

Journey to the

NORTH POLE™

Limited Edition

Game Rules and Instructions

It is the day before Christmas at the North Pole. Santa has sent his elves into the Village on last minute errands, but it is now getting late. The elves need help to return to the North Pole with gifts so that Santa Claus can deliver them on time. Each player must be sure to get the elves back as soon as possible while collecting the most gifts to load into Santa's Sleigh.

Players: Two, three, four, five or six

Contents: Soft, colorful tote bag, gameboard, six small gift sacks, six pawns, one spinner, and 100 gift tokens

Object: To journey along the path of spaces and arrive at the North Pole with the most gift tokens to load into Santa's Sleigh.

How To Play:

1. Take all the components out of the fabric tote bag except the gift tokens. Leave them in the tote bag until needed. Select one player to be in charge of passing out these gift tokens throughout the game
2. Unfold the fabric board and lay flat. Make sure to press out any unevenness in the fabric. Set the spinner near the game board. Each player should be given one small gift sack for collecting gift tokens along with five gift tokens to start. Each player selects a pawn and places it at the Village area labeled 'START.'
3. Decide who will play first – usually the youngest player, or the player that spins the highest number. There are twelve numbers and 4 instructional messages on the spinner card. The first player spins the spinner and advances that amount of spaces shown by the spinner arrow. If the arrow points to one of the four messages, then the player will move as instructed. Each player continues in a clockwise (right to left) direction.
4. While moving along the pathway to the North Pole, each player will encounter four types of spaces: Instructional, Pictured, Location or Blank.

Instructional Spaces – spaces with special instructions to do one of the following:

- A. Complete a task and move ahead to a specified space or move ahead through a short-cut. The player must complete each task or they must return to their original position and forfeit their turn.
- B. Move backwards to a specified space to complete a task lose a turn, or move through a passage where the player loses their position or a turn.

Pictured Spaces – spaces with pictures of a gingerbread man, gift box, snowman, reindeer, candy cane, wreath, stocking, sleigh or Christmas tree. When a player lands on any of these spaces, they receive one gift token.

Location Spaces – spaces that are points of reference, as follows: General Store, Mailbox, Christmas Tree Lot, Fireplace or Tree Trimming Time. When a player lands on any of these spaces, they receive two tokens.

Blank Spaces – spaces that are blank and require no task. When a player lands on any one of these spaces, their turn is complete.

5. Move along the pathway to the North Pole as quickly as you can, while filling your own gift sack with as many gift tokens as possible. Remember, Santa does not allow anyone to peek in any other player's gift sack!
6. More than one player may occupy the same space, but any player landing on an occupied space must give one gift token to the first player who presently occupies the space. If the player moves onto an occupied space and has no gift tokens to offer, they must return to their original position and their turn is over.
7. Once the player enters the North Pole, they will slide to the 'Santa's Number 1 Helper' circle, or the next available circle. No matter what number was obtained when spinning the spinner, Bonus gift tokens are awarded to every player upon arrival at the North Pole:
 - * Santa's # 1 Helper = 10 bonus gift tokens
 - * Santa's # 2 Helper = 7 bonus gift tokens
 - * Santa's # 3 Helper = 5 bonus gift tokens
 - * Santa's # 4 Helper = 3 bonus gift tokens
 - * Santa's # 5 Helper = 2 bonus gift tokens
 - * Santa's # 6 Helper = 1 bonus gift tokens
8. After the last player has arrived at the North Pole, all the players open their gift sacks and count the gift tokens. The player with the most gift tokens to load into Santa's Sleigh is the WINNER! In case of a tie between two or more players, the first of those players that arrived at the North Pole is the winner. Good Luck and may everyone enjoy the magic of the Christmas Season!

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