Print-and-Play: ***Captain Park's Imaginary Polar Expedition***

Release Year: 2002
Stock Code: CAG 035
Game Type: Board Game
Designer: James Ernest
Players: 3 to 7
Playing Time: 90 Minutes
Components: Board, Cards, Rules
You Need: A pawn and counters for each player, two more pawns, and a way to keep score

Adventure! Excitement! These are the things about which you'll be lying through your teeth, in this non-daring romp that never sets foot outside London.

You're all would-be adventurers who are terrified to go on any real journey, so you sneak around London collecting artifacts and stories, and then return to the Adventurers' Club and lie about where you've been. Africa! China! Mount Everest! The South Pole!

The villain of the game, Captain Park, thought of this scheme first, and he's not going to make it easy for you. Captain Park wanders the streets of London, and if he spots you, the jig is up.

Captain Park's Imaginary Polar Expedition is essentially the rough draft of *Stuff and Nonsense*, a newer slightly simpler version of the same game. You should definitely check out *Stuff and Nonsense*, but you should also take a look at the original *Captain Park* to see what changed and take a few guesses about why.

Printing Instructions:

The *Captain Park's Imaginary Polar Expedition* 2019 Print and Play contains the following files:

- Boards: Captain Park has two boards, a Main Board (16.5 x 8.5) and a Side Board (8.5 x 5.5). For the larger board, you can use a large-format printer, shrink it slightly to fit on legal paper, or print it in multiple segments using Acrobat's tiling function.
- CaptainParkCards: The Captain Park cards are arranged 9 to a page in a 10-page file, for a total deck of 90 cards.
- CaptainParkBox: This file contains the art from the front and back of the original packaging.
- CaptainParkRules: This is a single 8.5 x 11 double-sided page, designed to fold in half.

In addition, you will need a pawn and counters for each player, two more pawns, and a way to keep score.

Visit cheapass.com for advice on making print-and-play boards and cards.