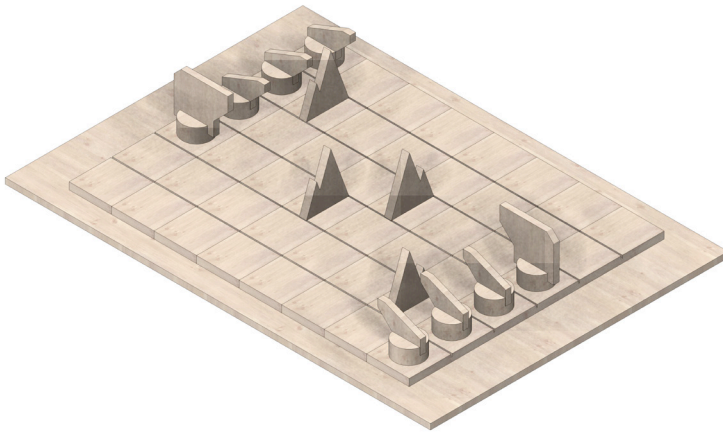
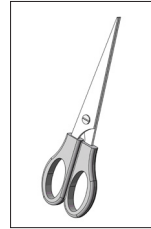


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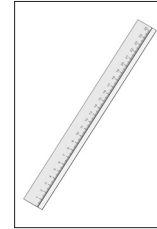
# "Danger at the North Pole" board game



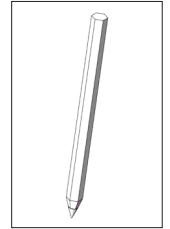
## Required Tools:



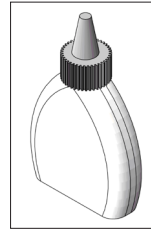
Scissors



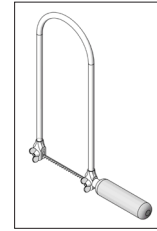
Ruler



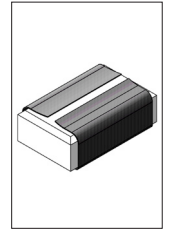
Pencil



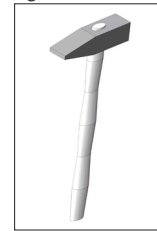
Wood Glue



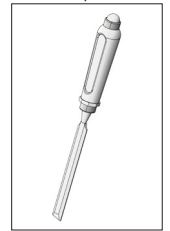
Jigsaw



Sand Paper



Hammer

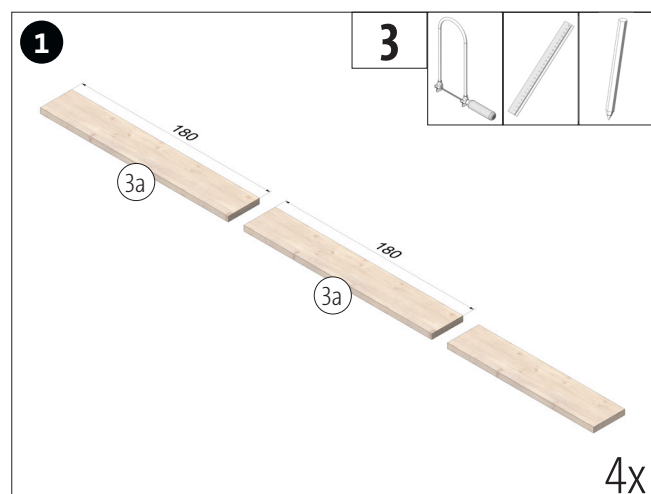


Firmer chisel

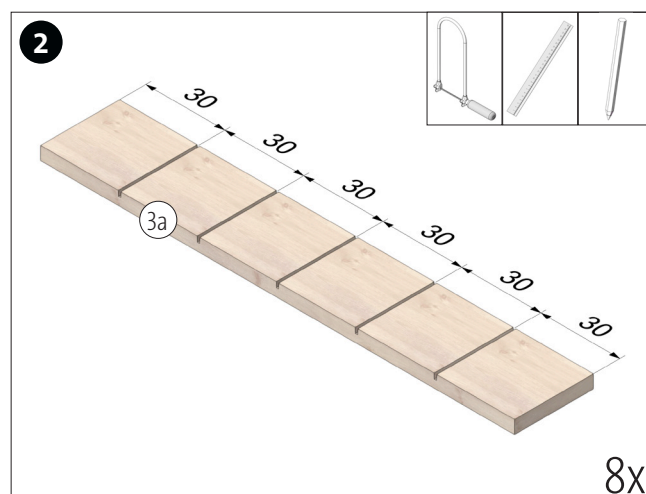
### Note:

After completion, the OPITEC factory packs are not toys that are generally commercially available, but teaching and learning materials to support educational work. This kit may only be built and operated by children and young people under the guidance and supervision of knowledgeable adults. Not suitable for children under 36 months. Danger of suffocation!

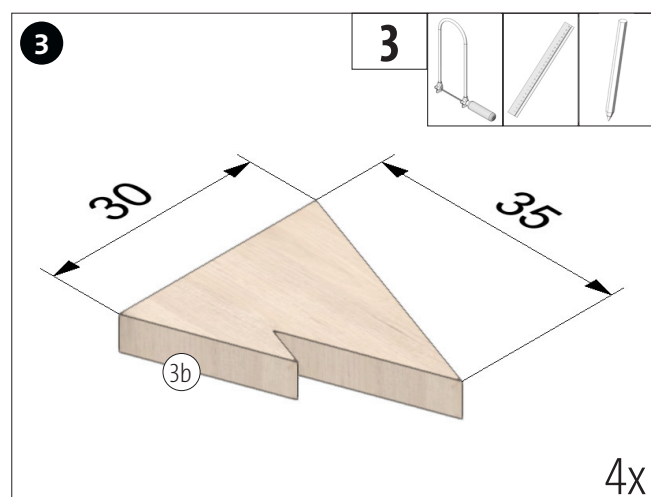
Components	Quantity	Dimensions (mm)	Description	Part No.:
Plywood panel	1	300x210x4	Base plate	1
Plywood panel	1	115x65x4	game piece	2
Wooden Strip	4	500x30x5	matchfield	3
Wooden wheel	10	ø20x10	game piece	4



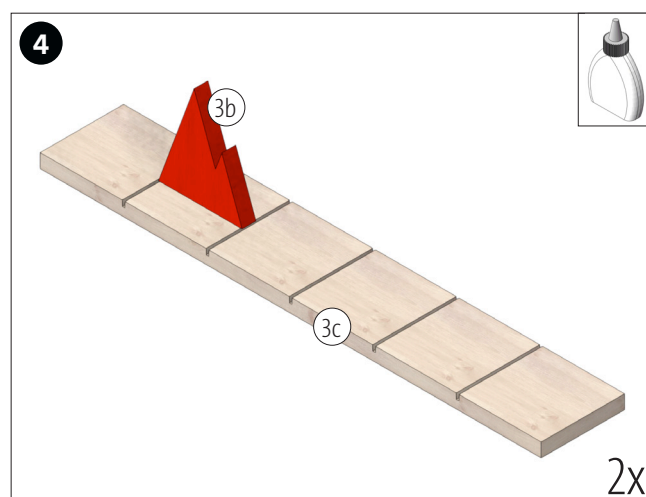
Cut the wooden strips (3) to length. Clean saw cuts.



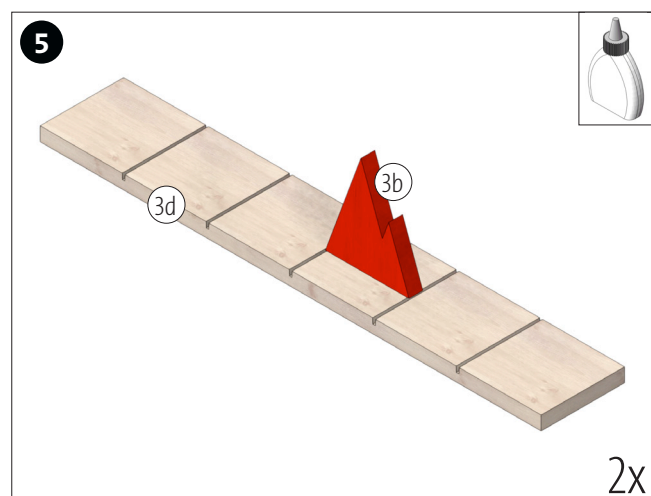
Saw the wooden strip (3a) 2 mm deep as shown. Clean saw cuts.



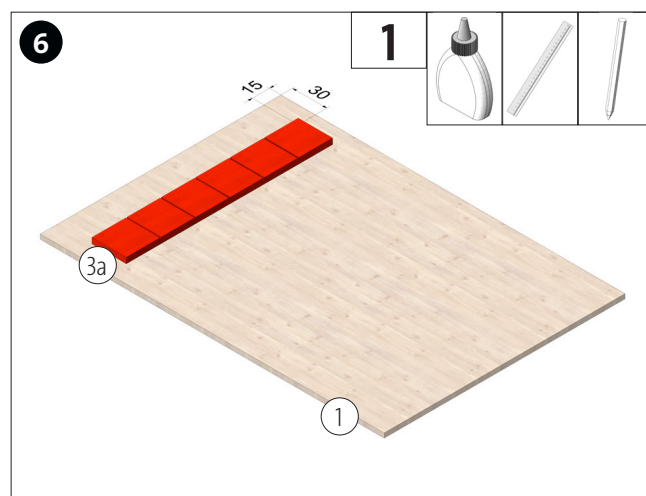
Cut out the template (A) and transfer it to a leftover piece of the wooden strip (3). Saw out the iceberg (3b). Clean saw cuts.



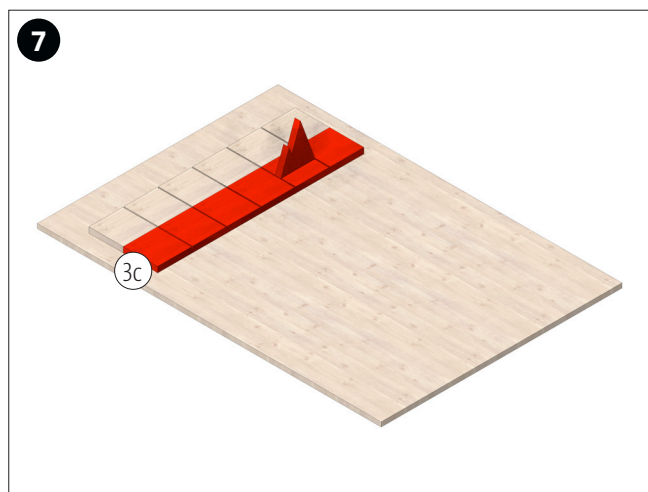
Glue on the iceberg (3b) centered.



Glue on the iceberg (3b) centered as shown.

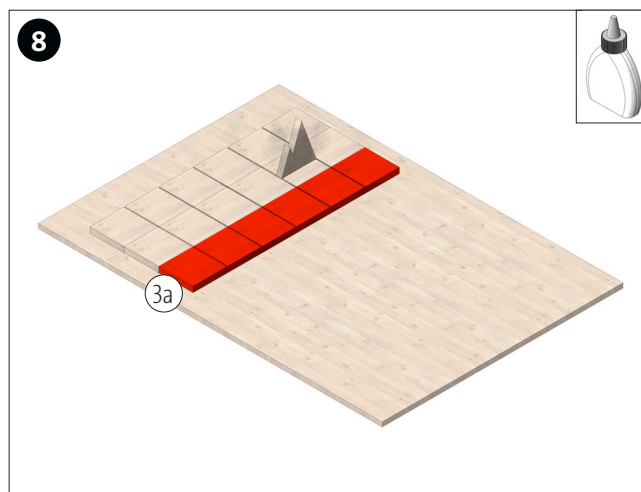


Glue the wooden strip (3a) onto the base plate (1).



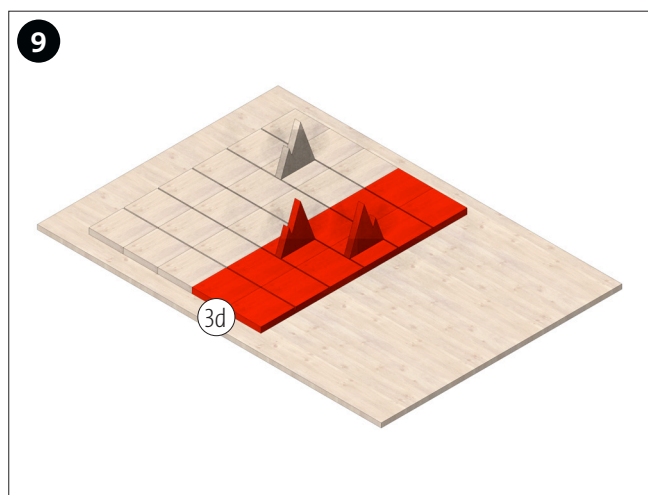
Put on the wooden strip (3c).

**NOTICE:** Don't glue!



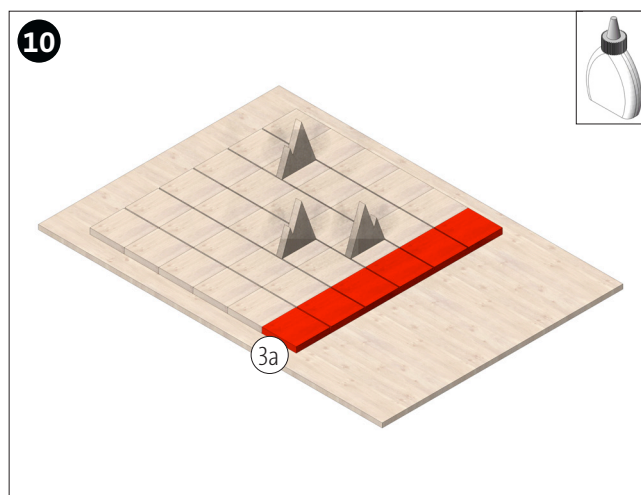
Glue the wooden strip (3a) to the base plate (1).

**NOTICE:** Make sure that the wooden strip (3c) can move freely!



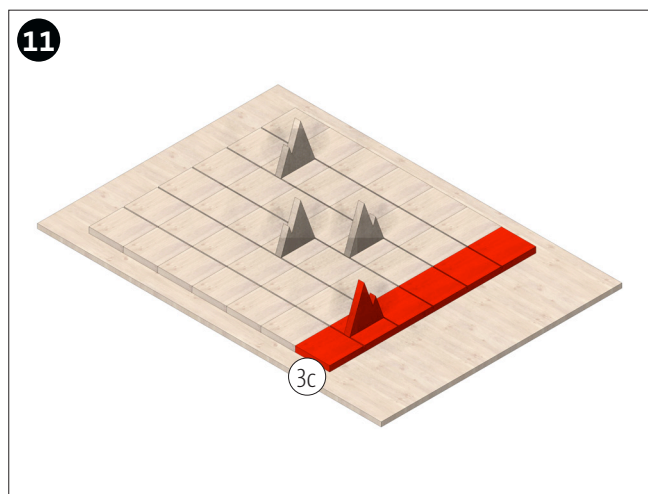
Place the two wooden strips (3d) on top as shown.

**NOTICE:** Don't glue!



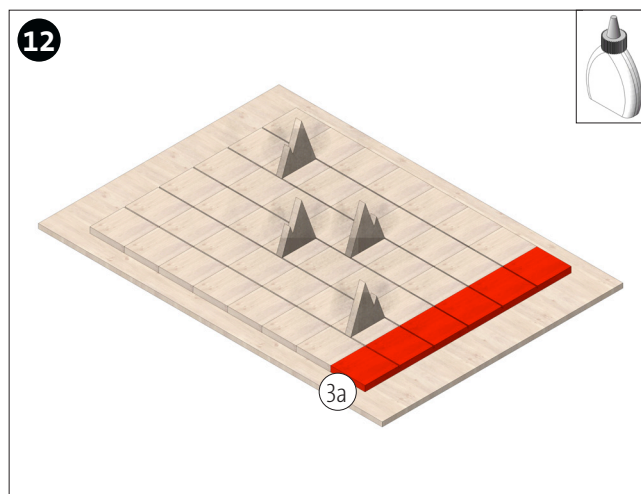
Glue the wooden strip (3a) onto the base plate (1).

**NOTICE:** Make sure that the wooden strip (3d) can move freely!



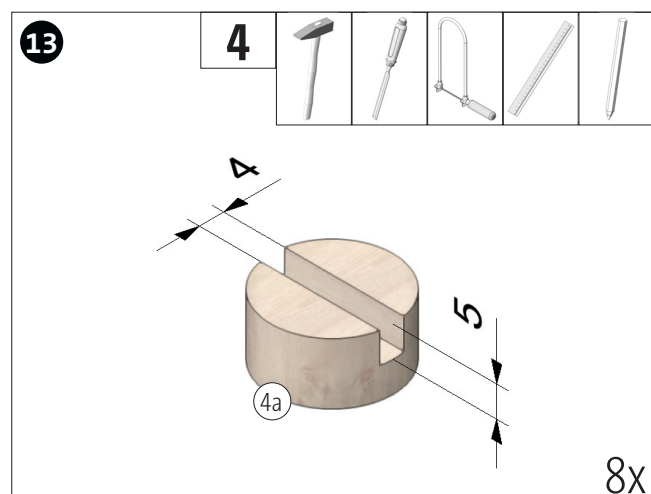
Put on the wooden strip (3c).

**NOTICE:** Don't glue!

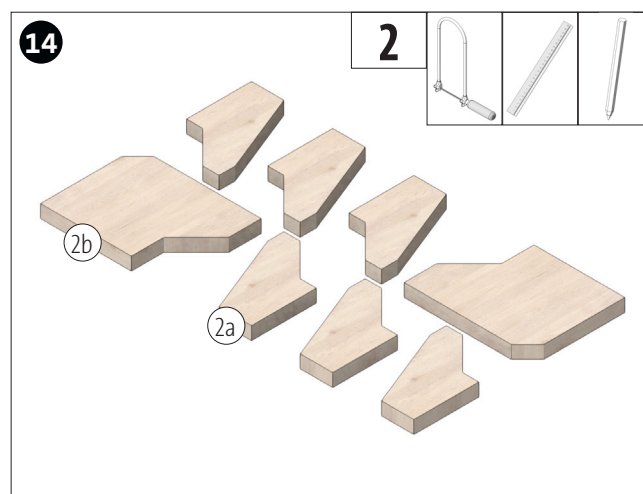


Glue on the wooden strip (3a) as shown.

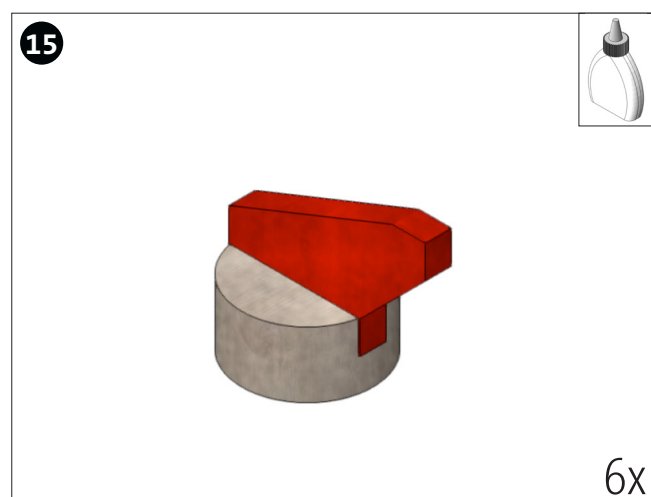
**NOTICE:** Make sure that the wooden strip (3c) can move freely!



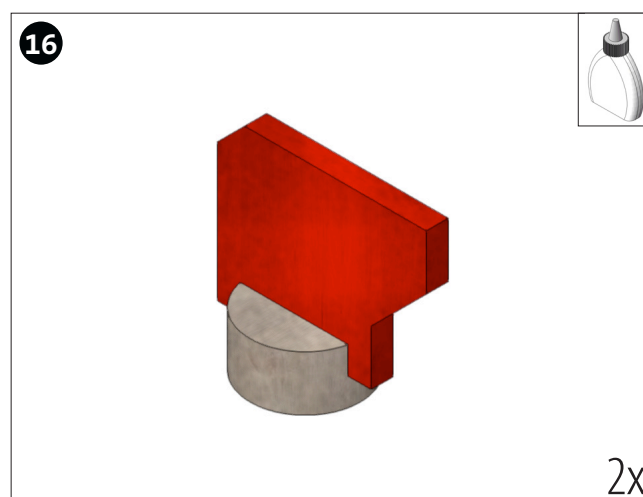
Saw in the wooden disc (4) as shown and carve out the slot.



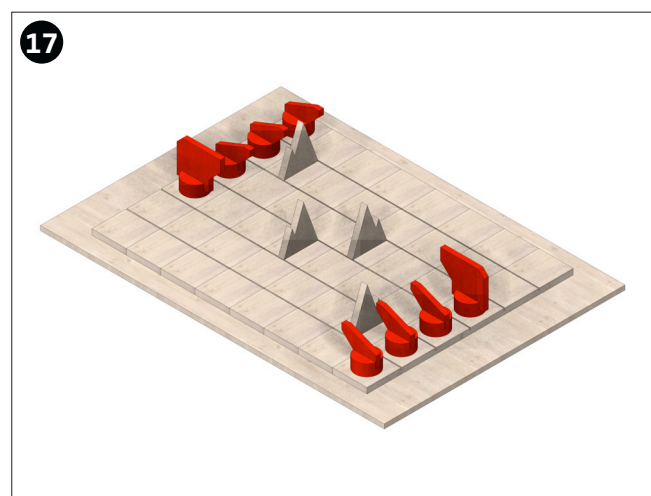
Cut out the template (B) and transfer it to the plywood (2). Saw out the figures and "seal" and "polar bear". Clean saw cuts



Glue the "seal" (2a) into the base (4a).

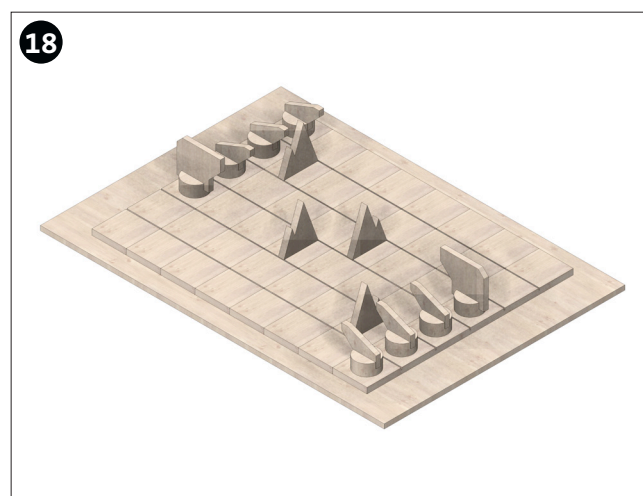


Glue the "ice bear" (2b) into the base (4a).



Place the figures on the play bed.

**A notice:** In order to be able to distinguish between the characters better, color-code three "seals" and one "polar bear" each (e.g. red and blue).



**FINISHED!**

The game can begin.

# game guide

## Start of game:

The "Danger at the North Pole" dice game is a dice game for two players. First, the sliding bars with the "icebergs" are placed on the playing field (see figure 1). Each player then receives three "seal" figures and one "polar bear" figure, which are placed on the playing field according to the starting position (see Figure 1). It is rolled with a dice.

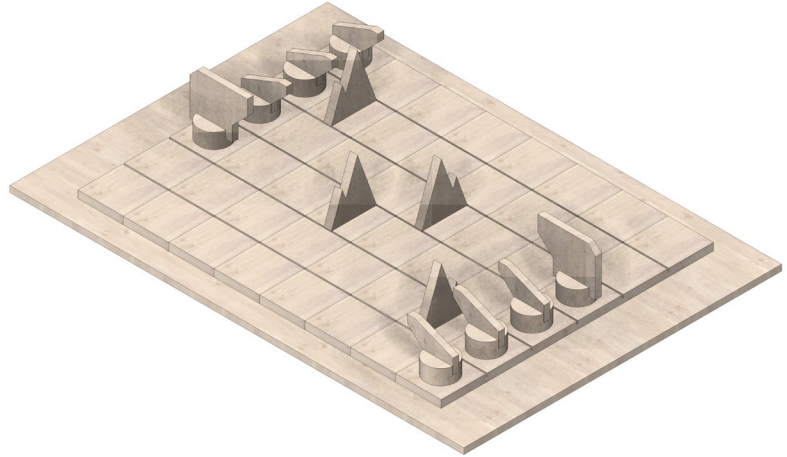


illustration 1

## Game Rules:

The player with the highest number rolled begins. Then the dice are rolled alternately.

If the dice roll is 1 or 2, the player may move either a "seal" or the polar bear. The pawn may be moved forwards, backwards or sideways by the number rolled. With a 2 it is also possible to move the pawn in two directions (e.g. one space forward and then one space to the right, but the pawn may not reload on the starting space). The game figures may **not** be moved at an angle or diagonally.

The dice numbers 3 and 4 are irrelevant. The player has to miss a round and the next player can start rolling the dice.

If the dice roll is 5 or 6, one of the sliding bars can be moved **one** space to the left or right. Overall, the bars must not be pushed out completely and must protrude at least one field into the playing field.

If a bar is moved, a ditch is created which cannot be crossed with a character. The "iceberg" and the ditch are insurmountable obstacles and may **not** be jumped over with a character.

The polar bear can hit the opposing seal, but also the opposing polar bear by being moved onto the opposing character's space. The defeated character is removed from the field and may no longer be used.

The seals cannot capture opposing pieces.

Only **one** pawn can be on each square.

## Aim of the game:

The aim of the game is to get to the opposite side of the playing field with your seals as quickly as possible. The first player to land on the last bar on the other side of the field with a **seal** wins the game.