

# A mad mission

Shackleton plans to make the first overland crossing of the vast continent of Antarctica via the South Pole. That's 3,330 km across a mostly uncharted, frozen wilderness!

Shackleton announces his plans in *The Times* newspaper. You read the article with great interest. Eager for adventure, you apply immediately. Shackleton decides to take you on!

## SELLING THE DREAM

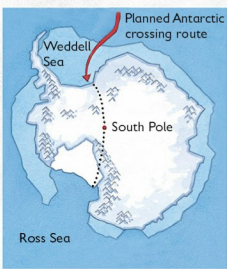
Some say that Shackleton placed the following advert in *The Times*:

'Men wanted for hazardous journey. Small wages, bitter cold, long months of complete darkness, constant danger, safe return doubtful. Honour and recognition in case of success.' But no-one has been able to prove that this ad really existed.



## THE PLAN

To set off from the Weddell Sea and cross Antarctica with a small team using sledges. On the last leg of the trip, you will use supplies left by another team setting off from the Ross Sea.



## SHACKLETON'S PREVIOUS EXPEDITION

This was in 1909. His team nearly reached the South Pole, hauling their own sledges, but had to turn back 160 km away from their goal. Shackleton was knighted for his efforts – he's Sir Ernest now.



# Abandon ship!

After all these months, *Endurance* is still stuck fast. In August 1915 the pack ice moves and slowly begins to crush the ship. In October, loud groans and cracking sounds are heard as the hull timbers split and the glass shatters. The ship is thrown upwards and suddenly lurches onto its side while you are below decks. An icy torrent pours in and supplies, men and dogs slide into the water! You work the pumps day and night, but it's no use. Finally, Shackleton gives the order to abandon ship and you all move onto the ice.

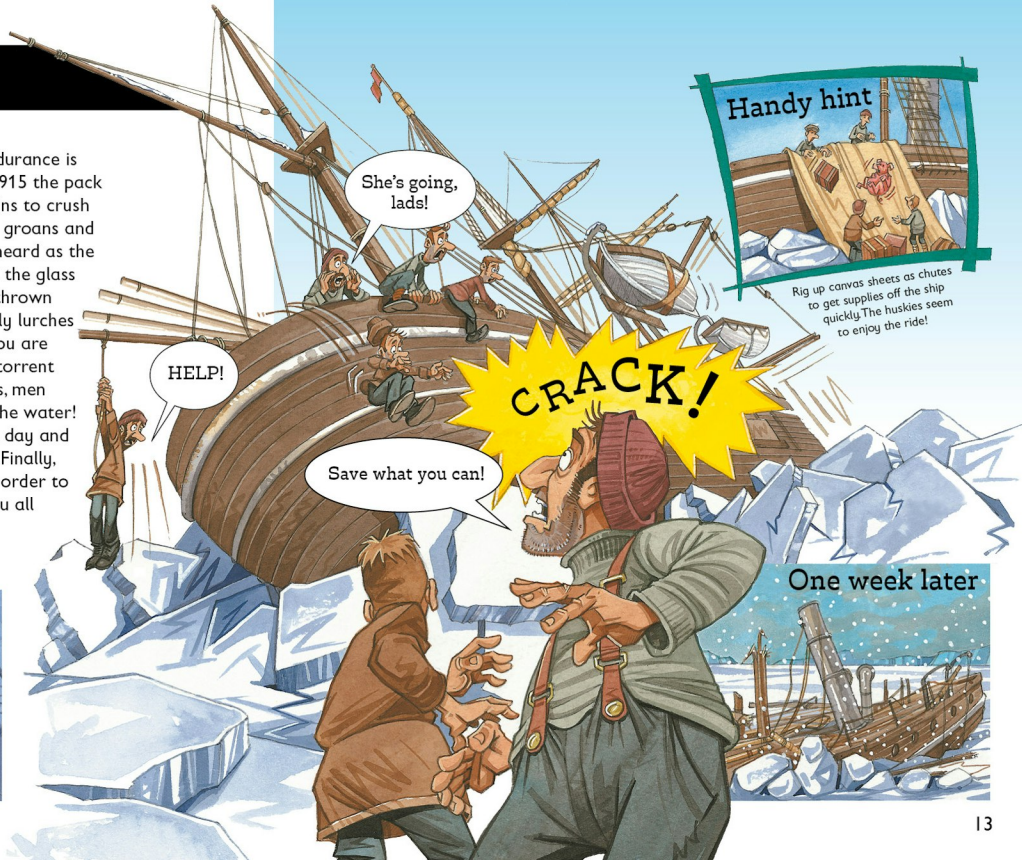
## SUPPLIES

In the panic, you manage to save only a few vital provisions. Three lifeboats, the sledges, navigating equipment and the ship's banjo are piled up on the ice.



## ON THE ICE

You spend your first night on the ice in a freezing tent. The temperature is  $-28^{\circ}\text{C}$ . The moon shines so brightly that it keeps you awake.



## Handy hint

Rig up canvas sheets as chutes to get supplies off the ship quickly. The huskies seem to enjoy the ride!

## One week later



# Ice camping

## What's on the menu?

### DINNER

This is the same every day. It's either seal or penguin meat, if you're lucky. From the ship's stores, you managed to save only walnuts and onions – not exactly a balanced diet.



You abandon the first camp after a few weeks when the pack ice becomes unsafe. The second is called Patience Camp – and patience is certainly something you need, as camp life is deadly boring. The main activities are hunting and trying to keep warm. You kill seals for meat and use their blubber (fat) to fuel the stove. You have to keep a careful watch for fierce leopard seals, whose huge fangs could kill you in an attack. By March 1916, the camp has drifted so far north that you reach the edge of the pack ice region.

## Your accommodation

### PASSING TIME

In warmer weather you play cards in the tents. When it's very cold, you huddle in your reindeer-skin sleeping bags, but there aren't enough for everyone.

## Handy hint



Build ice cairns and string up ropes between them to mark the edge of the camp. Now you can feel your way around in blizzards and not get lost.

You see, patience is a virtue!

Someone gag that man before I throttle him!



# Off again in an open boat



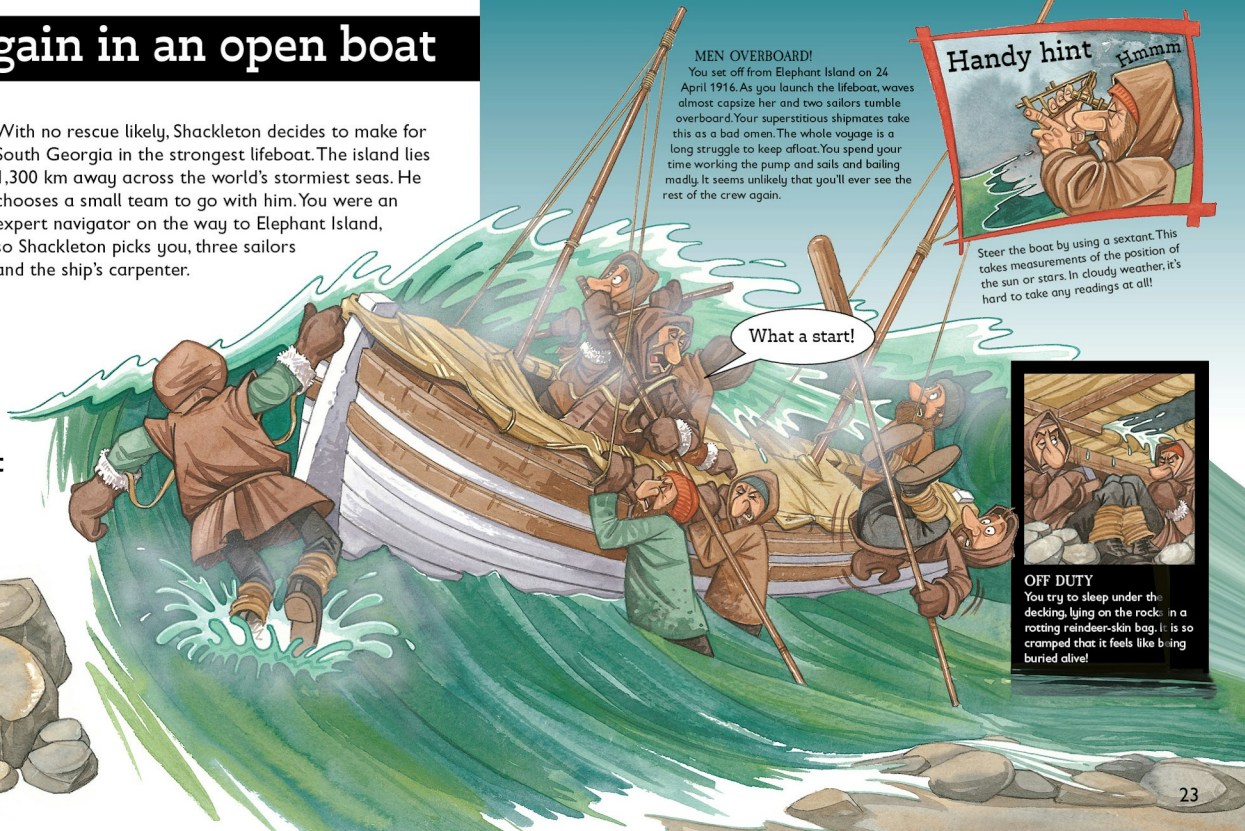
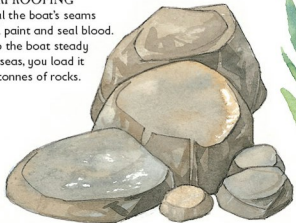
With no rescue likely, Shackleton decides to make for South Georgia in the strongest lifeboat. The island lies 1,300 km away across the world's stormiest seas. He chooses a small team to go with him. You were an expert navigator on the way to Elephant Island, so Shackleton picks you, three sailors and the ship's carpenter.

## Preparing the boat

You help the carpenter get the boat ready for launching. You raise the boat's sides with wooden planks and nail on a canvas decking.

### WATERPROOFING

You seal the boat's seams with oil paint and seal blood. To keep the boat steady in high seas, you load it with 2 tonnes of rocks.



### MEN OVERBOARD!

You set off from Elephant Island on 24 April 1916. As you launch the lifeboat, waves almost capsize her and two sailors tumble overboard. Your superstitious shipmates take this as a bad omen. The whole voyage is a long struggle to keep afloat. You spend your time working the pump and sails and bailing madly. It seems unlikely that you'll ever see the rest of the crew again.

## Handy hint



Steer the boat by using a sextant. This takes measurements of the position of the sun or stars. In cloudy weather, it's hard to take any readings at all!

What a start!



### OFF DUTY

You try to sleep under the decking, lying on the rocks in a rotting reindeer-skin bag. It is so cramped that it feels like being buried alive!