

A Race for the South Pole



*A scenario by
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A Race for the South Pole

The year is 1911, the place is Antarctica and the players are British explorers with one shared goal: to reach the South Pole before their competitors. But being first will be costly; as the explorers face hardships and harsh elements, they become worn down and undergo personal change. This is the story of the race and what you are willing to pay to be first.

The scenario is based on the historic race between the Norwegian and British expeditions led by Roald Amundsen and Robert Falcon Scott (**Scott**) respectively. They were driven by the idea of greatness and becoming heroic explorers, but at least in Scott's case, also a strong sense of patriotism. Players take on the roles of Scott and his historic crew as they journey all the way to the South Pole. The other four player characters are Edward Adrian Wilson (**Wilson**), a scientist, Lawrence Oates (**Oates**), a patriot, Henry Robertson Bowers (**Bowers**), a hard-working optimist, and Edgar Evans (**Evans**), a man with confidence and motivation. Each player is given a character sheet, and in addition a handout that helps set the mood of the game or describe detailed elements of the expedition; the most important of which is Scott's map of the planned route, which is used to keep track of whether they are ahead or behind schedule.

The scenario is played through a number of set scenes, each of which is a specific point in the journey towards the South Pole. The focus is on the race and how the journey wear down the expedition participants both physically and mentally. Before the actual race is a prelude where the background for the race is laid out, primarily by the game master. Two types of scenes are used. In **challenge scenes** the players as their characters face challenges that arise during the trip. A simple resource system and the degree of success is used to determine the expedition's progress. The system presents choices that drive character development by asking that characters make a personal sacrifice or change in order to make forward progress. In **social scenes**, there are no pressing challenges and the characters freely interact as they wish, and players can focus on the elements of their characters, the setting, or the expedition that they find most interesting. Though the pressure to win the race is constant, the scenario switches between focusing on the race during challenge scenes and exploring the characters in social scenes. There is also reference information in Appendix 5, which should help the game master manage scenes.

The atmosphere is characterized by patriotism and the urgency of the race, but the scenario should also evoke a sense of what it's like to be on the polar expedition. As members of the expedition, players experience the journey and the implacable Antarctic environment while they are struggling with limited resources to overcome challenges and reach the South Pole first. This scenario uses trip descriptions (Travelogues) between each scene and photographs, primarily from the original expedition, to convey a sense of realism for the players. The scenario is divided into acts, which are accompanied by some facts and information that both set the mood of the individual act and give a better sense of what travelling through Antarctica is like. Finally, there are few atmosphere scenes: brief but common events that characterize daily struggles in Antarctica. It is intended that the atmosphere must be that of increasing pressure characterized by scarcity and tougher conditions as the characters approach their goal. This is achieved through the use of mechanics and the structure of the challenge scenes in which the mechanics are used.

Each character has three **capabilities**, which share a total pool of seven six-sided dice (d6). These are used to beat a **severity rating** (SR) to overcome a challenge during a challenging scene. The greater the success, the quicker the expedition moves forward (indicated by travel days won) and vice versa with the worse the failure. Used dice are not recovered and the players will have access to fewer and fewer resources as the journey progresses. Should a player spend all of the dice in a given capability pool, the character's personality transforms to the opposite of the trait associated with that capability. Some challenges will also include a dilemma in which the characters must make a decision quickly. The player must decide how many dice to use to overcome a challenge, which become more limited as the game progresses, but only have 30 seconds to 1 minute to make their choice. This should highlight the sense of urgency. Finally, when the last scene is played and we know whether or not they are the first to arrive at the South Pole, it's possible that the players have sacrificed too much in trying to win the race, glory, and honor that they do not have enough resources to make the return voyage home. Following this revelation short epilogues are played out showing the return journey and the character's fate. The remaining dice in the character's capability pools will determine whether or not the group manages to make it home safely or perish in Antarctica.

The Structure of the Scenario

Author's Note

The scenario is based on the historical expedition to the South Pole by Robert Falcon Scott and his crew. I've tried to stay as faithful to the original story as possible, but some things have been changed, added, or omitted for the sake of creating a satisfying and dramatic roleplaying scenario. Therefore, game masters are welcome to add something or make adjustments to strengthen the experience for the players. Just remember: there are NO polar bears at the South Pole! ;-)

Atmosphere

The atmosphere is generally characterized by pressing urgency and the desire to be the first to the pole. In the beginning, the atmosphere is quite optimistic all around, but as challenges and problems arise it becomes more desperate. The gamemaster also try to set the mood, based on how things have gone so far and the number of won or lost days of travel. The scenario should contain harsh conditions and challenges, but also companionship, being driven toward a common goal, faith in themselves, and a will to win the race.

In order to strengthen the feeling of being in Antarctica, I suggest playing the following recording of wind in Antarctica in the background.

Antarctic wind (10h) - <https://www.youtube.com/watch?v=T31CHzxd4s>

Summary of the Five Acts

- **Act 1:** As the journey begins the crew is full of anticipation for the thrill and uncertainty of the adventure, but they are confident. The reality of the situation sets in as they arrive in the Antarctic and the challenges they will face become clear.

- **Act 2:** It is very cold, and the task at hand is very difficult, but even so the expedition team remains courageous. Difficult as it may be, the weather is still favorable for Antarctica.
- **Act 3:** Supply levels are alright, but the rigorous journey through a monotonous landscape has taken its toll and fatigue begins to set in. The first signs of frostbite among the crew are discovered, and it's not going away. It gets colder as the expedition approaches the Antarctic plateau.
- **Act 4:** Material resources are running low, as are the crew's personal reservoirs of physical and mental resources. But the goal is close, and many of the crew are still committed to reach the pole. The wind and the cold increase as they ascend the plateau.
- **Act 5:** The mood at this point largely depends on how the expedition has gone so far, but nonetheless they have finally reached their goal. Now they must make the return trip home, worn down by the great efforts of the hastened journey to the pole.

Note to the Game Master

Before starting the game, remind players that this is an important expedition that their characters are personally committed to. This expedition is bigger than they are, and they will go down in history for completing it. They will reach the South Pole - one of the last unexplored places on Earth.

Also remind players that this is a race, and mention the Amundsen expedition and the risk that the Norwegians will reach the South pole first. Maintain the patriotic mood and emphasize the glory the characters will gain by being first to the South Pole.

NB. You will need seven six-sided dice for each player and one 30-second hourglass.

Introducing the Story - At the closure of an Era of Adventure

The scenario takes place towards the end of the "Era of Adventure" in which men who defied nature and the elements, and went where no man before had gone, were celebrated and idolized. Not least the British gentlemen and heroes born of the navy or the army that went out on expeditions supported by the Royal Geographical Society. The British Empire was quite extensive at this time, with colonies all over the globe, and the English people were marked by a strong spirit of patriotism. With newly explored areas came new scientific discoveries which resulted in major scientific growth and interest during these years. This eagerness to explore, however, had borne so much fruit that there were almost no undiscovered places on the planet left. This is why Robert Falcon Scott's first and second expedition went to Antarctica, one of the few unexplored areas remaining, and also why his second mission, that we are playing now, was a race. Though history has already been written, this is a role-playing game, players assume the role of Scott and members of his *Terra Nova* expedition, and who gets there first remains to be seen.

Facilitating Overview

1. Introduction to the scenario and rules.
 - The end of the era of adventure, the wager to reach the pole, players' roles (ie in the British exploration tradition) and patriotism; the notion of the British hero and explorer.

- The intended atmosphere and how it develops over the course of the scenario.
2. Presentation and selection of characters.
 3. Time for players to read their characters and ask questions as needed.
 4. Distribution of handouts.
 - Distribute one handout at a time and explain it to the group before handing it to the assigned player.
 5. A short break for snacks, refreshments, use of facilities.
 6. Short description of the history leading up to the expedition.
 - The previous British expeditions: *Discovery* (led by Scott) and *Nimrod* (led by Shackleton).
 - Preparations for *Terra Nova* expedition prior to departure.
 7. A short description of the journey from England to a point between New Zealand and Antarctica. The expedition receives an Australian telegram from Amundsen; he is also on his way to the South Pole. The wager is made, and the race is on.
 8. The first challenge (players can test out the system) - The ship frozen in the ice drifts.
 - Explain how challenges are played out.
 - Let the players allocate their pools of dice as desired.
 - Resolve the scene.
 9. Describe arrival in Antarctica, establishing the base and briefly the work prior to the expedition to the geographical South Pole setting out.
 10. After the description: players regain used dice from the first challenge and have a final opportunity to move their dice between pools.
 11. Play challenge and social scenes in each Act.
 - Each act begins with a description and some facts to set the mood and tone.
 - Between each scene is given a small travelogue and further set the tone.
 - Take a break between Act II and III, if desired.
 12. Act 5
 - ✧ Determine if they survive or not - if the players have one die per surviving character plus one, they survive and return to England (for example, 6 dice with 5 surviving characters).
 - Description of the journey back home - all the way to England or until they perish.
 - The players' epilogues.
 - * If they make it all the way home: let each player describe their character's fate.
 - * If they perish: Let the players each player briefly describe how their character dies along the way on the journey home.
 13. Epilogue: The true tragic story of the actual expedition.
 - They lost the race and died, just a short way from the One Ton Depot when they were hit by a blizzard and did not meet the dog team, who was forced to turn around by the catastrophic weather.

Changes for a Four Player Game

With only four players, remove Evans as character and give his handouts to the player with Oates character. Otherwise, run the game as five players, with the only differences being to use the SR given in parentheses during challenge scenes, and require only one die remaining per living character when returning to England, to account for the fact that the players have seven fewer dice among them.

Overview of Scenes by Act

Challenge Scenes are indicated in **bold type**. A date for the arrival is indicated for each challenge scene, which is the date following the challenge, if they are right on schedule (also indicated by stars on the map in Appendix 5). The dates indicate Scott's plan at the start of the trip, but at the start of the game it is known that it may not be enough to follow the schedule as they know that Amundsen left early and therefore got a head start, not to mention that he started closer to the pole. Inform the players that all of this amounts to about a weeks head start (five days to be more exact, so the characters will have to get six days ahead in order to win the race). The vagueness of this lead will lend an element of uncertainty and push the players to sacrifice more of their characters to make up for it.

- ✧ Act I
 - **C1: Frozen in the ice - ship trapped among slurry and ice floes. Arrival on January 4. 1911 McMurdo Sound.**
- ✧ Act II
 - **C2: Managing stubborn and unruly sleigh dogs. Arrival on November 4. Engine Corner Camp.**
 - **C3: A detour around penguins - an opportunity to observe an unknown penguin colony? Arrival on November 10. Bluff Depot.**
 - S1: Packing up the camp - a quiet morning when the camp is packed up and everything is clean and tidy.
 - **C4: Cracks in the ice - the choice between a safe or risky route. Arrival on November 17. Upper Barrier Depot.**
 - S2: Machines in the snow - discovery of a burned out motorised crawlers, traces that the others have continued ahead with the supplies.
- ✧ Act III
 - **C5: Escaped ponies - are they important enough to spend the time it will take to find them? Arrival on November 25. Middle Barrier Depot.**
 - **C6: Annoying constant singing and humming from travel companion. Arrival on November 30. Lower Barrier Depot.**
 - S3: The discovery of rare and important fossils - is it a waste of time to collect the fossils?
 - **C7: Malnutrition and frostbite - can you spare people to take them back? Arrival on December 4. Lower Glacier Depot.**
 - S4: At the foot of the glacier - over halfway to the pole.

✧ Act IV

- **C8: A sled with equipment falls into a crevice - must act quickly to save the men and equipment. Arrival on December 21. 1½ Degree Depot.**
- S5: Gathered around the primus hob - everyone is gathered in the tent before the last stretch to the South Pole.
- **C9: Navigation to the South Pole. December 31. South Pole.***
- S6: Picture at the South Pole.

✧ Act V

- The journey home along and epilogue - If the players have enough dice, they survive and return to England.

* If they gained only five days and reach the pole at the same time as Amundsen's expedition, they discover Amundsen and his people and can make a last effort to come first (SR 9 (SR 7)).

The Characters

Introduction of Characters

Briefly introduce the characters with their full names which can be distributed to the players when choosing character. As game master you can distribute the roles as you like, but I would suggest describing roles, possibly from the short introductions below, and then letting players choose. Alternatively, you can ask them what they like to play and assign roles based on it. Whichever method you choose be open to answering the player's questions.



Robert Falcon Scott

The man behind the expedition, and its leader.
Judicious but energetic and optimistic.



Henry Robertson Bowers

The man who gets the group to stick together.
Empathic, open and honest.



Edward Adrian Wilson

Natural historian and chief scientist.
Logical but empathetic.



Edgar Evans

Responsible for expedition equipment.
Ambitious, helpful and sometimes spontaneous.



Lawrence Oates

Responsible for ponies and navigator.
Loyal, confident and passionate.

Structure of the Characters

Each character consists of five elements: description, relationships, capabilities, personal core and personal belongings.

The **description** is composed of an image of the character, name, age, rank or profession and personal background that provides a glimpse of who the character is and where he comes from.

Relationships are indicated by short statements that summarize the character's impression of each of the others and memories describing an incident with each of the other characters that that has had an impact on their relationship with each other and shows something about their nature.

Each of the characters has three **capabilities** (linked to personal strengths / beliefs / characteristics), to which the player assigns a pool of dice at the start of the game. Players will assign pools of one, two, or four six-sided (d6) to each of the capability pools. Pools with many dice will come into play more often; therefore the player focuses their character's role when assigning dice pools to capabilities.

When the last die in a pool is used to overcome a challenge, they have used the last of this capability to overcome the challenge and the capability is lost, either immediately or allow the player to describe how it happens over the next few days of travel. When a character loses a personality trait, they replace it with a new one that is virtually the opposite of the original trait. The player will receive a circle with the new personality traits found in Appendix 3.

Personal Core (strength / conviction / trait): Each character has one of these elements that embody the character and is essential for who he is, and is always a positive quality.

If a player should use their final die they will overcome the challenge, but in turn the character will die by the next challenge scene. When describing how the challenge is tackled the player must draw on the character's personal core. Before the next challenge scene the player must describe how their character perishes. It is also permissible to frame an additional scene if the player finds this to be a more suitable end for the character.

Personal objects are three objects that bears personal significance for the character that they have brought with them on the expedition, which typically have some kind of sentimental value. They are there to give the player something to grab onto for inspiration when role-playing, and that also speak to the character's role.

Character Handouts

Each player is given a handout that have either a direct function in the scenario, either by giving players additional knowledge and/or helping to set mood and experience (Appendix 2). Some are intended to be a reference for the players to have on hand (Wilson and partly Oates), while others provide some details for scheduled events (Scott, Bowers and Evans).

- ✧ Scott: A map of Antarctica with the marked route with dates. This allows players to follow along with how far they have come and assess how well they are keeping to their schedule. (A similar card with the approximate location of where the scenes occur can be found in Appendix 6).
- ✧ Wilson: A short list of scientific equipment for surveying the environment with notes to provide a little scientific background. It should give players (especially Wilson's player) a starting point to bring the expedition's scientific themes into play and contribute to bringing out a sense of wonder in contrast to the hardships the characters are constantly challenged with.
- ✧ Oates: A list of the number of ponies and dogs and where they are to be slaughtered or sent back, as well as a description of the sun compass and sextant. This handout provides an overview of scheduled events, contributes to the atmosphere, and gives Oates player a starting point for his skill as a navigator.
- ✧ Bowers: A list of the other expedition participants and their role. This handout is a quick reference guide for when the player needs to refer to other expedition participants. Moreover, it gives the players some other humans to interact with while on the expedition (a similar list for the game master can be found in Appendix 5).
- ✧ Evans (given to Oates if there are only four players): Images and description of some of the expedition equipment as well as the list of where parts of the expedition must return to make the supplies last. The idea is that it should give players a better feel for the expedition and the equipment they used. The list is intended to supplement Scott's map. (A similar list for the game master can be found in Appendix 5).

Act Structure

The scenario is divided into a classical five act dramatic model. Act I (exposure) sets the scenario framework, introduces the resolution system and gives the players a sense of what's to follow. Most of the roleplay takes place in Acts II - IV, where the bulk of the established scenes are played. Act II (complication) introduces serious challenges and the expedition begins to take its toll on resources. Act III (confrontation) introduces harder challenges and resources begin to run out. In Act IV (desperation), most resources are running low and it can very easily become a choice whether to be first at the pole or return home afterwards. Act V (resolution) rounds off the scenario describing the return journey, and the game closes with a summary of the tragic history of the actual events.

At the beginning of Acts II - IV players are given information about Antarctica and related topics to be read aloud to the group. This is intended to provide a better context, to help players more easily imagine that one is in Antarctica, and to express the mood of the entire scenario act by act. At the beginning of all acts there is also a short atmospheric description that is meant to be an aid to the game master, but can also be read aloud to the players.

Challenge Scenes (C)

Each of the scenes have a severity rating (SR) that players must overcome (which varies depending on whether there are 4 or 5 players). The severity rating of a challenge is not hidden from the players. Players discuss how to overcome the obstacle in characters and describe which actions they take. By narrating skills and/or characteristics associated with a capability into the fiction, the player may use the dice associated with that pool to overcome the challenge. The results of a challenge will determine how well the expedition is doing in the race. Successes indicate that the expedition is making up for lost time and distance and will arrive earlier, while a failure indicates that time is lost and that they will arrive later. When a player has used up all dice from a capability pool the personality trait is replaced with a new trait that is virtually opposite of the original trait (See Appendix 3).

When a character spends their final die during a challenge, they will overcome the challenge, but the character will die before the next challenge scene; it's essentially a self-sacrifice. The player may frame an additional scene if they find that more fitting. When describing their character overcoming the challenge a player must draw on the character's personal core. By the next challenge scene the character must perish.

After the last scene (S6), if the players collectively have one die per living character plus one, the expedition will return to England alive.

Challenge results:

Challenge failed by*	Days slower	Challenge won by*	Days faster
1 - 2	1	1 - 2	1
3 - ∞	2	3 - 4	2
		5 - ∞	3

*if the total value of the dice equal the severity rating of the challenge, the expedition keeps pace neither gaining or losing travel time.

Structure of a Challenge Scene

Title (scene #)

Description of the scene: what happens in the scene / what will happen

SR (SR with only 4 players) - number hourglasses / time to spend dice, if there is a time pressure

Atmosphere Text

Dilemma (number of hourglasses / time to choose, if there is a time pressure), including the result of the decision

Index and/or description for each of the two options if there is a dilemma (in some cases, just keywords to drive the story forward)

Sample Playthrough of a Challenge Scene

- ✧ The GM reads or summarizes the atmosphere text (in italics).
- ✧ Then the dilemma is presented (if any), along with any differences in SR or other consequences (such as days of travel lost) for each option.
- ✧ If resolving a dilemma, the players select their course of action between the two options presented by the GM.* If they are under time pressure, the number of hourglasses indicates how much time they have to decide upon a course of action. If the players fail to make a decision during this time one day of travel is lost as they argue about what to do.
- ✧ Once the dilemma (if any) is resolved, the players now declare how many dice and from which capability pools they will be contributing to overcome the challenge by putting those dice forward. If they are under time pressure to make this decision, players may not add or remove any more dice once time runs out; they are stuck with whatever dice have been committed.
 - If a player commits their last die, they may declare the challenge won (the expedition having won 1 day of travel time) and describe a course of actions/events that draws on their character's personal core. However, the character must die before the next challenge scene. If a suitable moment cannot be found during the scripted scenes, it is permissible to frame an additional short scene in which the character dies.
- ✧ Each player rolls their committed dice. The sum of all dice rolled is compared to the SR given for the scene (the SR for a four player game is given in parentheses). This sum total is referenced on the table above to determine how many travel days have been gained or lost as a result of the challenge.
 - If the sum is equal to or greater than the SR: The players play out the scene, narrating the group collectively overcoming the challenge by using the traits of the capability pools from which they committed dice. Alternatively, players may describe one by one how their actions helped see the group through the challenge, and how their combined efforts have assured their forward progress. If there is no explanation as to how they can make so much progress as to save time, you may narrate a stroke of luck making it easier for them, but don't over use this option.
 - Possible strokes of luck: calm weather, eager dogs, tailwind, discovery of an unknown shortcut.
 - If the sum total is less than the SR: The players play out the scene, narrating the group collectively facing the challenge by using the traits of the capability pools from which they committed dice. Alternatively, players may describe one by one how their actions attempted to address the challenge. Encourage the players to narrate small errors that are ultimately costly, as well as other unfortunate events that could slow them down. Describe how unfavorable conditions result in various things not working properly, or how misjudgments in their overall attempt to face the challenge are reflected in their loss of travel time. Other incidents may also be introduced to explain the loss of time/distance.

- Possible delaying incidents: sudden cold that forces the group to camp early, a ski or sled gets damaged and will take time to repair.
- ◇ Finally, compare the current timing of the group to their itinerary to assess the state of the expedition thus far. Make note of depots the expedition is leaving behind for the return trip. Describe the journey up to the next scripted scene.

*If a player has a good and plausible idea for how they might resolve a dilemma differently, accept it and use the SR from one of the options as a starting point and modify it to appropriately affect these changes, such as increased or decreased days gained/lost, increased or decreased SR for a future challenge.

Social Scenes (S)

Structure of a Social Scene

Title (scene #)

Description of the scene: what happens in the scene / what will happen

Atmosphere Text

Subjects that might come up in conversation during the scene

Sample Playthrough of a Social Scene

The scene is described and *atmosphere text* is read aloud.

Hand play directly over to the players with questions like: "what do you do now?", "What are you doing?", "How are you spending your time?" or similar. One may either address a single player or the group as a whole.

If the players are slow to get into the scene introduce one of the other expedition participants not controlled by a player or describe something one or all of them feel or things to motivate them.

After the scene is cut or comes to a natural end, the game master reads a travelogue to transition to the next scene. If the expedition arrives at somewhere new between scenes also briefly described how and when they got there.

Travelogues (T)

Travelogues provide a sense of the journey between the scenes, establishes the Antarctic environment, and describe minor events along the way.

Describe how they move on the ice; men on skis and snowshoes, ponies and dogs in front of the sleds. Describe the monotonous landscape and the distant mountains that slowly gets bigger as they approach. Emphasise the monotony of just wandering off towards the South Pole. Read descriptions below as a single break in the monotonous travel (travelogues are listed by the relevant scene as T1-14). Each travelogue is accompanied by a picture for setting atmosphere, with the appropriate letters and numbers (ie T1-14). Include setting up camp with cold fingers and piling snow (especially for the ponies) as a part of your description of the journey.

1. Lieutenant Evans was sent ahead with the engine team and motorised crawlers a week ago, preparations have been made and the team is now on their way to the South Pole. It may well be that the Amundsen expedition has a shorter route and most likely a greater familiarity with the landscape. But this expedition, staffed by British men, has the unbending will to win and shall reach the South Pole first! When looking back you can make out the silhouette of the base which has been your home for the last year, but as you progress it fades into the rest of the landscape. The dogs and ponies are full of energy, and you keep a brisk pace as you travel over the ice.
2. The snow under their feet seems to make the dogs even more eager to keep moving; any pause for a rest and it will not be long before the dogs begin to bark and howl to resume the trek. The same zeal can be felt among the expedition team, but more subdued, because they know that there is still a long way to go to the South Pole.
3. Everyone is in high spirits, and though you can feel it getting colder as you move away from the coast, it doesn't slow you down. You wake to the coldest morning thus far, with a cloudless sky and sunlight that causes the snow to sparkle like diamonds. As you travel it is suddenly not only the snow under you that sparkles, but the air around you seems to be filled by small twinkles of diamond dust.
4. Everything is hard, sweaty work, whether you are on skis, steering the dogsled, or on snowshoes next to the pony drawn sleds. To get enough water there are several among you who eat the snow. It is cold and gives a strange creaking sensation when you chew the snow but it keeps you hydrated.
5. A rare tailwind from the coast pushes you from behind and allows you to take advantage of the sails, carried with you, to draw the sleds forward. You move across the ice that seem to fly by and skis and sleds seem to barely touch the ice.
6. You all wake up this morning after having the same dream, again. Amundsen arrived and his northern men just fly over the ice with their dogs. It's obviously just a product of exhaustion and the fear that Amundsen may reach the pole first, yet this dream and the fear of losing drives you forward.
7. You've been underway a while now, but there are still certain things you can never get used to. Even small tasks become a challenge in this harsh climate. People talk of the struggle to get frozen socks on in the morning. Forcing your foot into a sock frozen stiff can draw blood, and even so everything is soaked in yesterday's sweat.
8. It's an obvious thing to say, but it's as if the rushing wind is your constant companion as it drives snow across the expansive deserted continent; an unchanging landscape with nothing to break the monotony.
9. The sharp wind lashes you in the face even though you are wrapped up in gear, and it often leaves white spots on your nose and cheeks where frostbite sets in. Otherwise it is often your hands removed from gloves so you can tie a knot, or your feet that go through the ice and snow that are most affected by the cold.
10. Wind seems to have cut a hole in the mountains for the Beardmore Glacier, and it is a sight to behold. If one did not know better you would think that the sea was frozen in a split second. Furrows, ridges, waves of ice almost looks as if you are standing on British coast on a half windy day.

11. It is as if the coldness emanates from the glacier. As long as you keep moving you can stay reasonably warm, but as soon as you stand still the cold penetrates through many layers of clothing. Mountains rise to either side as you travel, and a steady wind chills you even quicker.
12. You all knew it would be cold, but now everyone has a new understanding of what it is to be cold. But the even lower temperature of the polar plateau creates a new problem. Previously the friction was enough to melt snow during travel and actually made pushing the sled easier. Now you push against ice crystals and it feels like pulling the sled through sand. While some make tracks, others must bet behind with snowshoes and push.
13. Cloud cover has granted you a few degrees of warmth, which makes pushing the sled a little easier. The pacing is quick, but not too quick because everyone is exhausted. It has become harder and harder to distinguish contours of the landscape which is already monotonous and unattractive. Suddenly it is as though the world goes white (whiteout). You are five men and a sled in the middle of a white void. The horizon as well as all contours have disappeared, and only the sun's brightness behind the clouds helps you tell up from down. It is not, however, quite enough to stop you, and you press on to the best of your ability. In the evening when the storm clouds thin out, you discover that, thankfully, you are not very far off course.
14. You have braved it or taken refuge in your tents from the oncoming storm. A great silence follows the powerful storm, and the sun begins to break up the clouds. Your goal is near. The exact location of the South Pole is only a mile away; you are nearly there.

Atmosphere Scenes

Atmosphere scenes are small moments that can be inserted into other scenes to create mood or otherwise flesh out a scene as desired. Feel free to write your own, or build off these examples.

- ✧ Your fingers are about to freeze and you are out to pee.
- ✧ The same simple canned food day in and day out.
- ✧ The smell of many men camping together without a proper bath.
- ✧ Grotesque shapes in the snow created by the changing winds.
- ✧ Trying to tie a knot with frozen, sluggish fingers..
- ✧ Homesickness (let each player to describe how their character experiences homesickness)

Acts and Scenes

The scenario is made up of components that must either be relayed to the players or read aloud by the game master. The scenes are divided into challenge scenes in which the game mechanics come into play and the players overcome an obstacle or solve a problem, and social scenes during which characters have an opportunity to interact. Between each scene is a travelogue, and at the beginning of each act information is given to the players. **Text in italics are intended to be recounted to the players, but the text can be read aloud as well.**

Though it may seem that play is very divided among these elements, play should flow naturally from one part to the next, and you are welcome to add scenes or moments in order to have interesting opportunities for the characters. At the same time, however, structure drives the story forward and ensures that the excitement of the race is constantly maintained.

Photos for setting the atmosphere can be found in Appendix 4. Apart from the first seven images (H1-7) the letters and numbers correspond to the scene in which they should be shown to the players.

Act I (Exposure)

Overall mood: As the journey begins the crew is full of anticipation for the thrill and uncertainty of the adventure, but they are confident. The reality of the situation sets in as they arrive in the Antarctic as the challenges they will face become clear.

Expeditions Before *Terra Nova*

The Terra Nova expedition was the third British expedition to Antarctica in just a few years. The renewed interest in Antarctica started with the Discovery expedition (1901-04), proposed by Sir Clements Markham and directed by Scott. It was the first British expedition to Antarctica in 60 years and was largely funded by the Royal Geographical Society. Both Wilson and Evans participated and helped to report experiences that inspired England's future exploration of Antarctica. There was actually very little polar experience on this expedition. The exploration was done with skis and sledges, and despite problems with the dogs that resulted in Scott preferring manpower, many discoveries were made. They found Antarctica's only snow-free valley, discovered a new emperor penguin colony at Cape Crozier and, most significantly, they discovered the polar plateau. They also reached further south than any man before them, but returned exhausted and suffering from scurvy; Ernest Shackleton, who had accompanied Scott, was worst affected of all. The relationship between Scott and Shackleton, who was returned earlier to England, became strained and worsened over the years. When the expedition was to return home, they had to be helped off by other ships since Discovery had gotten stuck in the ice. Their findings aroused great interest back in England and started a fascination with Antarctic exploration.

Some years later, in 1907 Shackleton led his own expedition to Antarctica. The Nimrod expedition (1907-09) set a new record for the most southerly point reached by humans when they discovered access to the polar plateau via the Beardmore Glacier and were able to step onto the plateau. However, the expedition failed to reach the South Pole once again. They used a combination of Manchurian ponies, motorised crawlers and sled dogs to great success; a model that Scott copied on the Terra Nova expedition. Shackleton was forced to go against a promise given to Scott and set up his camp in McMurdo Sound to conduct his exploration from there, which widened the rift between him and Scott. In addition to reaching the southernmost point, they managed a side expedition to climb Mount Erebus and located the magnetic south pole. The expedition and Shackleton received great praise from the public for their achievements.

Planning

From the moment Scott returned from the Discovery expedition he thought of returning to make new discoveries and reach the South Pole once and for all. He began working towards a new expedition. After Shackleton almost reached the South Pole, Scott was even more seriously driven to launch the expedition.

The expedition was a private venture and Scott vied for funds for the Antarctic journey, all the way up to and including in New Zealand. However, without a grant of approximately 20,000 pounds sterling, it was doubtful whether the expedition would have come through. However, there was also backing from the Royal Geographical Society, which supported the expedition's scientific purposes. The purchased ship named Terra Nova, was registered in the fleet and the expedition's official primary goal was "... to reach the South Pole and ensure the British Empire the credit for this accomplishment."

The expedition would use motorised crawler in addition to ponies to haul equipment and supplies. The motorised crawlers were developed and tested in the Norwegian snow. Dogs were not originally part of the plan, but after talking to the experienced Arctic explorer Fridtjof Nansen, it was decided to bring sled dogs for two sleds. Meares, who had experience with dogs, was set to acquire them as well as the expedition ponies. Thus the expedition transport came to resemble the composition used by Shackleton three years prior.

Journey to Antarctica

(Show players photo H1)

The Terra Nova sailed from Cardiff, Wales on the 15th of June, 1910 with the press and countless people in attendance to see the ship depart for Antarctica. Scott, however, was left to sort out the final preparations for the expedition and met with the ship in South Africa after traveling with a faster vessel. Most on board the ship were experienced navy personnel and the journey south took place without major incidents. However, a surprise awaited them in Australia. While the ship was in the port of Melbourne, Scott received a telegram from Amundsen, saying that he was also heading for the South Pole. It was no longer just a matter of reaching the South Pole, but to reach it first. Scott announced to the press that his plans would not change, nor would the scientific objectives be sacrificed for the sake of winning a race. However, it was still the expedition's official target to be first. The last stop before the final departure for Antarctica was New Zealand, where extra supplies, dogs, ponies and motorised crawlers sent in advance, were taken on board.

After a short week of sailing the ship was hit by a powerful storm that came dangerously close to capsizing the ship. The pumps failed several times and the men had to scoop water with buckets to keep the ship afloat. In the midst of this work Wilson was nearly thrown overboard by a wave, but was saved by the quick-thinking Evans. The ship made it through the storm, but in addition to the deaths of two ponies and a dog, 10 tons of coal and 300 liters of petrol were lost.

Frozen in the Ice (C1)

The Expedition ship *Terra Nova* is frozen in the ice and players must now get the ship free. They can work hard to get the ship as quickly free as possible or wait and see if the weather will weaken the ice mass, thus making the task easier.

SR 15 (SR 13) & 5 travel days lost / SR 11 (SR 9) & 11 travel days lost

The powerful storm has brought you off course and when the wind subsides, you and your ship are trapped in a lot of brash ice and ice floes. You are tired after the battle with the storm, but fortunately, the current wind is pushing the ice mass and you toward Antarctica. You could just let the wind push you, but to do so would be to just float around, so if you are to reach McMurdo Sound as planned then at some point you have to tear yourselves free from the ice. At some point it will probably happen by itself, but it can take weeks and who knows how the wind will behave. In addition, you do not float as fast as you can sail.

Dilemma: the expedition ship (*Terra Nova*) is frozen in a huge mass of ice and the players must now choose whether to wait and let the ice break up by itself (SR 11 (SR 9) and 11 travel days lost) or whether they will find a way to break free from the ice faster (SR 15 (SR 13) and 5 travel days lost). It will matter how much time they take to get out of the ice.

If they wait: describe the tedium of waiting, waking up every morning and nothing has happened, the mood among people falling and people who go around pacing impatiently or wandering aimlessly. Describe finally how the ice shows signs of breaking up and finally gives way, and how they get the ship free.

If they struggle to break through the ice: describe how hard they work, with significant progress at first but then it's like you cannot see any progress. People who fall into the freezing water must be warmed up in the cabin. Broken ice refreezing overnight again and again. But then finally they break through and they can tow the ship free and set sail.

Wintering in Antarctica

(Show photos H2-6 continuously while narrating)

After having broken out of the ice, and a few days of sailing the ship you reach McMurdo Sound. Here, after a few hours of exploration, it is decided to go to land on a promontory that is named Cape Evans. It is a huge effort to unload the ship and, although there are many hands, it takes several days to get everything on land. A single motorized crawler is lost when the ice gives way and two ponies, despite being rescued from the icy water, succumb to pneumonia a few days later. The cold is still unfamiliar, though recognizable to some members of the expedition, and while a more permanent base is established people sleep in tents or on the ship. After fourteen days, the hut is ready and the expedition can move in.

At first there is almost constant sunlight and only a slight gray tinge to the sky at night, but during the next nine months the days get shorter and the nights darker, winter becomes a constant

darkness and then finally it gives way to the bright summer. The winter darkness does, however, provide ample opportunity to admire the Aurora Australis; the southern light that meanders with its almost unearthly colors across the sky among the stars. The time is used for scientific purposes, further exploration and laying of depots. The Terra Nova encountered Amundsen's camp on the way back from eastward exploration and, after polite farewell to the Norwegians, quickly returned to camp. The crew reported many dogs at Amundsen's camp and a position 60 miles closer to the South Pole than Scott's camp. Much meteorological data was collected, along with magnetic and cosmic measurements. An expedition to Cape Crozier gave Wilson a great opportunity to study emperor penguins, and he acquired three eggs. Everything could have gone wrong when the wind tore their tent away, but luckily everything was recovered. The rollout of the large "One Ton Depot" was not without problems, since among other things, one of the motorized crawlers was missing and four ponies had died. Despite this, the depot was laid out, albeit a little further north than planned.

Act II (Complications)

Overall mood: It is very cold, and the task at hand is very difficult, but even so the expedition team remains courageous. Difficult as it may be, the weather is still favorable for Antarctica.

Facts for the Players

- ✧ Skin exposure to extreme cold may result in frostbite. Frostbite shows up as white areas of the skin that initially itch and hurt, and then become numb. However, there is rarely permanent damage.
- ✧ In November and December there is almost constant sunlight no matter where in Antarctica you are, and the closer you are to the pole the more pronounced it becomes.
- ✧ Antarctica is 14 million square kilometers and 98% covered by ice with an average thickness of 1.9 kilometers.
- ✧ In winter the average temperature is -76°C (-105°F), while the summer is -27°C (-16°F).
- ✧ There are no polar bears in Antarctica, but there are leopard seals in the sea and colonies of emperor penguins on the ice.
- ✧ Antarctica is divided in two by the Transantarctic mountains.
- ✧ "Diamond dust" is a cloud of ice crystals that forms just above the ground usually observed on the clearer days in the Arctic or the Antarctic. Diamond dust can lower visibility, but is sometimes first noticed by tiny flashes that appear as rays of light reflected through falling ice crystals catch your eye. This phenomenon was named after this glittering effect.

Before reading the first travelogue to the players, inform them that it is a race and that Amundsen and his dogs and shorter route gives him a head start. But keep it vague: "It is difficult to say how much, but it could be as much as one week." (Actually the lead is five days so that players must win six days against their route to get there first). The sense of uncertainty created by your vagueness will push the players to sacrifice more of their characters.

Travelogue 1:

(Show photo H7 as well)

Lieutenant Evans was sent ahead with the engine team and motorised crawlers a week ago, preparations have been made and the team is now on their way to the South Pole. It may well be that the Amundsen expedition has a shorter route and most likely a greater familiarity with the landscape. But this expedition, staffed by British men, has the unbending will to win and shall reach the South Pole first! When looking back you can make out the silhouette of the base which has been your home for the last year, but as you progress it fades into the rest of the landscape. The dogs and ponies are full of energy, and you keep a brisk pace as you travel over the ice.

Stubborn and Unruly Huskies (C2):

An uproar has broken out among the sled dogs that has also spooked the ponies and the whole expedition has to stop to deal with it. Players must stop the problems with the dogs and get the expedition moving again.

SR 9 (SR 6) - 2 hour-glass / 1 min.

Meares tries to get the dogs into line with shouts and kicks and Dimitri gets the lines untangled, but it does not seem to work. Something must have gotten to the dogs, for they continue to bark and stir. As you approach, a spooked pony snorts and stomps, you stand still and look about, the whole expedition has stopped. With the sound of the wind and the dogs' barking it is hard to think, but it is clear that you need to do something, also so this will not happen again. Not to mention that the cold will begin to get to you if the stand still for too long.

Index: Guide dogs / alpha dog, tangled lines, frightened ponies, barking, lines tangled together

Travelogue 2:

The snow under their feet seems to make the dogs even more eager to keep moving; any pause for a rest and it will not be long before the dogs begin to bark and howl to resume the trek. The same zeal can be felt among the expedition team, but more subdued, because they know that there is still a long way to go to the South Pole.

A Detour around Penguins (C3):

(Show photo C3)

Wilson knows that an 'undiscovered' species of giant emperor penguins is just a day's journey from here and that in all probability they are in the process of breeding. Will the group spend one day's journey to make a scientific discovery, or will they hurry on?

SR 10 (SR 8) / SR 10 (SR 8) and 1 travel day lost - 2 hourglass / 1 min.

Just before the expedition sets off in the morning Wilson makes everyone aware that he briefly observed a colony of yet undiscovered giant emperor penguins during the Discovery expedition, but was prevented from studying them due to bad weather. The location is not far from where you are now, and it's also breeding season. With light in his eyes, zoologist Apsley excitedly describes the

penguins and insists that it will be a great scientific discovery. Meares notes that it will probably cost the expedition one travel day and Keohane and Crean immediately speak up and say that not a day can be lost if the Norsemen are to be beaten. Following Apsley, the scientists argue that one day is nothing compared to such a discovery. There is still a long way to go and a great stretch in which the lost time might be made up for, but at the same time each day counts and Amundsen already has a head start.

Dilemma: The expedition is almost underway, but now there is an opportunity for a magnificent scientific discovery, but the price is time. Players can either rush forward and forget about the penguins (SR 10 (SR 8)) or they can seek out the colony of giant emperor penguin, observe and describe it (SR 10 (SR 8) and 1 travel day lost). (No immediate limit on the duration of the scene, but if it drags on and there is too much bickering, start an hourglass with 30 seconds)

Pressing on: describe how the landscape is favorable with snow that isn't too deep for the ponies, but also rub in how they decided to overlook the location of Wilson's penguin colony. Apsley is caught gazing in the direction of the penguins, and sometimes he can be heard muttering bitterly.

A detour for science: Describe how they are approaching an offshoot from the mountains and Apsley gets more and more excited at the thought of giant penguins. As they approach, they begin to hear the penguins' bluster and as they reach the summit of a bluff they can see the colony in a sheltered valley.

Travelogue 3:

Everyone is in high spirits, and though you can feel it getting colder as you move away from the coast, it doesn't slow you down. You wake to the coldest morning thus far, with a cloudless sky and the sunlight that causes the snow to sparkle like diamonds. As you travel it is suddenly not only the snow under you that sparkles, but the air around you seems to be filled by small twinkles of diamond dust.

Packing up Camp (S1):

With calm, rehearsed performance the camp is packed up, allowing time for short chat or a conversation here and there. Tents taken down and sleds, skis and animals made ready.

It is a cloudy and almost windless morning, so even though it's cold, it's bearable. The four tents are being taken down and Crean is checking skis and sleds, while Dimitri starts to check on the dogs. The breath from each person emits small clouds and a thin cloud of steam gathers above the ponies who are huddled together for warmth. Spirits are high, and when Wright comes over to help Crean they crack a joke that makes Wright break out in a short sharp laugh.

Subjects that might come up:

- ✧ The rewards, glory, and fame upon their victorious return.
- ✧ The good health and energy of the dogs and ponies.
- ✧ A good pace to keep.

✧ The journey and the events thus far.

Travelogue 4:

Everything is hard, sweaty work, whether you are on skis, steering the dogsled, or on snowshoes next to the pony drawn sleds. To get enough water there are several among you who eat the snow. It is cold and gives a strange creaking sensation when you chew the snow but it keeps you hydrated.

Cracks in the Ice (C4):

Cracks begin to form in the ice - a fall into a crevice would certainly result in severe injuries and may be fatal. Players must choose whether they take a safe detour around the cracking ice or take the risk and continue on their current route.

SR 14 (SR 12) / SR 9 (SR 7) & 3 travel days lost - 2 hourglass / 1 min.

As you are sliding across the ice the sound of the snow under the skis and sled changes. At first you hardly notice it, but gradually the sound is more creaking and you can feel the snow yield more when pushing off with the skis. At one point it is so distinct that you all but stop in place. Those of you who have been on a polar expedition before know that there may be gaps and pitfalls in the ice under the snow. However, it is possible that it will not be a problem, the ice will become stronger as you advance. At the same time, it will take a long time to go around, as these areas often extend far, but it will be a risk to continue along the designated route.

Dilemma (2 hourglass / 1 min.): The goal is to come first to the South Pole, but is it worth taking this risk just to avoid losing a few days? You might also lose time and resources if it goes wrong while crossing the cracking ice, but if it goes well, you will have gained time. You can choose to take the safe route and accept the detour (SR 9 (SR 7) and 3 travel days lost) or they can take a chance and move across the perilous terrain and trust that their knowledge and skills will bring them through safely (SR 14 (SR 12)).

The short risky route: Let the players explain how they move forward over the ice, but describe how they almost constantly hear a creaking from the ice and repeatedly must change direction and spread out, because the ice sounds dangerously close to bursting.

The safe detour: Describe how the ground beneath them feels rock solid, but how they can not quite shake the feeling that it is a waste of time to go east or west, being that their goal lies to the south.

Travelogue 5:

A rare tailwind from the coast pushes you from behind and allows you to take advantage of the sails, carried with you, to draw the sleds forward forward. You move across the ice that seem to fly by and skis and sleds seem to barely touch the ice.

Machines in the Snow (S2):

On the outskirts of the perilous territory, the expedition spots the two motorised crawlers and while they walk around, they get an idea of what has happened. They also get a chance to talk and share their experiences.

When you first glimpsed the dark contours against the monotonous white landscape, it appeared to be rock formations. At second glance, it appears to be two motorized crawlers who left with supplies one week prior. One is simply left in the snow, while the other is partially sunken and as you are approaching it, you hear the familiar creaking of the ice. After looking a little closer, it seems that the only thing wrong with the unsunken crawler, is that it's too cold to start. Everything, except for extra fuel has been unloaded and it seems that Lieutenant Evans and his team have continued their task transporting supplies, using skis.

Subjects that might come up:

- ✧ The unpredictability of this place.
- ✧ The perilousness of this quest.
- ✧ The harsh environment.
- ✧ The journey and the events so far

Travelogue 6:

You all wake up this morning after having the same dream, again. Amundsen arrived and his northern men just fly over the ice with their dogs. It's obviously just a product of exhaustion and the fear that Amundsen may reach the pole first, yet this dream and the fear of losing drives you forward.

Act III (Confrontation)

Overall atmosphere: Supply levels are alright, but the rigorous journey through a monotonous landscape has taken its toll and fatigue begins to set in. The first signs of frostbite among the crew are discovered, and it's not going away. It gets colder as the expedition approaches the Antarctic plateau.

Facts for the Players:

Ved andengradsforfrysninger kan huden fryse og bliver hård, og efter 1-2 dage dannes blærer med et blankt eller mælkelignende indhold. De fleste skader heler inden for en måneds tid, men følsomheden over for kulde og varme kan blive permanent svækket.

- ✧ With second degree frostbite, the frostbitten skin becomes hard, and after one to two days blisters form with a pale or milky fluid. Most injuries heal within a month, but sensitivity to cold and heat can be permanently impaired.
- ✧ On average, Antarctica is the coldest, driest, and most wind-blown continent on Earth.
- ✧ It's warmest when it is cloudy, and coldest when the skies are clear.
- ✧ Snow blindness: temporary vision impairment and pain caused by ultraviolet light that is reflected off of the snow and absorbed by the outer corneal monolayer. When the ultraviolet radiation is absorbed, the corneal outer layer swells resulting in reduced vision. The

symptoms typically resolve themselves within 12-24 hours if treated with an eye bandage and eye drops. The damage is not permanent in most cases.

✧ **Malnutrition** is the result of insufficient intake of vital nutrients, vitamins, and minerals. When malnourished body tissues cannot maintain proper composition and function. Signs of malnutrition include:

- Weakness in muscles and fatigue
- Sudden or accelerated weight loss
- Irritability and dizziness
- Increased risk of infection and longer recovery times

Runaway Ponies (C5):

During the night something has frightened the ponies and they ran away. Will you take the time to find them, or go on without them though they may be vital later?

SR 12 (SR 10) & SR for the two subsequent challenges increases by 1 / SR 11 (SR 9) & 1 travel day lost - 1 hourglass / 30 sec.

Although it is too cold to step out of the tent, it is nice to escape the smell of sweaty, unwashed men who toil away each day. However, it's not long before that you notice that the ponies are gone, and soon you also hear frustrated outbursts from the other tents. Especially Atkinson, the surgeon, seems to be particularly affected by this setback and curses and swears for a moment before he disappears back into his tent, scowling. Tired after yesterday's hardships and with the wind whistling about the tent, no one has heard the frightened ponies run off. Fortunately, they left a fairly clear track, so maybe you can retrieve them, but it will take time. At the same time however, you will have to redistribute the equipment and provisions those ponies were carrying anyway.

Dilemma (2 hourglass / 1 min.): The ponies have broke free and run away during the night. They must now decide whether to use some of their precious time searching for ponies (SR 11 and 1 travel day lost), or immediately move on and take the consequences of the having fewer ponies (SR 12 and SR increases by 1 for the next two challenges).

Search for the ponies*: Describe how they must spread out, despite the fact that they, after some time of searching, have roughly determined the direction of the ponies fled in. Then describe when they find ponies, how they can bundle them together as they are still slightly timid, though the cold has dulled them.

Resume travel*: Describe how the extra load that has hitherto been pulled by horses, weigh the sleds down and makes it difficult to get the sledges moving. Once started, it is not so bad, but it makes the idea of stopping worse. Breaks are necessary, however, if they do not want to exhaust themselves.

* Either way they find one pony dead on the road with broken foreleg and frozen to death.

Travelogue 7:

You've been underway a while now, but there are still certain things you can never get used to. Even small tasks become a challenge in this harsh climate. People talk of the struggle to get frozen socks on in the morning. Forcing your foot into a sock frozen stiff can draw blood, and even so everything is soaked in yesterday's sweat.

Note: Day and Hooper turn around to report on the expedition's progress and let the people remaining at base camp know, that the the dogs have been taken further on the trip.

Annoying Traveling Companion (C6):

Expedition participant Lashley sings the same verse of a song constantly and it's getting on everyone's nerves. Consequently, people are on edge and you're losing pace, which is not acceptable and must be addressed. The scene begins when it has become too much for everyone to bear.

SR 10 (SR 8) - 1 hourglass / 30 sec.

Lashley, the stocky stoker constantly sings the old traditional Irish song "Molly Malone" and when he doesn't sing it, he hums it. In the beginning it was encouraging, but now on the third day non-stop, it's incredibly irritating. It is so bad that nobody wants to be around him and the expedition has spread out, resulting in a slower pace as a result. Keohane has repeatedly loudly asked him to shut up and Wright has tried a more diplomatic approach, but it's never too long before he begins to hum and sing again. This must be handled so we can work as a team again and beat the Norwegians.

Molly Malone / In Dublin's fair city / Cockles and mussels' first verse and chorus:

- Consider playing the song in the background of this scene; here is a version with Johnny Logan: <https://www.youtube.com/watch?v=z4pa4A9beno>

*In Dublin's fair city, where the girls are so pretty
I first set my eyes on sweet Molly Malone
As she wheeled her wheelbarrow through streets broad and narrow
Crying cockles and mussels alive a-live O!*

*A-live a-live O! A-live a-live O!
Crying cockles and mussels alive a-live O!*

Travelogue 8:

It's an obvious thing to say, but it's as if the rushing wind is your constant companion as it the drives snow across the expansive deserted continent; an unchanging landscape with nothing to break the monotony.

Rare and Important Fossils (S3):

They have found numerous important fossils that will substantiate the theory of continental drift. Recovering them will cost a day's travel time (primarily social scene). During the break there is time to talk about the value of the fossils as they recover the fossils and set up an improvised archeology camp. Players have a lot of freedom in this scene.

The wind has been unyielding most of the day, and when you seek shelter behind a natural snowdrift, you make a discovery. On the leeward side the wind has exposed rock. There are gravel and stones in all sizes and on closer inspection Apsley and Wilson notice several fossils embedded therein. Among them several similar ferns, suggesting that Antarctica had previously been much warmer and perhaps connected with other parts of the world. Another great discovery, but it will probably take about a day to retrieve the most important specimens. While resting you must decide yourselves whether it is worth the time (1 travel day lost).

Subjects that might come up:

- ✧ The many scientific discoveries have been made (and those that were just beaten to the punch by someone else or given up in the pursuit of being first to the pole).
- ✧ Sore backs, shoulders, and muscles.
- ✧ Waking up and still being tired, sore, and tender.
- ✧ The journey and the events thus far.

Travelogue 9:

The sharp wind lashes you in the face even though you are wrapped up in gear, and often leaves white spots on your nose and cheeks where frostbite sets in. Otherwise it is often your hands removed from gloves so you can tie a knot, or your feet that go through the ice and snow that are most affected by the cold.

Malnutrition and Frostbite (C7):

The expedition is struggling with incipient malnutrition and more and more participants show signs of permanent frostbite. They must now decide whether to send Meares and Dimitri back, with some of the people most affected, or carry on.

SR 13 (SR 12) / SR 11 (SR 10) & 1 travel day lost - 1 hourglass / 30 sec.

You are approaching Beardmore Glacier, from which you can gain access to the polar plateau and the South Pole. You have become accustomed to constant fatigue and aching muscles and a general sense of timelessness as one day flows into the next in this monotonous landscape. The mountains, which slowly get larger, are the only indication that you are moving forward. It is impossible to eat enough to maintain weight eating this bland food every meal, and people start to show signs of malnutrition, the now hollow-cheeked Atkinson most of all. Several have black fingers or toes due to frostbite, and Wright's right foot is slowly becoming black. Meares and Dimitri would have been the first to abandon you in a few days when the glacier proves impossible to navigate for dogsleds, but Wright and Atkinson's chances of recovery is better if the dogsleds turn around now and take

them back, and it will free up some rations for the remainder of the journey. At the same time it will also slow you down to be without dogsleds. But then again, frostbite and malnutrition also threaten to slow you down as well.

Dilemma (2 hourglass / 1 min.): The expedition has begun to be affected by malnutrition and frostbite, especially two members, and it threatens to incapacitate them. Will they send the worst affected parties back with dogsleds, with the loss of dogsleds for the final stretch to the glacier still ahead (SR 11 (SR 10) and 1 travel day lost), or will you continue as previously planned, and deal with the consequences of malnutrition and frostbite when they arise and hope that everyone makes it (SR 13 (SR 12), though Atkinson or Wright might die without treatment in as little as five days.

Meares and Dimitri return with Atkinson and Wright immediately: Describe how they take leave of the rest of the crew, and perhaps one of the most depressed man insists on returning as well. Then how the expedition proceeds with more rations, a little more full, but without dogsleds to lead and find the best route.

Struggling ahead with plans unchanged: Describe how things are going reasonably forward, but they sometimes have to stop and let either Wright or Atkinson ride with the dog sleds. Even when skiing and snowshoeing Wright and Atkinson still occasionally need support.

Travelogue 10:

Wind seems to have cut a hole in the mountains for the Beardmore Glacier, and it is a sight to behold. If one did not know better you would think that the sea was frozen in a split second. Furrows, ridges, waves of ice almost looks as if you are standing on British coast on a half windy day.

At the Foot of the Glacier (S4):

The lower part of Beardmore glacier has been reached, which is the halfway point of the journey. Now they must cross the glacier to reach the desolate polar plateau. Dog sleds will not be much use on the glacier and therefore Meares and Dimitri must leave the group and return with the dogs.

Note: If Meares and others have already been sent back, omit that part of the description and focus solely on that they have reached about half way and the challenge the glacier presents.

In the scene they take leave of Meares and Dimitri and then reflect upon or discuss how they will address the last part of the journey. If the two have already turned around, everyone is waiting for someone to go first. Meanwhile, the players have a quiet conversation. The ponies, if they are still there, are slaughtered and buried for the return trip.

It's morning, not that you would be able to tell were it not for the reading on your chronometers. Unusually, there is almost no wind and the silence is very deep. Ahead of you are the steep mountains themselves and the only slightly less steep Beardmore Glacier. This is the road to the Polar Plateau where your goal is. You're at the halfway point, but great hardships are still ahead of you. All are silent on their sleds and it looks as though nobody wants to take the first step. There

seems to be something fateful about finally having to tread the glacier, and that the last month has been a warmup for what lies ahead. (There is a short break for goodbyes as Mears and Dimitri leave the expedition with the dog sleds, as they will no longer be useful.)

Subjects that might come up:

- ✧ Being at a turning point, facing the uncompromising glacier to access the polar plateau.
- ✧ The constant daylight that never seems to change.
- ✧ The people that left with the dogsleds.
- ✧ The journey and the events thus far.

Travelogue 11:

It is as if the coldness emanates from the glacier. As long as you keep moving you can stay reasonably warm, but as soon as you stand still the cold penetrates through many layers of clothing. Mountains rise to either side as you travel, and a steady wind chills you even quicker.

Act IV (Desperation)

Overall mood: Material resources are running low, as are the crew's personal reservoirs of physical and mental resources. But the goal is close, and many of the crew are still committed to reach the pole. The wind and the cold increase as they ascend the plateau.

Facts for the Players:

- ✧ Third and fourth degree frostbite: tissue under the skin begins to freeze. Blood blisters form which develop into a hard black crust after about two weeks. Temporary loss of function of affected body parts can become permanent. Untreated, it can result in the loss of toes and fingers; if frostbitten areas become gangrenous amputation may be necessary.
- ✧ Wind blows from the South Pole towards the coast.
- ✧ Whiteout: A phenomenon where visibility and contrast are severely reduced, there is no visible horizon. It often happens when snowing on a cloudy day. It may be dangerous, since you lose the sense of orientation and direction.
- ✧ The lowest temperature recorded at the Russian Vostok Research Station in Antarctica July 21, 1983, was -89.2°C (-128.6°F).
- ✧ Due to lower temperatures on the polar plateau, friction from the sled no longer melts the ice for smoother travel. The ice on the plateau forms little crystals, which feels as though you are pulling through sand.
- ✧ A snow storm has winds reaching over 56 mph with snow blowing and drifting, and reduces visibility below 400m.

A Crevice Opens in the Glacier (C8):

A hidden glacier crevice has given way under one of the sleds and threatens to pull equipment and men into the hole. They must act quickly to save men and equipment and avoid excessive losses. (Happens on the upper half of the glacier)

SR 11 (SR 10) - 1 hourglass / 30 sec.

Your shoulders are stiff after many hours of pulling heavy sleds up the perpetually increasing slope of the glacier. It is true that a large part of the provisions have been used, though the sleds just seem to drag. Since the first calm day on the glacier you've had a steady icy wind blowing against you and today is no exception. Suddenly you hear a loud noise. You turn around and see Keohane fall over and be slowly pulled toward a crack in the glacier that has opened. As a hungry mouth it pulls him closer, despite Lieutenant Evans' and Lashley's fierce battle to pull him back. You must act quickly if men and equipment are not to be lost.

Note: If the sled is lost Atkinson, Wright, Apsley and Crean are immediately sent back in the hope that they can make due with supplies from depots. Otherwise, they are separated from each other at the top of the glacier, since use of supplies is very finely measured. Only eight men can continue from here, and before the South Pole can be reached the team will be reduced to five men chosen to stand at the pole. (If Atkinson and Wright have already been sent back, then only Apsley and Crean are sent back at this point; if one of them has perished then those remaining are sent back).

Travelogue 12:

We all knew it would be cold, but now everyone has a new understanding of what it is to be cold. But the even lower temperature of the polar plateau creates a new problem. Previously the friction was enough to melt snow during travel and actually made pushing the sled easier. Now you push against ice crystals and it feels like pulling the sled through sand. While some make tracks, others must be behind with snowshoes and push.

A Shared Meal (S5):

The expedition has reached 3½ degrees south. They are all gathered in one tent, food is heated and they enjoy what little warmth it provides. Yet it is a strange mixed feeling, with tired faces, some quiet others stalwart, but all devastated by the hardships until now. Some talk and other sit quietly, preoccupied with internal ruminations about the journey. Possibly suffering from homesickness.

You all sit squeezed into one tent. Outside the wind howls, but inside the tent it is sheltered and with the many people, the temperature is almost pleasant. Tomorrow the other three return for home, and it's only you five for the final stretch to the South Pole. Therefore this, by your standards, is a feast. A can of "duck confit" has been added to the usual unmistakable casserole and the sweet scent of the duck almost displaces the smell of sweat and canvas you're used to. Everyone sits with hands stretched forward to warm them on the hot flames. You can see the travel hardships in each other's faces, experiences that are not so easily kept away by the heat and the smell of duck. Most, however, still have a steely glint in their eyes, strengthened by the vicinity of your goal, but it is clear that Lashley, with a lowered gaze, is just waiting to begin skiing homeward. On the other side Lieutenant Evans raises his gaze and mentions once again what a shame it is to have come all this way and then not be allowed to stand on the South Pole. But there is nothing to discuss, there is only a certain amount of provisions and the decision has been made.

Subjects that might come up:

- ✧ What you are looking forward to when you finally return home.
- ✧ Your desire to return home.
- ✧ The journey and the events so far.

Note: The next morning Lt. Evans, Lashley and Keohane are sent back. They are now five men, who together must reach the South Pole as quickly as possible.

Travelogue 13:

Cloud cover has granted you a few degrees of warmth, which makes pushing the sled a little easier. The pacing is quick, but not too quick because everyone is exhausted. It has become harder and harder to distinguish contours of the landscape which is already monotonous and unattractive. Suddenly it is as though the world goes white (whiteout). You are five men and a sled in the middle of a white void. The horizon as well as all contours have disappeared, and only the sun's brightness behind the clouds helps you tell up from down. It is not, however, quite enough to stop you, and you press on to the best of your ability. In the evening when the storm clouds thin out, discover that, thankfully, you are not very far off course.

Navigating to the Pole with a Storm on your Heels (C9):

The expedition must not only accurately locate the geographic South Pole for an undisputable British victory, but must also contend with the difficult conditions of having to navigate during a storm. As the snowstorm approaches, they must decide whether they dare to camp when so close to the target, or take the risk and struggle on towards the South Pole through the storm.

SR 17 (SR 15) / SR 15 (SR 13) & 1 travel day lost - 1 hourglass / 30 sec.

Navigation is difficult here, there are few frames of reference, the compass is too imprecise in these latitudes, and to make matters worse, a blizzard approaches. Luckily, Oates set a course before the clouds covered the sun and you should still be able to cover some distance before the storm is upon you. You are so close to your destination now and the storm should also slow Amundsen's team; if you keep pressing just a little longer you are almost guaranteed the victory. The wind has steadily increased and begins to swirl the snow and ice up. If you don't camp soon the storm will envelop you and the wind and cold will draw the heat out of you. But maybe, if you just continue a little longer, you will be able to escape the worst of the storm and reach the Pole first.

Dilemma (1 hourglass / 30 sec.): A blizzard is approaching the expedition and they must make a choice. Will they set up camp right away and wait for the blizzard to pass, despite the fact that they are so close to the destination and that it could cost them precious time (SR 15 (SR 13) and 1 travel day lost), or will they fight on as far as they can, until they have escaped the storm, or it forces them to camp and thus may win the Pole (SR 17 (SR 15)).

Continuing despite the storm*: Before long, you are enclosed in a dome of snow and can feel the storm drawing the heat out of your body, but nonetheless you press on. The blizzard makes navigation more difficult and you are constantly correcting your course.

Choosing to camp and let the storm pass*: This is the last possible moment you could choose to put up a tent. Your frozen fingers struggle to grip the canvas so it doesn't fly away. After having dug the tent a little down in the snow, you huddle together in the tent and turn on the primus for the tiniest amount of heat. Outside the wind howls as if it were the devil himself, chasing you to the end of the Earth.

* Whatever players choose please describe the subsequent expansive silence after the storm.

Note: Compare how many travel days the players have won against their itinerary. If they have gained six or more days, they are the first to arrive at the South Pole, if it is four or less Amundsen had come first. If the players have obtained exactly five days, it is a draw with Amundsen and his people. Describe how they see Amundsen with his dog sleds behind them out to the left and he seems to be just a little closer. They now have a chance to make a last sprint to the South Pole (SR 9 (SR 7), where they have one hourglass (30 sec.) to commit dice).

Travelogue 14:

You have braved the storm or taken refuge in your tents from the oncoming storm. A great silence follows the powerful storm, and the sun begins to break up the clouds. Your goal is near. The exact location of the South Pole is only a mile away; you are nearly there.

A Picture at the South Pole (S6):

They have just reached the South Pole and have planted their flag, as the world's first visitor to the Pole (or second if Amundsen reached here first). Now it is captured with a photograph (show the picture to the players), and the characters can respond to finally having reached their goal. There is room for action, talk or inner feelings. If it fits; as game master consult with each of the players (one by one): what thoughts go through your head now that you are here, at the South Pole?

Now, at last, at the South Pole; the goal you had been seeking all this time. A light wind is blowing, but nothing compared to what you have experienced on the way here. You've gathered around the flag, the sign of England's greatness and one of you makes the final preparations, so this moment can be recorded with a photograph. Thoughts go through your head, some speak, others are quiet, but one thing is certain, you've made it ... although, of course, there is also the journey home ahead of you.

Subjects that might come up:

- ✧ The characters should have plenty to talk about at this point, but if the players are stuck, here are some keywords that might help:
 - If they came first: joy, relief, pride, disbelief at overcoming so many challenges, weary and barely able to operate, a dream of a hero's welcome, the future opportunities that await you.
 - If they came second: resigned, frustrated, angry, unwilling to accept the defeat, despair, happy just to be able to turn back, proud of his own achievements.
- ✧ The return trip.
- ✧ The journey and events thus far.



Act V (Resolution)

Overall mood: The mood at this point largely depends on how the expedition has gone so far, but nonetheless they have finally reached their goal. Now they must make the return trip home, worn down by the great efforts of the hastened journey to the pole.

The journey back home and the expedition's fate:

Describe how it goes steadily towards home the first few weeks and then how they return home or succumb to some of the things that challenged the original expedition: the wind that should have helped them home has suddenly disappeared, extremely cold temperatures, frostbite, fatigue and malnutrition, dogsleds that never came to meet them, and One Tonne Depot that was too far north.

Epilogue - the True and Tragic Story

Scott, Wilson, Oates, Bowers, and Evans arrived at the South Pole on January 17, where they learned that Amundsen and his team came first and had beaten them by a month. They found a

letter in the Norwegians camp asking Scott to convey the news accordingly, in the event that the Norwegian expedition should not make it back.

Scott writes in his log book - *"Great God! this is an awful place and terrible enough for us to have laboured to it without the reward of priority."*

The journey home went smoothly for the first few weeks for Scott and his men, but from there it went downhill. The wind they had calculated on to drive them home from the pole died down and the temperature dropped to an atypically low temperature. Several of the men began to show signs of severe frostbite and while traversing the Beardmore Glacier Evans fell into a crevice and suffered a severe concussion. At the foot of the glacier he died from a combination of his injuries, frostbite, and general exhaustion. Frostbite, especially in the feet, began to slow them, and Oates was hit especially hard. They struggled, survived, and expected to soon see dogsleds come to meet them. But the dogs sleds never arrived and after a week they gave up being rescued by dogsled. One day when they had barely covered a total of three miles, Oates left the tent and did not return. After this it went a little faster, but with only eleven miles remaining from One Ton Depot they were hit by a heavy snowstorm and had to set up camp. March 29 Scott wrote his last note in the logbook.

Excerpts from Scott's last notes - *"Had we lived, I should have had a tale to tell of the hardihood, endurance, and courage of my companions which would have stirred the heart of every Englishman. These rough notes and our dead bodies must tell the tale, but surely, surely, a great rich country like ours will see that those who are dependent on us are properly provided for."*

The following summer a search team was dispatched, which discovered Scott, Wilson, and Bowers frozen to death in their tent. They collected notes, logs, letters and photographic film before striking the tent and erecting a cairn of snow with a cross erected over them.



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Appendix 1 – Character sheets for 5 players

Robert Falcon Scott (43 år)

Captain in the Royal Navy

Wilson "Uncle Bill":

A man of superior character, a good friend and a true scientist.

Oates "the Soldier":

The cheerful old pessimist. Despite this, he is always hardworking and good at what he does.

Bowers "Birdie":

He is wonderfully straightforward, manages much and is full of positive energy.

Evans:

He has the gumption and carry out his duties without error. Understands the importance of family.



A strong British man can overcome all.

(Optimism)

We must work together.
I'll take the lead.

(Leadership)

Foresight and careful planning.

(Judicious)

Personal core: You have always been fascinated by science and the expedition's scientific aim is at least as important as reaching the South Pole.

Background:

The son of a brewer, you were still born into a family with strong naval traditions. At the age of just thirteen you began your career in the Navy. The structured life of the Navy suited you and by the time you were twenty-five, after several awards, you held the rank of Officer. You earned the favor of Sir Markham of the Royal Geographical Society in a race where your quick decision to jibe early earned you and your team the victory.

Things went well until your father lost most of the family fortune. Fortunately, you were able to send them money and with the help of your brother Archie you held the family together. You continued to rise through the ranks, but not as easily as before, since positions were few. You found great joy in the work and the community on the ships you served on. You looked after those who served under you, as rank and discipline do not have to be a barrier for kindness.

Three years later, your family underwent hardship again when your father died. Your mother and your siblings were there for the funeral, and you promised your mother that she and your two unmarried sisters would not suffer. Archie helped as well, of course, but only one year later you received a letter with the tragic news that Archie had died of typhus, leaving you as the sole provider for the family. Fortunately you came across Sir Markham in the streets of London, who told of an impending polar expedition. It was a golden opportunity for advancement and thus your family would also be supported. You enlisted to lead the expedition the very next day.

As you had expected, you were named captain shortly before the *Discovery* expedition. The expedition crew had no significant Antarctic experience, but you reached a point further south than

any other had before and brought home many scientific findings, as well as the experience itself and a burning desire to return to Antarctica. Your achievements had aroused people's interest and opened the doors to London's best circles. It was here that you first met Kathleen. She was an artist and always seemed to have a finger on the pulse of the city. After a year of getting to know each other, you were married. Within a year, you were blessed with your son Peter and now you had your own little family. Incited by the failed attempt to reach the South Pole by Shackleton, your former subordinate on the *Discovery* expedition, (this despite him having broken his promise by using McMurdo Sound as a base) plans for the next Antarctic expedition were already well underway. When Peter was a little over one year old, everything was ready for the expedition, and you left England.

Now you're back, with Wilson from the *Discovery*, and this time you will reach the South Pole. You know that it will be difficult and costly, but you will reach the South Pole and return triumphantly.- for England, science and your wife Kathleen.

Personal Belongings:

A picture of your wife Kathleen holding your son Peter.

A letter from Kathleen, written before departure and first opened in Antarctica.

A small pocket knife you got from your older brother Archie when starting as a cadet in the Navy.

First Memory, 35 years ago (Wilson): You were undoubtedly friends, though neither of you remember when your friendship began. You sat with a big bag of apples in a tree and heard Wilson shout a warning that the owner of the apples was coming. Two seconds later you were down the tree, and after a short sprint, the two of you were enjoying your loot together. You know that you can always rely on Wilson to have your back, just as he did back in the old days of childhood mischief, and you will always be there for him.

Second Memory, 11 years ago (Bowers): Markham came to you one day shortly before *Discovery's* departure. A young friend of his, Bowers, had sailed a fleet navy ships aground and needed someone to give him a second chance. You met with the young man, who seemed honest, and you could put yourself in his place, so you helped him. A man cannot be judged on the basis of a single error and Bowers has shown great character by fully and happily carrying out his duties.

Third Memory, 6 years ago (Evans): Evans had always distinguished himself by his gumption during the *Discovery* expedition, but on this day his spirits were low and the usual drive seemed to be missing. You had sent him a letter inviting him to this meeting about a new expedition. During your conversation he made several inquiries into the wages for the expedition and after a while, it emerged that the Evans' family had fallen on hard times. Here was a man who put his family first; which you approved of. You promised to pay his family's debts if he joined the expedition. It took some persuasion, but he accepted, albeit reluctantly.

Fourth Memory, 1 year and 5 months ago (Oates): You had barely set foot out of your cabin at *Terra Nova* when you were set upon by Oates, who wore a slightly belligerent expression. Immediately he started on about the quality and condition of the ponies, and how it had been a mistake to put a dog handler in charge of buying ponies. You could sense his commitment, an important thing on a mission like this, but there was no place for pessimism here and you told him that the expedition had been carefully planned and that he should have confidence in both the expedition and his colleagues.

Edward Adrian "Uncle Bill" Wilson (39 år)



Natural historian and doctor

Scott:

He has an incredible inner drive and an appreciation for science. A good friend who is concerned for others.

Oates "the Soldier":

A brave man who does not give up even when things are bleakest.

Bowers "Birdie":

You do not like his casual approach to faith. But you must admit that he contributes and is good at keeping morale high.

Evans:

A resourceful and quick-witted man. You are grateful to him for saving your life.

Faith and God's benevolence will see us through this. (Stoic)

Supportive of others and a skilled mediator.
(Empathic)

A scientific approach will help us here.
(Logical)

Personal core: God will always be with me and support me. All that happens has a meaning and is part of a greater plan.

Background:

From an early age you knew that you would be natural historian, even though father was a doctor. You took pleasure in observing and painting the local animals and were encouraged by your parents. Science came naturally to you and with a first class degree from Gonville and Caius College, Cambridge, many options were open to you. You ended up following in your father's footsteps and began medical training. In your time at Gonville and Caius College you found your faith and adopted a more ascetic lifestyle. Your faith was tested when, shortly before your final exam, you fell ill to tuberculosis. With God's help you survived, however, and got the opportunity to rediscover your artistic skills while you recovered your strength in Norway and Switzerland. Your medical studies were completed, albeit a year later than expected. Within a year you were married to your wife Oriana and shortly thereafter got hired for the *Discovery* expedition to the South Pole as a surgeon, zoologist, and painter. The expedition was led by your childhood friend Scott, with whom you helped to reach the southernmost point attained so far.

Now you are off on your second Arctic expedition under Scott. Shackleton had offered you a place on his expedition, but you remained loyal to Scott. You will continue your scientific work and God willing, will reach the South Pole as well.

Personal Belongings:

A catechism given you when you started at Gaius College.

A letter with a lock of your wife Oriana's hair.

A large piece of eggshell from the emperor penguin colony you explored earlier this year.

First Memory, 35 years ago (Scott): You were undoubtedly friends, though neither of you remember when your friendship began. You sat together and ate apples that you had stolen. You had been watching out, but you were discovered and were chased off. The spoils, however, were divided equally, as any true friend would.

Second Memory, 11 months ago (Evans): The *Terra Nova* was hit by a fierce storm just days out from New Zealand. The ship rocked from side to side, but despite seasickness you were on deck for duty. Suddenly a huge wave came over the deck and would have pulled you to your death were it not for Evans, who sensibly had tied himself to the railing, threw himself after you. You are truly grateful for this.

Third Memory, 8 months ago (Oates): The base where you have been wintering was almost complete. You were out with Oates putting up a few scientific stations. You were almost back to base when Oates pulled up on skis right next to you. He expressed a great confidence in you and your experience from the *Discovery* expedition, and you sensed that he would provide good support during the upcoming expedition. He then mentioned his doubts about the ponies quality, but that he would do his best regardless. What zeal and dedication to the expedition!

Fourth Memory, 6 months ago (Bowers): You had seen the emperor penguin colony an hour ago, but since it had begun to get dark and windy you decided to find a suitable place to camp. On your way to survey Bowers set up the tent, you overheard his remark to his partner helping with the tent: "What hellish weather, although right now I could use a little hellfire for warmth." Before you could even respond a gust of wind tore the flapping canvas from Bowers hands. There was no time for reprimands; you got ice axes and canvas from your packs and built a shelter that saw you through the night. As you fell asleep you asked God to bring calm winds in the morning, and found the tent caught among a pile of rocks close by. Your faith brought you home safely and you hope Bowers' sacrilegious attitude will not cause you more problems.

Lawrence "the Soldier" Oates (32 år)



Captain in the cavalry

Wilson "Uncle Bill":

A man who listens and keeps a pragmatic outlook. An explorer with experience and knowledge of Antarctica.

Scott:

He is disorganized and does not understand the challenges ahead. However, he is good at motivating the men.

Bowers "Birdie":

He works hard and does his part, but it is as if he has no sense of reality.

Evans:

He's a nice guy and always gives a helping hand. You respect his experience from his last time Antarctica.

Proficient
navigator with
knowledge of the
landscape.
(Confident)

Companion to
animals,
especially horses.
(Loyal)

We must achieve
our goals!
Do not give up.
(Passionate)

Personal core: I have fought for Britain and never surrendered. The British gentleman will prevail and we will be the first to the South Pole.

Background:

Born into a wealthy and respected family you lacked nothing when you grew up. At times Uncle Frank visited you and told your sister Lillian and you about his expeditions in Africa, and the discoveries they made there. Maybe it was his stories that got you to sign up for Scott's expedition many years later. Like many others, you chose a military career that led you to the cavalry and South Africa. Unfortunately, your father did not live to witness your accomplishments; he died of typhoid when you were sixteen. Slowly and steadily, you were promoted and after twice refusing to surrender during a skirmish, you were promoted to Lieutenant. During this skirmish a bullet damaged your hip, and now your left leg is one inch shorter than the right. You were later appointed to Captain and posted in Ireland, Egypt, and India.

After reading it in the papers and hearing tell of Scott's first South Pole Expedition, and later Shackleton's brave albeit aborted expedition, your curiosity was roused. You would have a share in the glory and greatness brought to Britain by this expedition. Luckily, Scott could see the indispensability of your skill with horses, and after making a small financial contribution to the expedition, one of the spots on the expedition was yours.

During the preparations and the journey to Antarctica you always spoke up when you saw something that could be done better, but Scott doesn't appreciate this. He calls you a pessimist, but you just say how things are and if he does not want to face reality, that's his problem.

Personal Belongings:

A compass your Uncle Frank, the explorer, gave you when you were young.

A picture of you and Abbie, a girl which you have romantic feelings for, from a formal military dinner.

Your late father's mechanical pocket watch.

First Memory, 2 years ago (Bowers): Abbie knew how to argue her case. This was one of the things about her that had first attracted your attention, other than her sharp blue eyes. It was in Ireland a year ago and nothing had happened, but now she sat here and argued with the “gentleman” next to her ... Bowers. The team had gone into town to celebrate the imminent departure and the two had arrived together. You were determined not to worry about the way Bowers looked at her and hoped that her interest would soon turn your way.

Second Memory, 1 year and 5 months ago (Scott): You had your suspicions a couple of days ago, and now those suspicions were confirmed. You had ended up with some second-rate ponies that could hardly cope with the hardships of Antarctica. It was obvious. Scott, in all his wisdom, had set a dog driver to buy ponies. Now you would tell him what his foresight had gotten them. You found Scott outside his cabin, but though he listened to what you said, it was as though it bounced off of him. He told you to “be optimistic” and “have faith in the mission,” which made you doubt his skills. He is the leader of this expedition, and you know from your time in the cavalry, that if the manager does not have full authority, the schism will divide the unit. Therefore, you’ll see him up these hills even if your faith in him is shaken.

Third Memory, 11 months ago (Evans): It had been a great evening. You all hit the town for one last taste of civilization before setting off for the desolate Antarctic. You were drunk and done drinking for the night, but Evans wasn’t. In the early morning Evans stumbled up the gangway plank, and then he went straight over the side and into the water. Laughing, you threw a life buoy down to the poor Evans and helped pull him up onto the deck. Unfortunately, Scott had heard you laughing and came to investigate, and Evans was pulled into the captain’s quarters for a long talk. He must have hidden his inebriation well, for being lectured while drenched for so long. That was the end of that for Evans, fortunately, as he was a straight shooter from then on out. With his experience he’d be a big help on this expedition.

Fourth Memory, 8 months ago (Wilson): Camp was almost set up, and you had been helping Wilson put up a few scientific stations. As you got to know him better you came to realized that his knowledge of the Antarctic was much greater than Scott’s, although Wilson never let it show. You were almost back to base when you decided to tell him about your support and trust in him. You pulled out of Wilson’s track and skied up alongside him and let him know how you felt. You also mentioned your doubts about the ponies quality but you stopped yourself before you blamed Scott for it. He and Wilson were obviously very close. Instead you stressed that you would do your best to care for the ponies as long as possible and you could feel that Wilson appreciated your contribution to the expedition.



Henry Robertson "Birdie" Bowers (28 år)

Lieutenant in the Royal Navy

Wilson "Uncle Bill":

He can keep order when a joke is not enough to lighten the mood. But he should focus more on the good in this life than the next.

Scott:

A true leader who understands his men and has ambitions. He sees the best in people and brings it out in them.

Oates "the Soldier":

He is dedicated and focused on the goal, but it gives him tunnel vision. Sometimes he should rely on others more.

Evans:

A helpful soul who knows how to appreciate a good joke. The two of you get along well.

Drive and a high spirit that is infectious.
(Empathy)

Tough, hard-working and reliable.

What if we tried this...
(Creativity)

Personal core: You've always looked at things from the bright side and believe that things will be all right. Sulking helps no one, so why not keep your spirits up? It's the least you could do!

Background:

Your father died when you were three, so you have no memories of him other than his voice mixed with the smell of cigarette smoke. But your mother took good care of you and your two older siblings. You moved to London when you were thirteen. Streatham High School for Boys gave you an education, and helped you to get into the merchant navy. Your first ship was HMS Worcester, and during your service it was visited by Sir Markham from the Royal Geographical Society. It would prove to be a stroke of luck when his benevolence helped you several times since. After having run a ship aground you were out of options, and you went into the Royal Navy in India. At one point you thought your career in the Navy was over, but with Sir Markham's support you were able to continue and you achieved the rank of lieutenant.

Sir Markham got you a seat on the *Terra Nova* as part of Scott's expedition. You've got the chance to tread places few or none before you have walked. Of course, you will do everything in your power to reach the South Pole, for your belief in the expedition's success is absolute.

Personal Belongings:

A carved necklace of green stones (New Zealand jade), given to you by one of the local Maoris before the ship left New Zealand.

A picture of you and Abbie, who you have strong feelings for, in front of Big Ben in London.

As a reminder that you should never be discouraged, you wear a splinter from the ship you ran aground in a necklace.

First Memory, 11 years ago (Scott): It was only three months into your naval service when you put a large hole in the hull of one of His Majesty's ships, so it was about time to find a new job. Miraculously, Sir Markham was nearby and with the help of his friend Scott, you got a job; a second chance at your career. Scott sees the best in people, and you are truly grateful.

Second Memory, 2 years ago (Oates): Your sister had written you; asking if you could show your cousin's friend a bit of the city. You always found a young woman's company to be pleasant, so you invited her to join the team in one of the city's finer bars. Abbie turned out to be a wonderful company with a sharp tongue, but gentle laughter. During the evening she made eyes with Oates and you did not like the smile he sent back. If she were falling in love with someone you wanted it to be with you.

Third Memory, 8 months ago (Evans): When you first started in the fleet you had not expected to end up in Antarctica, but here you were, one of the chosen few. Only a few steps onto the frozen continent and you were flat on your back, skis in the air, laughing at yourself. Maybe a little work stood between you and the South Pole. Evans gave you a hand, smiling, and got you back on track with a few pointers. He was no better last time he was here, but over the next month he helped you master skiing and snowshoeing. You repaid him by telling all the jokes you could recall, which Evans seemed to enjoy. Over the next few months you became quite good friends.

Fourth Memory, 6 months ago (Wilson): When you heard that there was an opportunity to see a penguin colony in person, you enlisted for the expedition immediately. For a mere hour were you able to watch them from a distance, but a growing wind forced you to find shelter where you could get out of the wind and set up camp. Your buddy who helped with the tent was frostbitten and despondent, so to cheer him up, you jokingly said that you'd need the fire of hell itself to fight this damn cold. In the same moment a strong gust of wind tore the tent out of yours and your partner's hands. Wilson was crestfallen, but he showed his experience and quickly guided you in the process of making a makeshift shelter. You thought of how fortunate it was that someone as experienced as Wilson was with you, and the luck did not stop there. The next morning when you set out, you found the tent wedged in not far from your makeshift camp. You were convinced, however, that even without this fluke of luck Wilson would have managed to bring you safely back to base.

Edgar Evans (35 år)

Petty Officer in the Royal Navy



Wilson "Uncle Bill":

At times his blind faith makes him careless, but you can always get to Wilson with logic and he is knowledgeable.

Bowers "Birdie":

That man can always get you and the others to laugh. He also works hard and we make a good team together.

Oates "the Soldier":

On the surface he seems like a nice guy and he possesses a drive not unlike your own. You have not quite forgiven him, though.

Scott:

He is a skilled manager who takes care of the people under him and looks for the best in them.

My experience tells me that we should...

(Ambitious)

I know that we have some equipment that can help here.

(Helpful)

Dauntless workhorse possessing great capability.

(Initiative)

Personal core: You believe in yourself and your own abilities, allowing you to throw yourself into a task without much hesitation. Experience tells you that if you believe in it, it will succeed.

Background:

You came to know the ocean from an early age, when your father took you out on the fishing boat that he worked. Your mother made sure that you didn't neglect your studies. Even though you were not at the top of your class in school, you were keen not to end up as a fisherman like your father.

When you were 13 years old you sought out and joined the British Royal Navy. Over the next eight years you were trained and served on different ships, but promotions were few and far between despite the fact that you always took on new tasks. In 1899 you met Scott on HMS *Majestic* and finally there was someone that took notice of your talents. At least, in 1901 you were selected to participate in Scott's *Discovery* expedition. You were unfamiliar with the cold, alien landscape, but jumped right in as usual, and learned many valuable lessons along the way.

Returning from the expedition a promotion waited for you, and it wasn't long before you met your wife Lois. You had a few quieter years, but your mother was incapacitated and had to move in with you and Lois. You had not previously lived in luxury, but now you had to start cutting back and saving to make ends meet. It was not looking good until Scott got a hold of you once more. This time he would go all the way to the South Pole and needed people who had experience. Furthermore, Scott promised to provide for your family until his return, upon which he expected promotions and salary increases for all. However, it would prove that it was not only your polar experience, but also your seamanship that was necessary, as your ship nearly sank in a heavy storm off New Zealand. Now you're at Antarctica once again, and you wonder if with your help you'll be able to reach the South Pole.

Personal Belongings:

A small bottle of brandy to drink at the South Pole, just as you had with the *Discovery* expedition.

A note of what Scott has paid, so you can be sure to pay him back accurately.

A picture of you in your first naval uniform with your mother and father.

First Memory, 6 years ago (Scott): You knew Scott from your previous expedition to Antarctica. Although it had been hard during the *Discovery* Expedition, you were fascinated by Antarctica and were excited to master many new skills. But Antarctica was far from your mind, as you sat across from Scott again, upon receiving his written invitation to join a new expedition. You and your wife Lois had to take your mother in and it was difficult to financially support all of you. You asked very sensibly about the salary, but something must have tipped him off. He kept asking questions until you admitted how bad things were with the family finances. Without hesitation, Scott offered to pay your debts against your future wages. You refused a few times but eventually gave in for your family's sake, even if you did not like the idea of charity. Therefore you promised yourself that as soon as you could you would pay Scott back. This kindness reaffirmed your impression that Scott was a good man.

Second Memory, 11 months ago (Oates): You had reached the harbor and now just one final challenge remained: walk the plank up to the ship. You were out on the town one last night before leaving for Antarctica. You could remember having been with Oates at one point, but he memory was blurred by alcohol and you were staggering. One moment you could feel you feet on the plank, and the next you were plunged into cold water and sobering rapidly. Suddenly a lifesaver was thrown to you, and you were greeted by Oates' grinning face when you were up over the side. For a moment you were angry, but then you broke out laughing together until you heard Scott clear his throat. The conversation that followed was not pleasant, but luckily Scott had a friendly demeanor and had noticed your hard work during the trip, so you did not have to get discharged from the expedition and left here in New Zealand. However, it was no thanks to Oates, who might have given you away with his grin as he could not even keep a straight face when Scott arrived. He seems nice enough now, but you don't know quite what to think.

Third Memory, 11 months ago (Wilson): You might not have spent your whole youth at sea, but you knew the ocean as well as anyone. Secured to the gunwale, you brought this ship safely through the storm and to Antarctica. Wilson clearly had the same idea, but the man had carelessly forgotten his safety rope. Almost without thinking, you threw yourself at him and grabbed him before he was washed overboard. It may well be that Wilson knows a lot about Antarctica, but sometimes he relies inordinately much on God's benevolence.

Fourth Memory, 8 months ago (Bowers): With the pressure upon your family at home in England greatly relieved, you could now go to Antarctica once again in good conscience. However, there were also people here who needed your help, and you had to smile to yourself when Bowers was once again laying in the snow with stuck skis. The smile became a grin as Bowers stood up, muttering a joke about Englishmen in the snow. He toughed it out and over the next months he mastered both skiing and snowshoeing with your help. Spirits were always high when you and Bowers were together, be it on the ice or in the camp, and it was not long before you became good friends.

Appendix 2 – Character handouts

Challenge Overview

First, if the challenge scene contains a dilemma that must be resolved, the challenge will specify this along with severity rating (SR) and other consequences of the decision.

Then, each player may contribute dice from one or more of their pools, by briefly narrating how they will contribute to overcome the challenge and placing their dice in the middle of the table (the character's means of contributing to the effort must be related to the capability pool(s) chosen).

When everyone has committed dice from their capability pools, each player rolls the dice they have contributed, sum the total and compare this result to the SR, to see whether travel days are gained or lost compared to their plan, according to the table below.

Finally, players play out or narrate the result, making swift progress or suffering delay as indicated. Alternatively, each player describe their individual or joint endeavors made while facing the challenge.

Challenge Results:

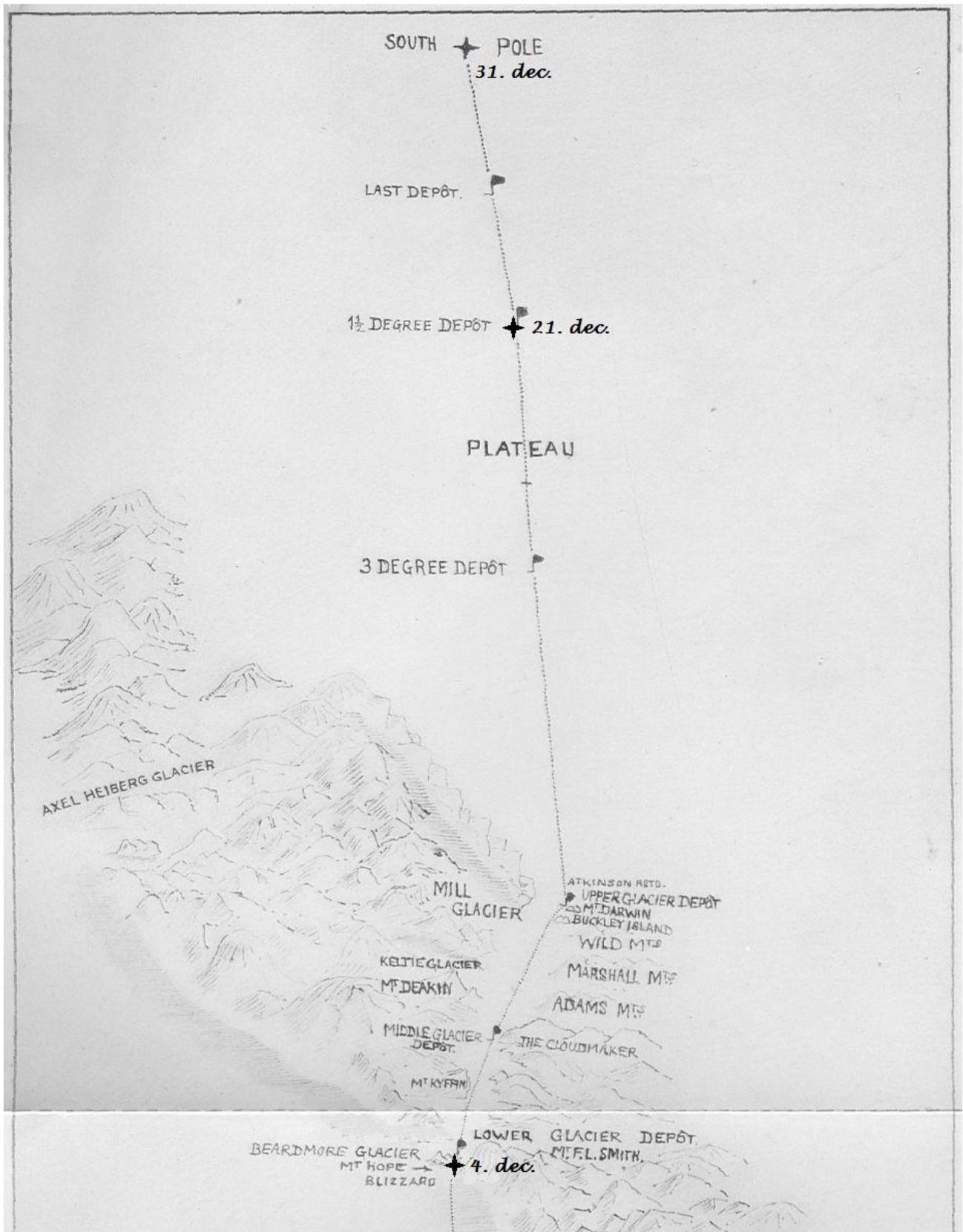
Challenge failed by*	Days slower	Challenge won by*	Days faster
1 - 2	1	1 - 2	1
3 - ∞	2	3 - 4	2
		5 - ∞	3

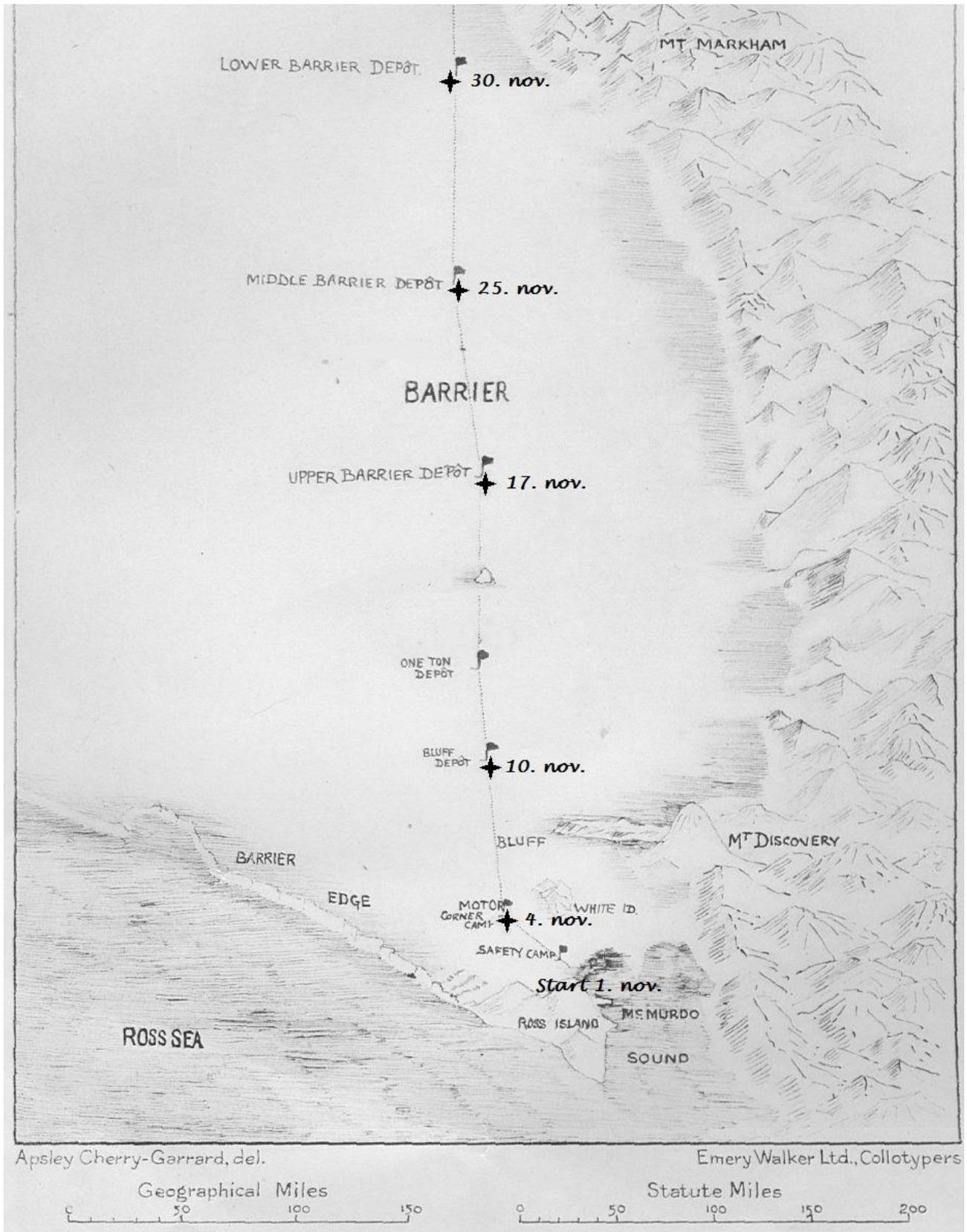
*if the total value of the dice equal the severity rating of the challenge, the expedition keeps pace neither gaining or losing travel time.

Hver spiller er ansvarlig for et handout relateret til karakteren

- ✧ Scott: Et kort over Antarktis med den indtegnede plan for rejsen med datoer
- ✧ Wilson: En kort liste over videnskabelige ting at undersøge og en smule videnskabelig baggrund
- ✧ Oates: En liste over antal ponyer og hunde. Billede og beskrivelse af solkompasset og sekstant
- ✧ Bowers: En liste over de andre ekspeditionsdeltagere og deres rolle
- ✧ Evans: Billeder og beskrivelse af noget af ekspeditionens udstyr, samt liste over hvor dele af ekspeditionen må vende om for at forsyningerne rækker (gives til Oates hvis der kun er fire spillere)

Expedition Map (for Scott)





Evans (Oates if 4 players) has the list of when parts of the expeditions have to turn around.

Oates has an overview of animals and when to return or slaughter them for provisions

Scientific Objectives (for Wilson)

Scientific Objectives:

A major geological study of Antarctica. Although most of the continent is covered by ice, a large mountain range divides the continent in two, so there must be something worth finding there other than ice. You've also heard tell about a theory that says that the whole world was once one continental mass. You have a hard time believing it, let alone reconciling it with your faith. But of course, you keep your eyes open as a true naturalist and should a fossil show up, you must investigate to see if there could be another explanation.

To make magnetic and meteorological measurements on an unprecedented scale, with several measuring stations to be checked and recorded for a full year. Hopefully this will allow you to predict the harsh Antarctic weather.

During the *Discovery* expedition a new colony of emperor penguins was discovered at Cape Crozier, and you are eager to return and investigate and describe the colony in greater detail. You especially hope to get an eggshell so you can explore the adaptations to the harsh Antarctic life up close.

You also found traces of a giant penguin colony, as evidenced by large egg shells and footprints, which did not match with any known species of penguins. Unfortunately, the bad weather halted your ability to investigate further and you had to press on. Now you hope the expedition will bring you near where you are sure that these giant penguins must live.

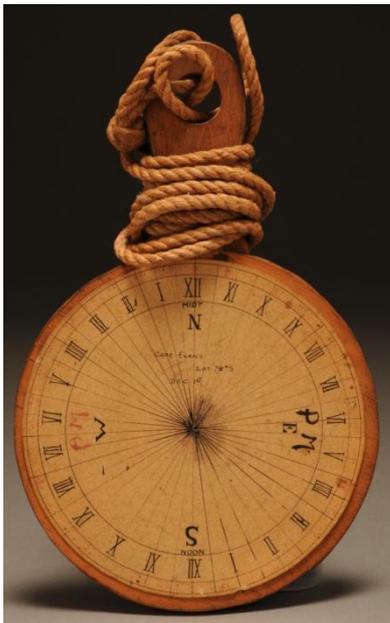


Animals and Navigation (for Oates)

Animals brought on the expedition

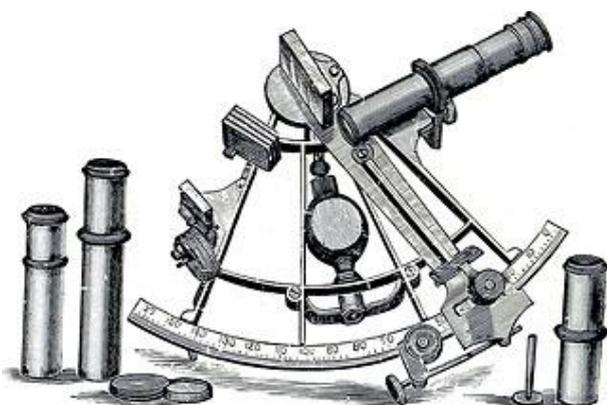
- 10 ponies, scheduled to be slaughtered at the Beardmore Glacier for meat for the return journey
- 32 dogs, taken until the Beardmore Glacier, where the many cracks make it dangerous to travel by dogsled.

Navigational tools



Sun Compass

The sun compass can be used when it is not possible to use a normal compass, such as when one is close to one of the poles or in areas with too much iron in the ground. If the meridian (longitude) is known the time can be determined, and if the time is exactly known the meridian can be determined. The expedition has brought chronometers (extremely precise clocks), which means meridian can be determined at any moment. If you go due south along a meridian, you will eventually end up at the South Pole (essentially, a small portable sundial).



Sextant

The sextant can be used to determine one's geographical position based on the observation of a celestial angle relative to the horizon. With the help of an almanac, it is possible to determine the latitude of the same position by observing the sun exactly in the middle of the day (noon). Along with a sun compass, and under the right conditions, it will therefore be possible to determine the precise position using the sextant, sun compass and a chronometer.

Expedition Team (for Bowers):

1. Robert Falcon **Scott** (Captain) - Expedition Leader
2. Edward Adrian **Wilson** - Chief of the Scientific Staff
3. Lawrence "the Soldier " **Oates** (Cavalry Captain) - Navigator and in charge of ponies
4. Edgar **Evans** (Petty Officer) - Responsible for the expedition's equipment
5. Henry Robertson **Bowers** (Lieutenant) - Expedition participant appointed to shore team
6. Edward RGR Evans (Lieutenant) - Leader of the expedition's motorized team
7. Bernard C. Day - Motor Engineer
8. Tom Crean (Petty Officer) - Expedition participant
9. Apsley Cherry-Garrard - Assistant Zoologist
10. Edward L. Atkinson - Surgeon and Parasitologist
11. Charles Seymour Wright - Physicist
12. Patrick Keohane (Petty Officer) - Expedition participant
13. Cecil H. Meares - In charge of dogs
14. Dimitri Geroff - Dog musher
15. William Lashley - Chief Stoker and part of the expedition's motorized team
16. Frederick J. Hooper - Steward and part of the expedition's motorized team



Expedition Equipment (for Evans (or Oates if four players))

	<p style="text-align: center;"><u>Harness</u></p> <p>The men in the British expeditions often drew their sleds with equipment and supplies over long distances. They used harnesses such as this, which were tied to the sled.</p>
	<p style="text-align: center;"><u>Ice Axe</u></p> <p>The ice axe is a versatile tool and can be used for many purposes. Among other things, you can chop ice and snow to build a shelter, or chop steps into the steep ice slopes.</p>
	<p style="text-align: center;"><u>The Sleeping Bag</u></p> <p>A vital piece of equipment on a polar expedition, lined with reindeer fur for extra warmth.</p>
	<p style="text-align: center;"><u>Goggles</u></p> <p>Important in order to avoid snow blindness, which reduces the sight and is very painful.</p> <p style="text-align: center;"><u>Pony Snowshoes</u></p> <p>Ponies with their weight tend to sink into deep snow, but these shoes distribute weight to prevent sinking, and also help prevent the ponies from getting injuries.</p>
	<p style="text-align: center;"><u>Primus Hob</u></p> <p>The hob is small, lightweight and quick to set up. Moreover, it has proven itself reliable in the cold weather and is carried on all expeditions.</p>

Expeditions members to turn around according to rationing plan:

Middle Barrier Depot: Bernard C. Day, Frederick J. Hooper

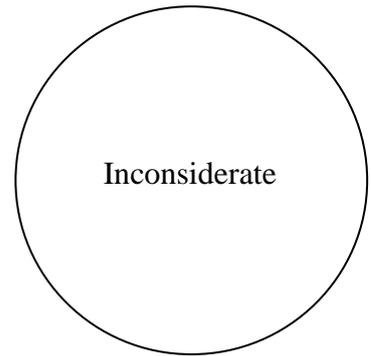
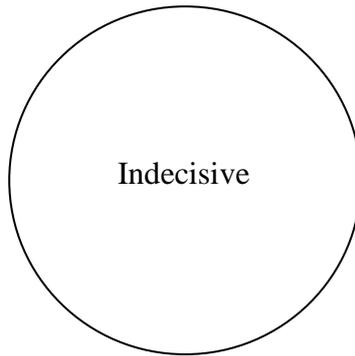
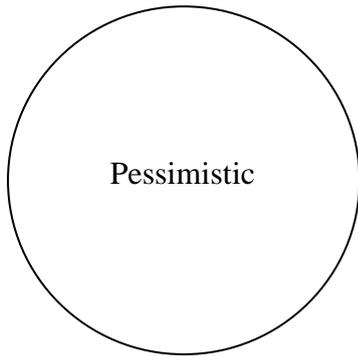
Lower Glacier Depot: Cecil H. Meares, Dimitri Geroff

Upper Glacier Depot: Tom Crean, Apsley Cherry-Garrard, Edward L. Atkinson, Charles Seymour Wright

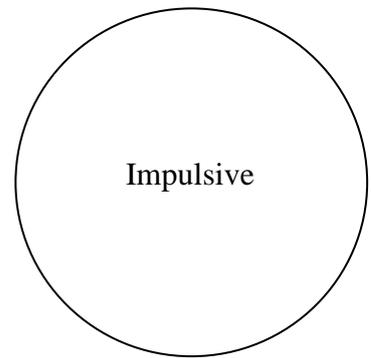
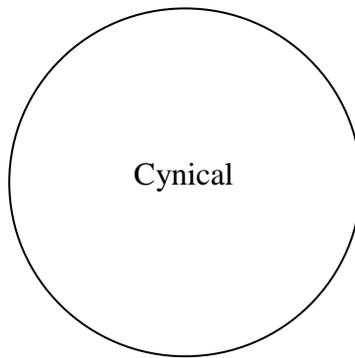
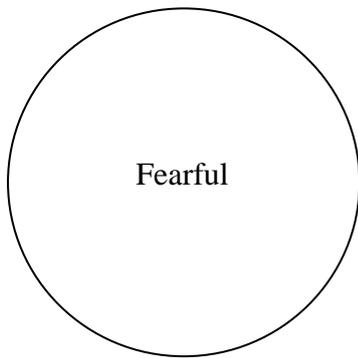
3 Degree Depot: Edward RGR Evans, William Lashley, Patrick Keohane

Appendix 3 – Modified Personality Traits

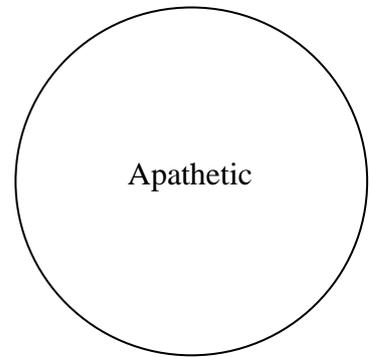
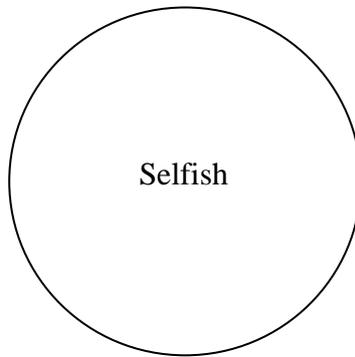
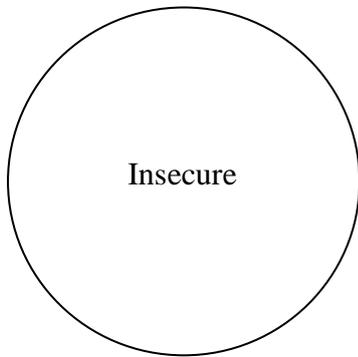
Scott:



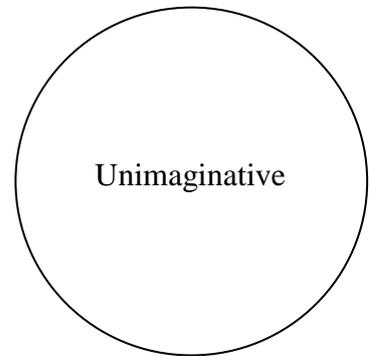
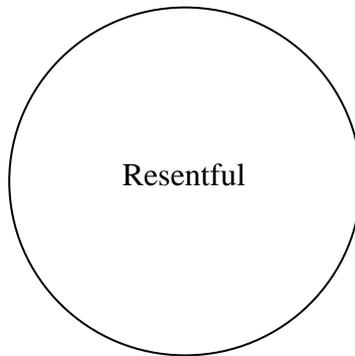
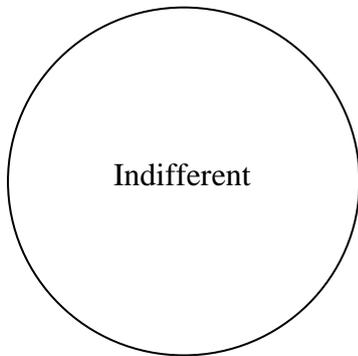
Wilson:



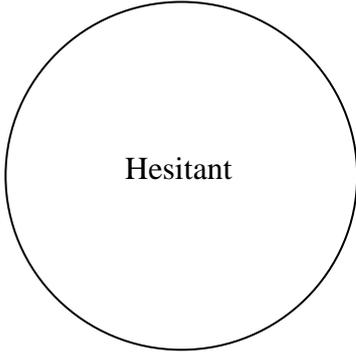
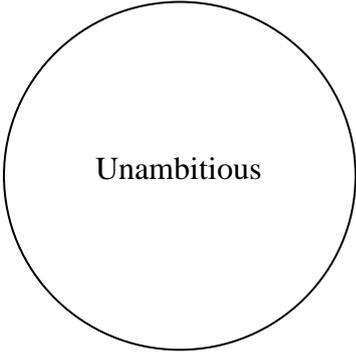
Oates:



Bowers:



Evans:



Appendix 4 – Photographs

Pictures are ordered according to when in the scenario they are needed and marked with letter and number of the scene where they are to be used

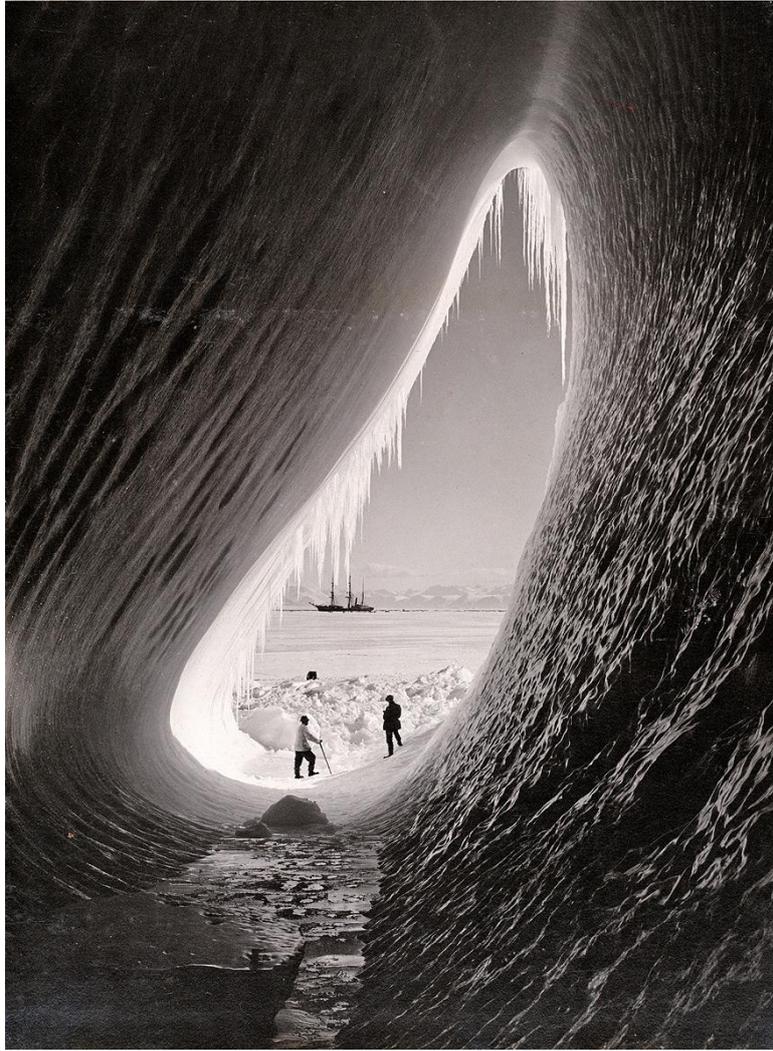
H1



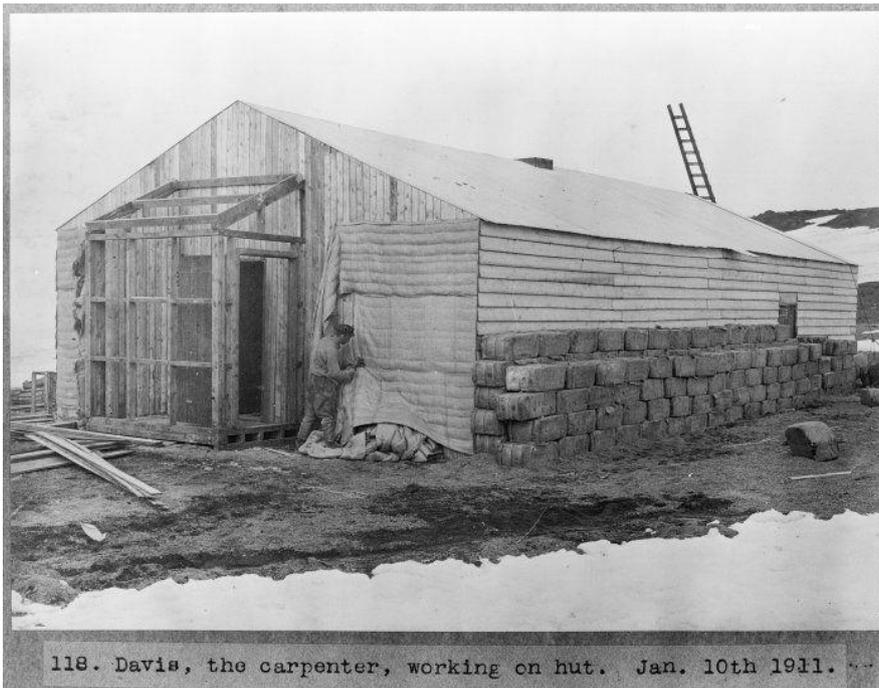
H2



H3



H4



118. Davis, the carpenter, working on hut. Jan. 10th 1911. ...

H5



H6



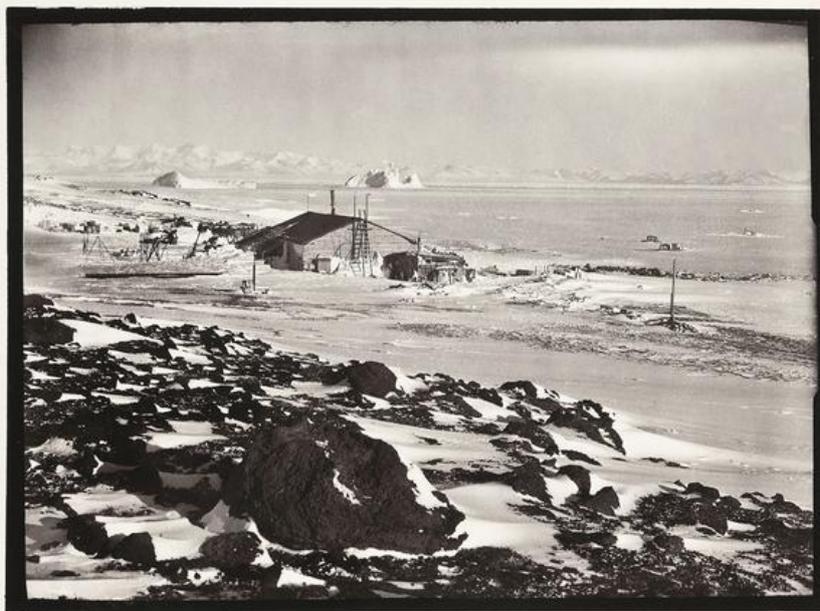
126a. Sky effect (midnight sun), penguins at ice-edge.
Jan. 13th 1911.

100

H7



T1



T2



C3



T3



T4



© H Aldridge/BNPS

T5



T6 – Roald Amundsen med sine hunde



T7



T8



T9



T10



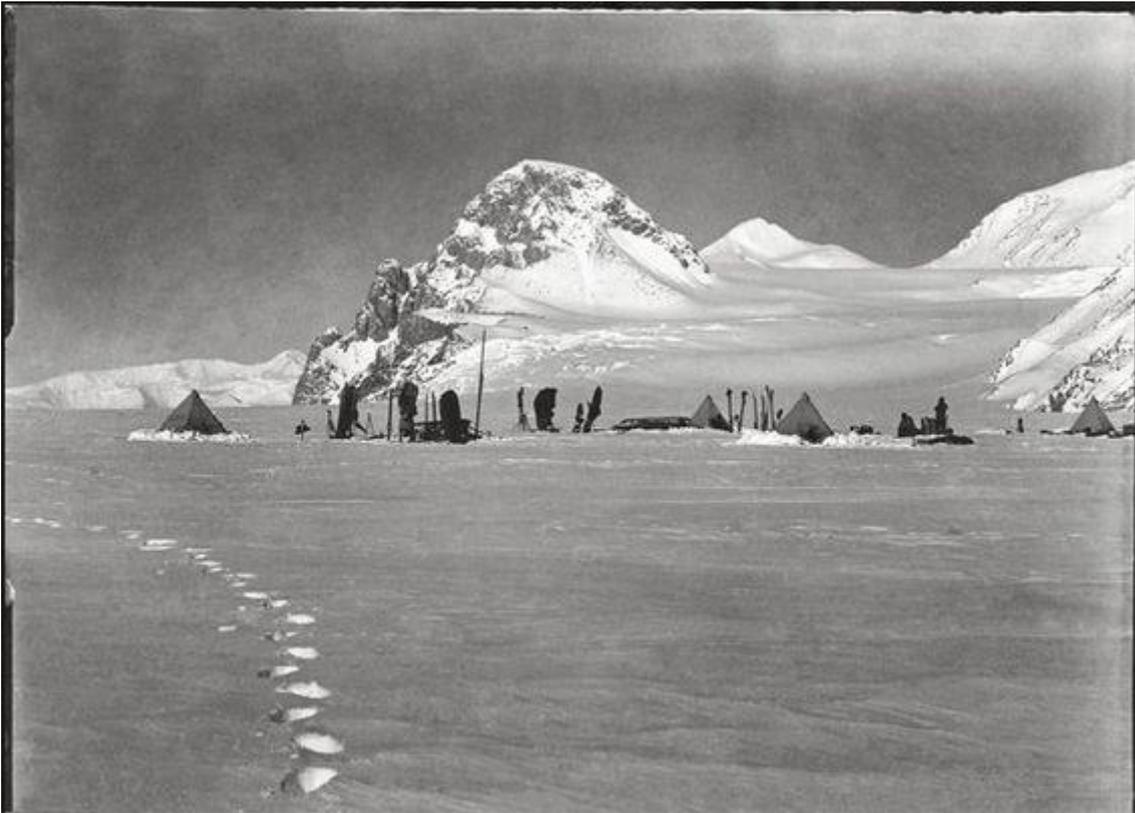
T11



T12



T13



T14

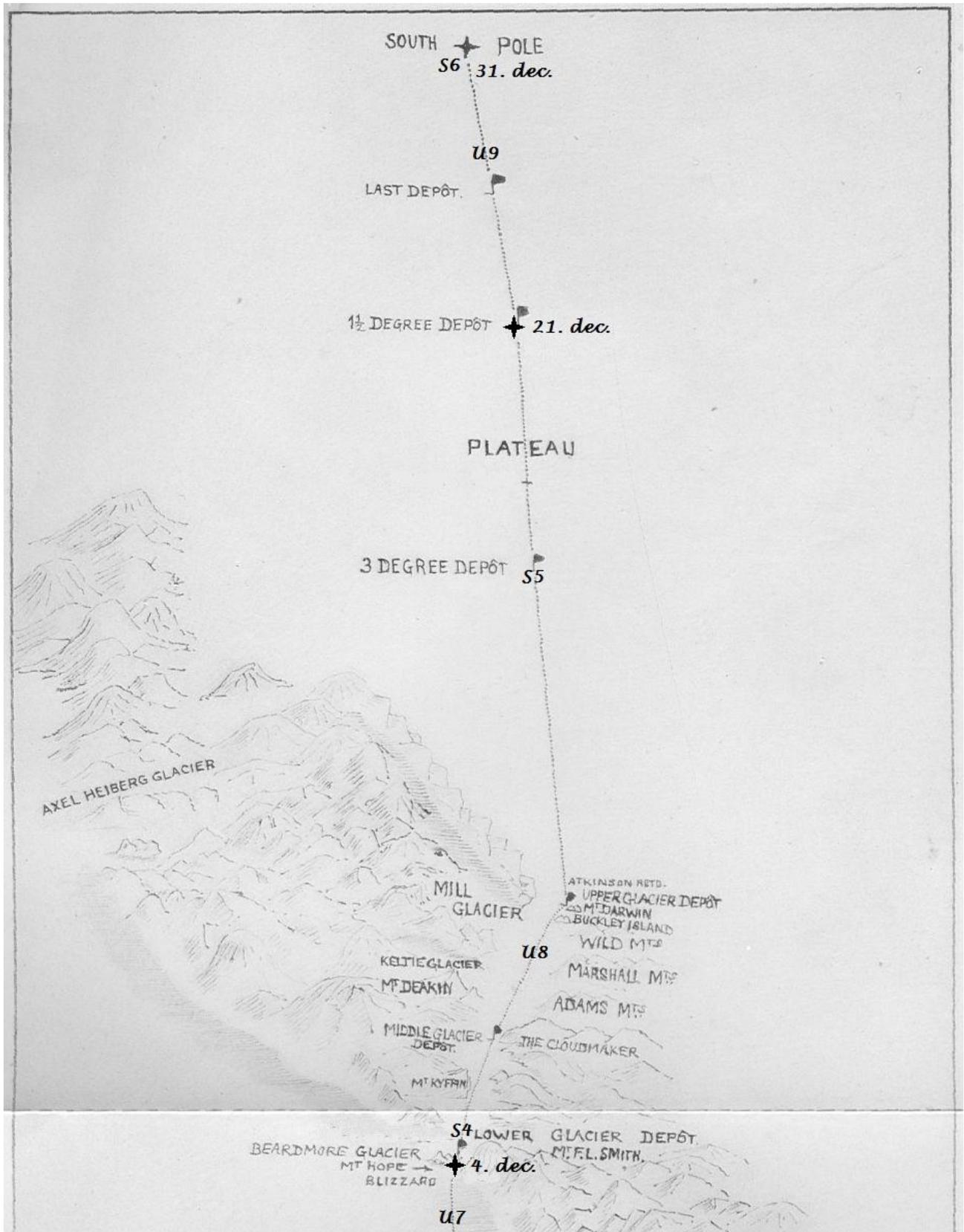


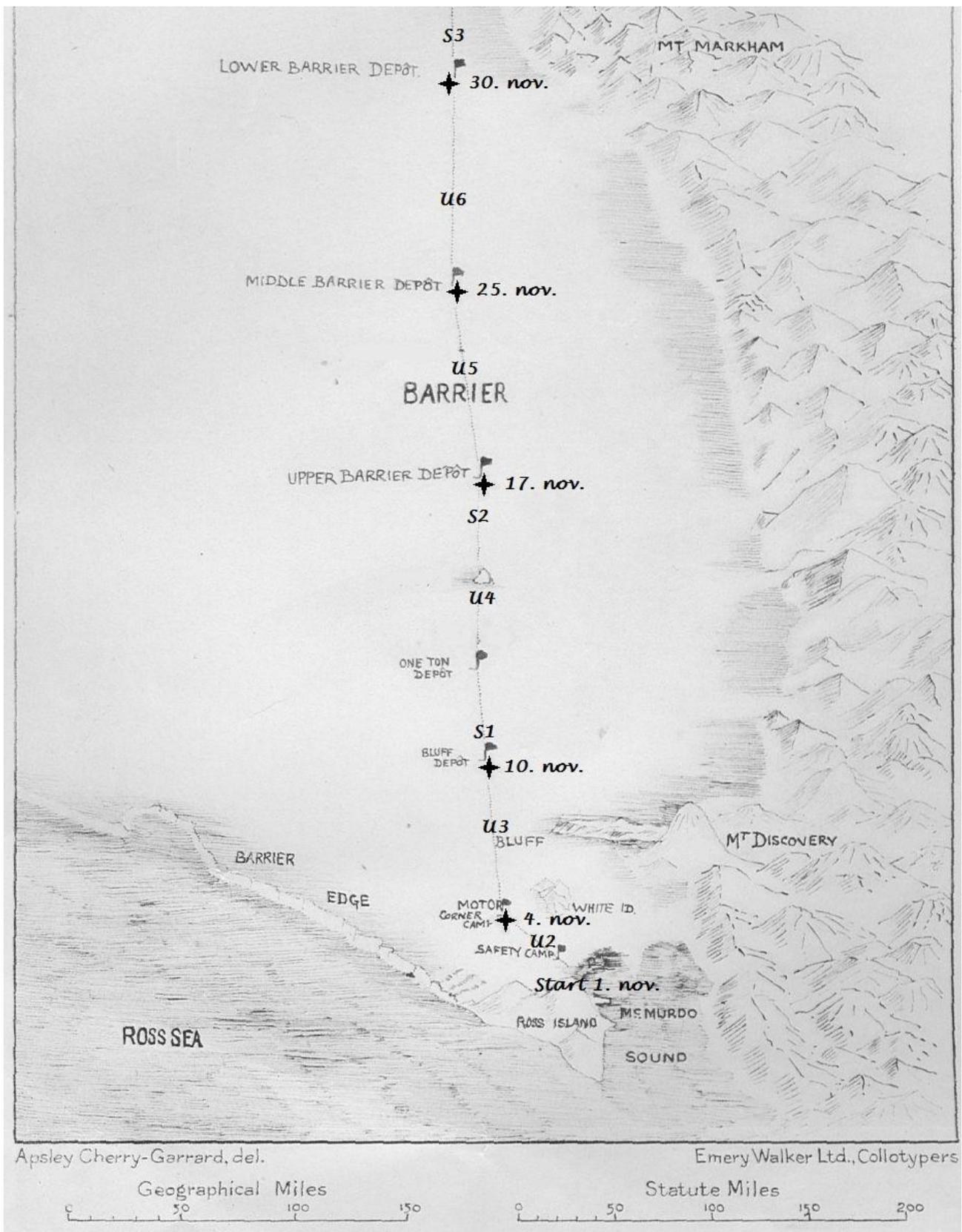
S6



Appendix 5 – GM Reference Information

Expedition Map with planned arrival dates and approximate location for each scene (here U = C):





On this map all challenge scenes are marked with U2-U9 instead of C2-C9

Expedition Personnel

1. Robert Falcon **Scott** (Captain) - Expedition Leader
2. Edward Adrian **Wilson** - Chief of the Scientific Staff
3. Lawrence "the Soldier " **Oates** (Cavalry Captain) - Navigator and in charge of ponies
4. Edgar **Evans** (Petty Officer) - Responsible for the expedition's equipment
5. Henry Robertson **Bowers** (Lieutenant) - Expedition participant appointed to shore team
6. Edward RGR Evans (Lieutenant) - Leader of the expedition motorized team
7. Bernard C. Day - Motor Engineer
8. Tom Crean (Petty Officer) - Expedition participant
9. Apsley Cherry-Garrard - Assistant Zoologist
10. Edward L. Atkinson - Surgeon and Parasitologist
11. Charles Seymour Wright - Physicist
12. Patrick Keohane (Petty Officer) - Expedition participant
13. Cecil H. Meares - In charge of dogs
14. Dimitri Geroff - Dog driver
15. William Lashley - Chief Stroker and part of the expedition motorized team
16. Frederick J. Hooper - Steward and part of the expedition motorized team

Player Character Relationships

Scott-Wilson: Childhood friends, they recall childhood mischief. They respect and trust each other.

Scott-Bowers: Scott backed up Bowers and took him on despite Bowers having wrecked on of the fleet's ships.

Scott-Evans: Scott paid Evans' debt when he saw himself in Evans' problems. Evans is grateful, but also embarrassed and is keen to pay Scott back.

Scott-Oates: A quarrel about the quality of the ponies resulted in Oates doubting Scott's abilities. Scott appreciates Oates commitment, although he finds him a bit too pessimistic. Oates has his doubt about Scotts capability.

Wilson-Bowers: They went on an expedition to an emperor penguin colony where their tent was lost during a storm, but later recovered. Wilson blames Bowers' limited faith, while Bowers looks up to Wilson because he turned the situation around and got them through their problems.

Wilson-Evans: Evans rescued Wilson from going overboard during the storm off New Zealand. Wilson is grateful to Evans, while Evans sees Wilson as imprudent and relying too much on his faith in God.

Wilson-Oates: Oates looks up to Wilson, due to his experience and knowledge. Wilson appreciates the support and Oates' dedication to the expedition.

Bowers-Evans: Evans taught Bowers how to ski, and through their many hours a deep bond was formed between the two.

Bowers-Oates: Bowers and Oates are both in love with the same woman, which makes them a little reserved towards each other. Nevertheless, they both act professional, so when something needs to be taken care of the job gets done.

Evans-Oates: Oates almost got Evans put off the team the morning before departure from New Zealand when Scott, alerted by Oates' mirth, discovered that Evans drunkenly fell in the harbor. Oates generally appreciates Evans' and his experience, but Evans has not yet forgiven Oates for almost getting him thrown off the team.

Crew Departure Schedule

Sent back after C5:

Bernard C. Day
Frederick J. Hooper

Sent back after S4:

Cecil H. Meares
Dimitri Geroff
Possibly. a person with severe frostbite/malnutrition

Sent home after C8, at the top of the glacier:

Tom Crean
Apsley Cherry-Garrard
Edward L. Atkinson
Charles Seymour Wright

Sent home after S5, at 3 Degree Depot:

Edward R. G. R. Evans
William Lashley
Patrick Keohane

Naval Rank, Highest to Lowest

- Captain
- Lieutenant
- Sublieutenant
- Petty Officer

Website with good overview of both expeditions:

<http://www.coolantarctica.com/Antarctica%20fact%20file/History/race-to-the-pole-amundsen-scott.php>

Appendix 6 – Character sheets for 4 players

Robert Falcon Scott (43 år)

Captain in the Royal Navy

Wilson "Uncle Bill":

A man of superior character,
a good friend and a true
scientist.

Oates "the Soldier":

The cheerful old pessimist.
Despite this, he is always
hardworking and good at
what he does.

Bowers "Birdie":

He is wonderfully
straightforward, manages
much and is full of
positive energy.



A strong British
man can
overcome all.

(Optimism)

We must work
together.
I'll take the lead.

(Leadership)

Foresight and
careful planning.

(Judicious)

Personal core: You have always been fascinated by science and the expedition's scientific aim is at least as important as reaching the South Pole.

Background:

The son of a brewer, you were still born into a family with strong naval traditions. At the age of just thirteen you began your career in the Navy. The structured life of the Navy suited you and by the time you were twenty-five, after several awards, you held the rank of Officer. You earned the favor of Sir Markham of the Royal Geographical Society in a race where your quick decision to jibe early earned you and your team the victory.

Things went well until your father lost most of the family fortune. Fortunately, you were able to send them money and with the help of your brother Archie you held the family together. You continued to rise through the ranks, but not as easily as before, since positions were few. You found great joy in the work and the community on the ships you served on. You looked after those who served under you, as rank and discipline do not have to be a barrier for kindness.

Three years later, your family underwent hardship again when your father died. Your mother and your siblings were there for the funeral, and you promised your mother that she and your two unmarried sisters would not suffer. Archie helped as well, of course, but only one year later you received a letter with the tragic news that Archie had died of typhus, leaving you as the sole provider for the family. Fortunately you came across Sir Markham in the streets of London, who told of an impending polar expedition. It was a golden opportunity for advancement and thus your family would also be supported. You enlisted to lead the expedition the very next day.

As you had expected, you were named captain shortly before the *Discovery* expedition. The expedition crew had no significant Antarctic experience, but you reached a point further south than

any other had before and brought home many scientific findings, as well as the experience itself and a burning desire to return to Antarctica. Your achievements had aroused people's interest and opened the doors to London's best circles. It was here that you first met Kathleen. She was an artist and always seemed to have a finger on the pulse of the city. After a year of getting to know each other, you were married. Within a year, you were blessed with your son Peter and now you had your own little family. Incited by the failed attempt to reach the South Pole by Shackleton, your former subordinate on the *Discovery* expedition, (this despite him having broken his promise by using McMurdo Sound as a base) plans for the next Antarctic expedition were already well underway. When Peter was a little over one year old, everything was ready for the expedition, and you left England.

Now you're back, with Wilson from the *Discovery*, and this time you will reach the South Pole. You know that it will be difficult and costly, but you will reach the South Pole and return triumphantly.- for England, science and your wife Kathleen.

Personal Belongings:

A picture of your wife Kathleen holding your son Peter.

A letter from Kathleen, written before departure and first opened in Antarctica.

A small pocket knife you got from your older brother Archie when starting as a cadet in the Navy.

First Memory, 35 years ago (Wilson): You were undoubtedly friends, though neither of you remember when your friendship began. You sat with a big bag of apples in a tree and heard Wilson shout a warning that the owner of the apples was coming. Two seconds later you were down the tree, and after a short sprint, the two of you were enjoying your loot together. You know that you can always rely on Wilson to have your back, just as he did back in the old days of childhood mischief, and you will always be there for him.

Second Memory, 11 years ago (Bowers): Markham came to you one day shortly before *Discovery's* departure. A young friend of his, Bowers, had sailed a fleet navy ships aground and needed someone to give him a second chance. You met with the young man, who seemed honest, and you could put yourself in his place, so you helped him. A man cannot be judged on the basis of a single error and Bowers has shown great character by fully and happily carrying out his duties.

Third Memory, 1 year and 5 months ago (Oates): You had barely set foot out of your cabin at *Terra Nova* when you were set upon by Oates, who wore a slightly belligerent expression. Immediately he started on about the quality and condition of the ponies, and how it had been a mistake to put a dog handler in charge of buying ponies. You could sense his commitment, an important thing on a mission like this, but there was no place for pessimism here and you told him that the expedition had been carefully planned and that he should have confidence in both the expedition and his colleagues.

Edward Adrian "Uncle Bill" Wilson (39 år)



Natural historian and doctor

Scott:

He has an incredible inner drive and an appreciation for science. A good friend who is concerned for others.

Oates "the Soldier":

A brave man who does not give up even when things are bleakest.

Bowers "Birdie":

You do not like his casual approach to faith. But you must admit that he contributes and is good at keeping morale high.

Faith and God's benevolence will see us through this. (Stoic)

Supportive of others and a skilled mediator.
(Empathic)

A scientific approach will help us here.
(Logical)

Personal core: God will always be with me and support me. All that happens has a meaning and is part of a greater plan.

Background:

From an early age you knew that you would be natural historian, even though father was a doctor. You took pleasure in observing and painting the local animals and were encouraged by your parents. Science came naturally to you and with a first class degree from Gonville and Caius College, Cambridge, many options were open to you. You ended up following in your father's footsteps and began medical training. In your time at Gonville and Caius College you found your faith and adopted a more ascetic lifestyle. Your faith was tested when, shortly before your final exam, you fell ill to tuberculosis. With God's help you survived, however, and got the opportunity to rediscover your artistic skills while you recovered your strength in Norway and Switzerland. Your medical studies were completed, albeit a year later than expected. Within a year you were married to your wife Oriana and shortly thereafter got hired for the *Discovery* expedition to the South Pole as a surgeon, zoologist, and painter. The expedition was led by your childhood friend Scott, with whom you helped to reach the southernmost point attained so far.

Now you are off on your second Arctic expedition under Scott. Shackleton had offered you a place on his expedition, but you remained loyal to Scott. You will continue your scientific work and God willing, will reach the South Pole as well.

Personal Belongings:

A catechism given you when you started at Gaius College.

A letter with a lock of your wife Oriana's hair.

A large piece of eggshell from the emperor penguin colony you explored earlier this year.

First Memory, 35 years ago (Scott): You were undoubtedly friends, though neither of you remember when your friendship began. You sat together and ate apples that you had stolen. You had been watching out, but you were discovered and were chased off. The spoils, however, were divided equally, as any true friend would.

Second Memory, 8 months ago (Oates): The base where you have been wintering was almost complete. You were out with Oates putting up a few scientific stations. You were almost back to base when Oates pulled up on skis right next to you. He expressed a great confidence in you and your experience from the *Discovery* expedition, and you sensed that he would provide good support during the upcoming expedition. He then mentioned his doubts about the ponies quality, but that he would do his best regardless. What zeal and dedication to the expedition!

Third Memory, 6 months ago (Bowers): You had seen the emperor penguin colony an hour ago, but since it had begun to get dark and windy you decided to find a suitable place to camp. On your way to survey Bowers set up the tent, you overheard his remark to his partner helping with the tent: "What hellish weather, although right now I could use a little hellfire for warmth." Before you could even respond a gust of wind tore the flapping canvas from Bowers hands. There was no time for reprimands; you got ice axes and canvas from your packs and built a shelter that saw you through the night. As you fell asleep you asked God to bring calm winds in the morning, and found the tent caught among a pile of rocks close by. Your faith brought you home safely and you hope Bowers' sacrilegious attitude will not cause you more problems.

Lawrence "the Soldier" Oates (32 år)

Captain in the cavalry

Wilson "Uncle Bill":

A man who listens and keeps a pragmatic outlook. An explorer with experience and knowledge of Antarctica.

Scott:

He is disorganized and does not understand the challenges ahead. However, he is good at motivating the men.

Bowers "Birdie":

He works hard and does his part, but it is as if he has no sense of reality.



Proficient
navigator with
knowledge of the
landscape.
(Confident)

Companion to
animals,
especially horses.
(Loyal)

We must achieve
our goals!
Do not give up.
(Passionate)

Personal core: I have fought for Britain and never surrendered. The British gentleman will prevail and we will be the first to the South Pole.

Background:

Born into a wealthy and respected family you lacked nothing when you grew up. At times Uncle Frank visited you and told your sister Lillian and you about his expeditions in Africa, and the discoveries they made there. Maybe it was his stories that got you to sign up for Scott's expedition many years later. Like many others, you chose a military career that led you to the cavalry and South Africa. Unfortunately, your father did not live to witness your accomplishments; he died of typhoid when you were sixteen. Slowly and steadily, you were promoted and after twice refusing to surrender during a skirmish, you were promoted to Lieutenant. During this skirmish a bullet damaged your hip, and now your left leg is one inch shorter than the right. You were later appointed to Captain and posted in Ireland, Egypt, and India.

After reading it in the papers and hearing tell of Scott's first South Pole Expedition, and later Shackleton's brave albeit aborted expedition, your curiosity was roused. You would have a share in the glory and greatness brought to Britain by this expedition. Luckily, Scott could see the indispensability of your skill with horses, and after making a small financial contribution to the expedition, one of the spots on the expedition was yours.

During the preparations and the journey to Antarctica you always spoke up when you saw something that could be done better, but Scott doesn't appreciate this. He calls you a pessimist, but you just say how things are and if he does not want to face reality, that's his problem.

Personal Belongings:

A compass your Uncle Frank, the explorer, gave you when you were young.

A picture of you and Abbie, a girl which you have romantic feelings for, from a formal military dinner.

Your late father's mechanical pocket watch.

First Memory, 2 years ago (Bowers): Abbie knew how to argue her case. This was one of the things about her that had first attracted your attention, other than her sharp blue eyes. It was in Ireland a year ago and nothing had happened, but now she sat here and argued with the “gentleman” next to her ... Bowers. The team had gone into town to celebrate the imminent departure and the two had arrived together. You were determined not to worry about the way Bowers looked at her and hoped that her interest would soon turn your way.

Second Memory, 1 year and 5 months ago (Scott): You had your suspicions a couple of days ago, and now those suspicions were confirmed. You had ended up with some second-rate ponies that could hardly cope with the hardships of Antarctica. It was obvious. Scott, in all his wisdom, had set a dog driver to buy ponies. Now you would tell him what his foresight had gotten them. You found Scott outside his cabin, but though he listened to what you said, it was as though it bounced off of him. He told you to “be optimistic” and “have faith in the mission,” which made you doubt his skills. He is the leader of this expedition, and you know from your time in the cavalry, that if the manager does not have full authority, the schism will divide the unit. Therefore, you’ll see him up these hills even if your faith in him is shaken.

Third Memory, 8 months ago (Wilson): Camp was almost set up, and you had been helping Wilson put up a few scientific stations. As you got to know him better you came to realized that his knowledge of the Antarctic was much greater than Scott’s, although Wilson never let it show. You were almost back to base when you decided to tell him about your support and trust in him. You pulled out of Wilson’s track and skied up alongside him and let him know how you felt. You also mentioned your doubts about the ponies quality but you stopped yourself before you blamed Scott for it. He and Wilson were obviously very close. Instead you stressed that you would do your best to care for the ponies as long as possible and you could feel that Wilson appreciated your contribution to the expedition.



Henry Robertson "Birdie" Bowers (28 år)

Lieutenant in the Royal Navy

Wilson "Uncle Bill":

He can keep order when a joke is not enough to lighten the mood. But he should focus more on the good in this life than the next.

Oates "the Soldier":

He is dedicated and focused on the goal, but it gives him tunnel vision. Sometimes he should rely on others more.

Scott:

A true leader who understands his men and has ambitions. He sees the best in people and brings it out in them.

Drive and a high spirit that is infectious.
(Empathy)

Tough, hard-working and reliable.

What if we tried this...
(Creativity)

Personal core: You've always looked at things from the bright side and believe that things will be all right. Sulking helps no one, so why not keep your spirits up? It's the least you could do!

Background:

Your father died when you were three, so you have no memories of him other than his voice mixed with the smell of cigarette smoke. But your mother took good care of you and your two older siblings. You moved to London when you were thirteen. Streatham High School for Boys gave you an education, and helped you to get into the merchant navy. Your first ship was HMS Worcester, and during your service it was visited by Sir Markham from the Royal Geographical Society. It would prove to be a stroke of luck when his benevolence helped you several times since. After having run a ship aground you were out of options, and you went into the Royal Navy in India. At one point you thought your career in the Navy was over, but with Sir Markham's support you were able to continue and you achieved the rank of lieutenant.

Sir Markham got you a seat on the *Terra Nova* as part of Scott's expedition. You've got the chance to tread places few or none before you have walked. Of course, you will do everything in your power to reach the South Pole, for your belief in the expedition's success is absolute.

Personal Belongings:

A carved necklace of green stones (New Zealand jade), given to you by one of the local Maoris before the ship left New Zealand.

A picture of you and Abbie, who you have strong feelings for, in front of Big Ben in London.

As a reminder that you should never be discouraged, you wear a splinter from the ship you ran aground in a necklace.

First Memory, 11 years ago (Scott): It was only three months into your naval service when you put a large hole in the hull of one of His Majesty's ships, so it was about time to find a new job. Miraculously, Sir Markham was nearby and with the help of his friend Scott, you got a job; a second chance at your career. Scott sees the best in people, and you are truly grateful.

Second Memory, 2 years ago (Oates): Your sister had written you; asking if you could show your cousin's friend a bit of the city. You always found a young woman's company to be pleasant, so you invited her to join the team in one of the city's finer bars. Abbie turned out to be a wonderful company with a sharp tongue, but gentle laughter. During the evening she made eyes with Oates and you did not like the smile he sent back. If she were falling in love with someone you wanted it to be with you.

Third Memory, 6 months ago (Wilson): When you heard that there was an opportunity to see a penguin colony in person, you enlisted for the expedition immediately. For a mere hour were you able to watch them from a distance, but a growing wind forced you to find shelter where you could get out of the wind and set up camp. Your buddy who helped with the tent was frostbitten and despondent, so to cheer him up, you jokingly said that you'd need the fire of hell itself to fight this damn cold. In the same moment a strong gust of wind tore the tent out of yours and your partner's hands. Wilson was crestfallen, but he showed his experience and quickly guided you in the process of making a makeshift shelter. You thought of how fortunate it was that someone as experienced as Wilson was with you, and the luck did not stop there. The next morning when you set out, you found the tent wedged in not far from your makeshift camp. You were convinced, however, that even without this fluke of luck Wilson would have managed to bring you safely back to base.