

CHAPTER VI.

*The gale—Anchored to a berg which proves to be a treacherous one—Dangers of the "pack"—Beset in the ice—Mirins shows an inquiring mind—Walruses—Gale freshens—Chains and cables—Holding on for life—An unexpected discovery—A "nip" and its terrible consequences—Yoked to an iceberg.....*70

CHAPTER VII.

*New characters introduced—An old game under novel circumstances—Remarkable appearances in the sky—O'Riley meets with a mishap.....*85

CHAPTER VIII.

*Fred and the doctor go on an excursion in which, among other strange things, they meet with red snow and a white bear, and Fred makes his first essay as a sportsman.....*99

CHAPTER IX.

*The "Dolphin" gets beset in the ice—Preparations for wintering in the ice—Captain Guy's code of laws.....*112

CHAPTER X.

*Beginning of winter—Meetuck effects a remarkable change in the men's appearance—Mossing, and working, and plans for a winter campaign.....*125

CHAPTER XI.

*A hunting-expedition, in the course of which the hunters meet with many interesting, dangerous, peculiar, and remarkable experiences, and make acquaintance with seals, walruses, deer, and rabbits.....*140

CHAPTER XII.

*A dangerous sleep interrupted—A night in a snow-hut, and an unpleasant visitor—Snowed up.....*155

CHAPTER XIII.

*Journey resumed—The hunters meet with bears and have a great fight, in which the dogs are sufferers—A bear's dinner—Mode in which Arctic rocks travel—The ice-belt.....*169