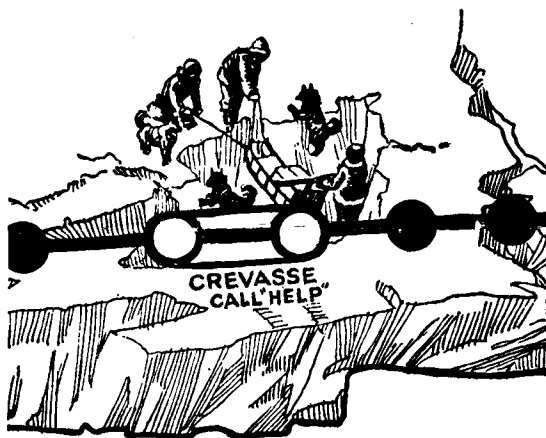
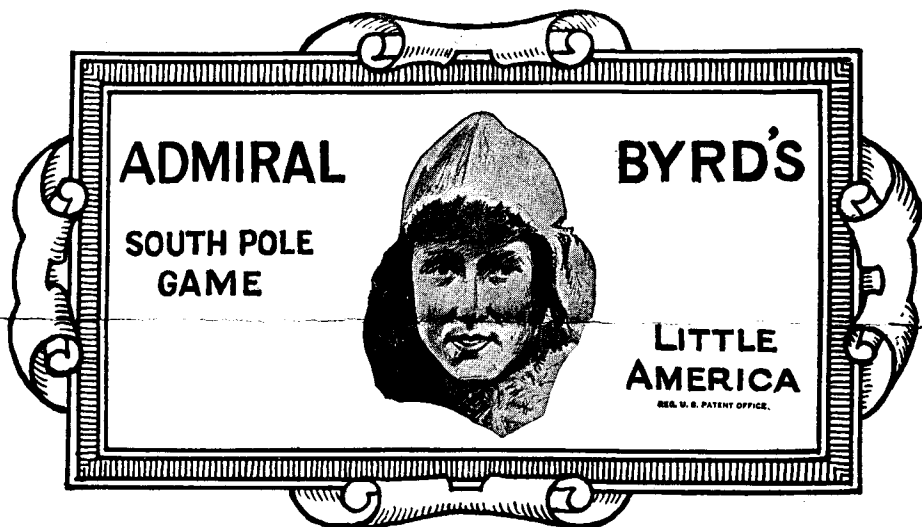


# DIRECTIONS FOR PLAYING



# "LITTLE AMERICA"

Reg. U. S. Patent Office

**T**HE vast but little known region around the South Pole is represented here in general form and is not drawn to scale.

The plan of the game is to make an imaginary exploring trip from New Zealand to Little America, and from the main base at Little America to the South Pole.

This game may be played by 2, 3 or 4 players. Many adventures and thrills will be experienced along the journey through the ice fields by our young explorers.

To begin the game! Each player selects a radio microphone and a playing piece of the same color as the "plug" on the end of the microphone cord. Each player inserts his microphone plug into the hole at the corner of the board of corresponding color to his Plug and Playing Piece. This connects him with all other stations.

The next thing to do is to insert his playing piece into one of the hole spaces (at New Zealand), which are off the main track. It is from these spaces at New Zealand that the expedition (having theoretically reached here from America) starts out for Little America, and the thrilling adventures to be encountered.

The colors of the playing pieces are Red, White, Blue, and Yellow, and the players start and follow each other in that order. This order of spinning and moving does not change throughout the game. Red begins by spinning the arrow on the dial on his "Microphone," and then moves his playing piece the number of spaces ahead as indicated by the arrow. Example:—If he spins 5 he moves ahead 5 spaces, or if the arrow points to 3, then 3 spaces, and so on. If the player lands on an adventure space, all of which are noted by printed instructions, he immediately moves his piece as instructed. Players must announce these instructions aloud in a clear voice, just the way your favorite radio announcer does, holding the microphone eight or nine inches away from his mouth.

The play so continues until Little America is reached.

Throughout the game no two players can occupy the same space at the same time. If, by chance, a player should land on a space already occupied, he advances his piece to the next unoccupied space ahead.

## Arriving at Little America

**T**HE base at Little America is a halting place and can be reached only by an exact count of the microphone. For example:—Blue has advanced to within 3 spaces of Little America. It is his turn to play, and he spins a 5. He cannot move, because the 5 would advance him beyond Little America which is only 3 spaces away and must be reached by exact count. He must spin a 3 to advance into Little America, or a 2 or 1 to move ahead. Each time he fails to spin a 3 or less the play passes to the next player.

**The 3 extra spaces off the track at Little America are for convenience in landing if the space on the track is occupied and players proceed from there just as if they occupied the space on the track at Little America.**

Just as soon as each player reaches Little America (**BY EXACT COUNT**) he immediately speaks into his microphone and announces his safe arrival there by calling "Hello America, this is \_\_\_\_\_

\_\_\_\_\_  
Your Own Name

speaking—have just arrived at Admiral Byrd's camp at Little America in Antarctica." Then tell the folks in America how you are—tell them what you had for your meals—because that will be interesting to them, and send any other messages that you think will interest the folks at home. The weather will be another interesting subject. Of course you want to give the other members of the expedition a chance to greet the folks at home, too, so don't hold up the broadcast too long! You will have a chance to send news later on.

After each player has arrived at and sent his greetings from Little America to America he then prepares for his trip to the South Pole! Continue to spin the arrow on your microphone as previously. Your microphone must be ready at all times because it will enable you to advance and also to keep in contact with other members of your party in case of trouble! Remember that a strong constitution, courage, a smile, and a radio will help you and your faithful and brave sled dogs to overcome many unexpected difficulties.

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## From Little America to the South Pole

**T**HIS part of the journey is the most dangerous, the most exciting of the whole trip, and the explorers will meet more obstacles and require more help than on the first leg of the trip.

As the players reach Little America, by exact count, they skip one turn in order to rest and prepare themselves for the final dash to the Pole. After that, on their NEXT regular turn, they spin and advance as before.

*The first player to reach the South Pole, by exact spin, wins the game.*

## NOTES

**M**OST of the adventures are plainly marked on the board. When a player lands on either of the 2 spaces shown by the 3 parallel black lines and indicating a crevasse (a deep fissure in a glacier ice) he must stay there until his next turn and then instead of spinning his arrow, he calls "Help" into his microphone. The player nearest to him, either ahead or behind, answers his call by spinning his arrow but concealing the number registered so that the player in the crevasse may not see it. The player in the crevasse must try to guess whether the number is an odd one, either 1-3-5, or an even number, either 2-4-6 and makes a choice by calling "odd" or "even." If he guesses correctly he then continues his journey by spinning his own arrow and advances the number of spaces as shown. *If he does NOT guess correctly he remains in the crevasse until his turn again reaches him*, calling again for help from the nearest member of the expedition. *He cannot move unless he guesses correctly.* In the meantime the other players are moving along. The unfortunate player, however, often has the chance of helping some other member out of difficulties that they may encounter.

When landing in either of the 2 spaces "STORM WARNING" follow arrow on next turn, and when landing on either of the yellow or red spaces marked "CALL HELP" you shall play in the same manner as just described for landing in crevasse.

When landing in either of the 2 spaces "OBSERVATION FLIGHT" take that side track. The end of the track marked "FORCED LANDING" does not have to be reached by exact spin.

### Penguin Village

**A**T this point another chance is presented to report your progress to America by shortwave radio, when landing on either of 2 spaces here. You may relate any of the experiences encountered on your trip thus far. You will notice that the selectmen and their families at Penguin Village are ready to greet you as you pass by. These humorous-looking and friendly creatures are some of the few living things that call desolate Antarctica their year round home.

The journey so continues, and the first player to reach the South Pole, by EXACT COUNT, wins the game.

Invite your friends to play "Little America" and to enjoy the broadcast to the folks at home. Admiral Byrd and the other brave men of his expedition relax by playing games in the snow-covered headquarters at Little America.