

Sports



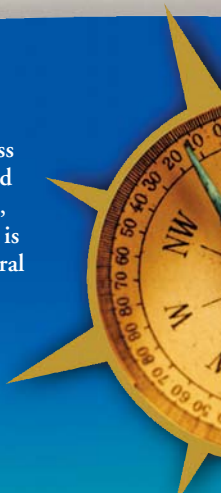
RANDY GREEN



The POLAR B

A fun board game for the entire

Follow the Churchill polar bears as they cross the pack ice of Hudson Bay in search of food while braving frigid temperatures, blizzards, and other obstacles. The object of this game is to discover the amazing physical and behavioral strategies polar bears use to survive.



Churchill

to weight loss.
eeps you warm.
ridge; the snow
you sleep along
big blizzard blows

Adult female
comes out of
her den and
kills a seal.
Gain 25 pounds.

Spring is in the
air. You feast on
seal. Roll the die
and gain 10 times
the number.

You find a seal
in its snow lair.
Gain 12 pounds.

Female loses
caught seal to
a large male.
Lose 3 pounds.

Subadult male
or female loses
caught seal to a
large female.
Lose 2 pounds.

Seals think you
are a piece of
ice while
swimming and
you capture one.
Gain 16 pounds.

Another bear
allows you
to share their
walrus kill.
Roll the die and
gain 10 times
the number.

Ice begins to
thaw and you
manage to stay
in the north on
the ice. Roll the
die and gain 10
times the number.

You catch
a seal, but
it is old and
not very fat.
Gain 4 pounds

Ice becomes
thin, fewer
seals so you
swim further
between ice floes.
Lose 4 pounds.

Find a cool den
dug deep into
the earth where
there is permafrost
and it keeps you cool.
You don't lose
any weight.

Eat some kelp
(sea weed).
Lose 2 pounds.

Really hot day
and nowhere to
cool down.
Lose 4 pounds.

Subadult (female
or male) gets hun-
gry and goes to
the Churchill
dump. Go to Bear
Jail and skip
next turn.

If you are a
subadult male p
fight with another
Lose 4 pounds

Summer

BEAR TREK

family (recommended ages: 5 years and older).



We use an artificial number to show weight gain and loss, but the situations are based upon scientific research. For more information on how to play and to trace your own game piece, see inside back cover.

Hudson Bay



V. H. BECK

FINISH

Tourists come on a Tundra Buggy®, you have your picture taken, and they all become supporters of polar bear conservation efforts.

START

Hudson Bay begins to freeze. Go seal hunting. Gain 20 pounds.

Ice isn't solid, and you fall through. Back to start.

Adult female goes to her den to give birth. Skip a turn.

Ice freezes early and seal hunting is good. Roll the die and gain 10 times the number.

A large male bear is in the area. Retreat back to start. (All but other adult males).

You find a half-eaten seal and eat the blubber. Gain 12 pounds.

You find a seal's breathing hole and catch a seal. Gain 18 pounds.

If you are an adult male, a hunter chases you. Lose 5 pounds.

You find a seal's breathing hole, wait for the seal to come in, wash up on shore and you share the feast with other bears. Gain 25 pounds.

Sneak up on a walrus and capture the young. Gain 14 pounds.

Walk 50 miles looking for a seal's breathing hole. Lose 8 pounds.

Stalk a walrus, but it sees you and slides into the water before you can catch it. Lose 3 pounds.

You swim from ice floe to ice floe for 30 miles without catching a seal. Lose 6 pounds.



R. & C. BUCHANAN



Fall



THE POLAR BEAR TREK

Play this fun boardgame on pages 6-7!

This is just a game.

In real life, the Hudson Bay polar bears maintain their weight during the winter season until spring when the bears feast to gain extra weight for the summer time when they do not eat. Each day during the summer an average bear loses 2 pounds per day. The pressure to find food increases as the winter approaches. These polar bears gather near Churchill in anticipation of the ice forming and hunting anew.

Number of Players: 2 - 6

Materials Needed:

1. Paper and pencil to keep score. Each player can record how much weight they gain or assign a master scorekeeper.
2. One die (borrow from another board game).
3. Polar bear game piece. Make your own by tracing the bear on this sheet.

How to Play:

- Roll the die to determine the sex and age of your bear. (Males could be odd numbers and females even numbers. Subadults (ages 1-5) could be odd numbers and adults could be even numbers.)
- Roll the die again—the highest number thrown goes first.
- To start, roll the die and move your bear forward the number of spaces. Follow the directions on the board.
- If your bear lands on the same square as another bear here are a few behaviors:
 - Subadults always yield to adults and move back one space.
 - If both bears are male and subadults OR both are adults they play fight. The highest roll is the winner and stays on that square. The other player moves back one space.
 - If one bear is male and the other is adult female, she will likely have cubs and will ferociously defend her young. Roll the die, the high number stays at the square, the low number retreats back one space.

Surviving is Winning

How did your bear do? In order for the Hudson Bay bears to survive the summer they must gain about 300 pounds. For pregnant females to survive and nurse their cubs they must gain over 600 pounds before the ice breaks up. You may find that none of the bears in the game gained enough weight. Inexperience in hunting and surviving and consequently starving is not unusual. The arctic environment is harsh and unforgiving.



Trace this polar bear on your own paper and cut out for your game piece!

Answers to Packing List Activity, pg. 7

Everything on the list except the following should be packed: Water, nylon tent, canned goods, and a flashlight. Here is why:

- Don't waste space packing water — it surrounds you in the Arctic. Snow and ice are melted for cooking and drinking. But not a shower!
- A nylon tent with a floor holds too much humidity from people and damp clothes. The canvas tent without a floor is better, but you better have packed the caribou skins to sleep on!
- The handsaw you packed isn't for cutting wood for fuel — there aren't any trees. Rather it is for carving snow blocks to make a wind break for the tent.
- Canned goods freeze and you know what happens if you put a can in the freezer — it can explode as the food expands in the confined space of the can.
- The lantern provides both heat and light. Unless you can keep a flashlight next to your body, it is too cold for the batteries to work.

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PBI was founded in 1992 by wildlife photographer Dan Guravich, a Canadian native who was internationally known for his work with polar bears.

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