

Klondike

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INTRODUCTION

The object of the game is to make your fortune in the Klondike gold creeks and be the richest player at the end of play.

Starting from the space **CHILKOOT PASS** you move your token around the board to the throws of dice. When you land on a **PROSPECT** space, turn over one of the prospecting cards in any creek. If the card indicates "**GOLD**" the bank will pay you the amount indicated. However, instead of gold, the card may indicate instructions or penalties which must be followed immediately. Fool's gold, scurvy, frostbite and claim jumping are some of the hazards you must face.

You may buy saloons, hotels, casinos, and other buildings when you land on them. The owner of a building collects money from other players landing there. However, buildings may be destroyed by fire and at the end of the game, they have no value because all that is left is a ghost town.

KLONDIKE is a truly exciting game. Fortunes are made, squandered, then remade. Excitement mounts until the game ends when the last prospecting card is turned over. The player with the most cash at this time is the winner.

PREPARATION

One player is chosen to act as banker. The bank receives all money and building ownership cards. The banker must keep his own assets separate from the bank's assets during the game.

Each player chooses one token, places it on the space **CHILKOOT PASS** and receives 50 000 \$ grubstake from the bank. The banker shuffles the prospecting cards, allows one player to cut the deck, and then deals nine (9) cards FACE-DOWN in each of the four creeks, in the centre of the board.

STARTING THE GAME

Each player in turn throws the dice. The player with the highest total plays first and turns proceed to the left for the rest of the game. In his turn, a player throws the two dice and moves his token around the board (always in a clockwise direction) the number of spaces indicated by the dice total.

PROSPECTING

When you land on a **PROSPECT** space, turn over the top card in any of the four creeks you wish. The bank will pay you the amount indicated on the card if a gold strike is made. If not, the card will contain instructions which you must follow immediately. (Except as noted below, the prospecting cards are discarded in some convenient place off the board after being turned over)

DISCOVERY CLAIMS

If the gold strike is the **FIRST** to be found on a creek, you receive **DOUBLE** the printed amount on the card. This card is then placed FACE-UP in the creek, next to the remaining prospecting cards, to indicate that the discovery claim on that creek has been made.

MOTHER LODE

One gold card is marked "**MOTHER LODE**". When this is found, it is also placed FACE-UP in the creek. Every gold card found in the same creek by any player from then on is now worth double its printed value. (The mother lode card is never worth double even if it is also the discovery card for a creek)

CLAIM JUMPING

You are claim jumping if you land on a prospect space that contains another player's token. The penalty for claim jumping is to go to the **WOODPILE**. Do not prospect or gamble with the other player.

SELLING CLAIMS

A player who lands on a **PROSPECT** space has the option to sell the claim to the highest bidder instead of taking the card for himself. That is, the right to the card is sold before it is turned over and the buyer then receives any penalty or benefit from the card.

BUILDINGS

When you land on a building or you are sent there by instructions on a prospecting card, you may buy the building from the bank if it is not already owned. The price for each building, is printed on the board and when this amount is paid in full, the banker will give you the appropriate ownership card as proof of ownership.

Building owners collect revenue from other players who land there as follows:

- HOTELS:** The owner collects the fixed amount indicated on the ownership card.
- SALOONS:** If you are not the owner, when you land in a saloon you give a party for all other players in town. Every player who has a token on the **PIONEERS' CEMETERY**, the **FIRE** or any building (except for the **WOODPILE** and the **CHURCH**) is 'in town' and must move to this saloon. The owner of the saloon now collects from you the amount indicated on the ownership card for each player in the saloon. The owner of the saloon must go to a party if he is in town and counts as a player in the saloon for payment.
- CASINOS:** When you land in a **CASINO**, throw both dice again, and pay the owner the amount indicated on the ownership card times the total of the dice. However, if a double is thrown, the **CASINO** owner pays you in the same way. For example, if you threw '9' on the dice in the **EXCHANGE CASINO**, the owner would collect 27 000 \$ (9 x 3000 \$) from you; if you threw a double '4', the **CASINO** owner would pay you 24 000 \$ (8 x 3000 \$).
- TRADING COMPANY:** Pay the owner 20 000 \$ for supplies.
- SAWMILL:** Pay 5000 \$ for every building you own to the **SAWMILL** owner.
- THEATRES:** The visiting player pays the amount indicated on the ownership card. But on his next turn to play, the visiting player must throw a double on the dice to move. If not, the player must remain in the theatre for one more turn (to watch the second show) and pay again. The turn following this is played as normal.

MONOPOLIES

If one player owns every building of one kind, the revenues for each of these buildings is doubled. (The **SAWMILL** and **TRADING COMPANIES** do not get this advantage). For example, if one player owned all three **CASINOS**, the bet in the **MONTE CARLO** would now be 4000 \$ x **DICE** instead of the normal 2000 \$ x **DICE**. Similarly, if one player owned all four **HOTELS**, the rent for the **REGINA HOTEL** would now be 40 000 \$ instead of the normal 20 000 \$.

FIRES

When a player lands on the **FIRE!** space, every building that has a playing token in it, regardless of who owns the building, is destroyed by fire. The ownership cards of buildings burned down are returned to the banker. They can be rebuilt like any other building. The **CHURCH**, the **WOODPILE**, and the **TRANSPORT COMPANIES** may not burn down.

SELLING BUILDINGS

Buildings can never be sold to the bank. You may trade or sell buildings to other players for any agreed price or deal.

WOODPILE (The Klondike Jail)

A player landing on the **WOODPILE** or sent there as a result of a card, claim jumping or a debt, misses one turn. **A player in the WOODPILE cannot collect any revenue from buildings he owns.**

TRANSPORT COMPANIES

A player may buy the **TRANSPORT COMPANIES** British Yukon and White Pass & Yukon. If owned, a player landing on one of these must pay the owner the revenue indicated on the ownership card, and receives another turn immediately.

CHILKOOT PASS

A player landing on this space must remain here until he throws a double or until he pays 3000 \$ to each player to help get his supplies to the top of the pass.

PIONEERS' CEMETERY

No penalty for landing here. It is a free "resting place".

CHURCH

When you land here you must make a donation which is paid to the bank. However, if you do not have enough cash on hand to make the donation you collect that amount from the bank instead.

RIVERS

A player landing on one of the two river spaces must immediately move his token to the other river space.

PLAYER BETS

When two or more players are on the same space (except the **CHURCH** or a **PROSPECT** space) they can bet with each other. The players wishing to bet each put an agreed stake in a 'pot'. Each player involved now throws the two dice and the highest total wins the pot.

RUNNING OUT OF MONEY

Players are not eliminated from the game if they run out of money. If a player cannot pay a debt (after selling all buildings), he pays what he can and then goes to the **WOODPILE**. The bank will not lend money.

COLLECTING MONEY

It is up to a player to ask for any money to which he is entitled. If he does not do this before the dice are thrown by the next player, he cannot collect.

WINNING THE GAME

The game ends when the last prospecting card is turned over and any gold is paid or instructions on the card are followed. All building ownership cards are then returned to the bank—they have no value since they now occupy a ghost town. Players count up cash on hand and the player with the most money wins the game.

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