

Klondike Gold Rush

The Paper Game

Based on the actual adventure of a photographer in 1897-98



Klondike Gold Rush the Paper Game

In the years 1897-98 Photographer E.A. Hegg Made the Arduous, and dangerous, journey from Seattle Washington to Nome Alaska. He was one of tens of thousands of people who took the adventure in search of Gold Riches. This journey was commonly referred to as the Klondike Gold Rush.

This game is based on his real experiences and the black & white photographs in this game were his actual photos. Can you overcome the difficulties he overcame? Can you make it to Nome Alaska? And once there will you discover gold?

How to assemble the game:

1. Print out this Booklet.
2. Cut out the two pages that make up the playing field and either tape them together or glue them to cardboard. You now have the playing board.
3. Cut out the prospector and fold it into an L shape.
4. Cut out the seven gold bars; fold them over and glue them.
5. Cut out the two pieces that make up the prospecting pan; fold and glue them together to create the pan.
6. Cut out the rolling die and glue it into it's six sided shape
7. Print up and fold into an L shape the Pallet of Gold Bars (Getting this pallet of gold wins you the game)

How to play:

You win the game by getting to Nome Alaska and hopefully getting the pallet of gold!

If at any time your prospecting pan runs out of gold bars you are broke! You can no longer afford to continue with your adventure and you have lost the game.

1. Place Your prospector on the first oval (1. The paddle boat) Do you have the courage to begin your adventure?
2. Place five gold bars in your prospector pan and mix them around. This is your budget.
3. Place one gold bar aside. You may be able to get this gold bar and add it to your prospecting pan.
4. Roll the die! If you roll a 1,2, or 3. Your paddle boat has experienced mechanical trouble. Take one gold bar out of your prospector pan and set it aside. You have lost it. If you rolled a 4, 5, or 6 you are safe. You lose no gold.
5. Move your prospector on to oval #2
6. Roll the die. If you roll a 1,2, or 3 you have spotted a school of porpoises. This brings you good luck! Take one of the gold bars you set aside and place it in your prospecting pan.
7. Move your prospector to oval #3 and roll the die. If you roll a 1,2 or 3 you have run into a pod of killer whales! This is some bad luck. They attacked and damaged your paddle boat! It cost you one gold bar to repair it. Take a gold bar out of your prospecting pan and set it aside.
8. Move your prospector to oval #4. This is the Chilkoot pass and you have to ride a dog sled through the pass. Roll the die. If you roll a 1,2, or 3 your dogs are experiencing health problems. This cost you gold. Take one gold out of your prospecting pan and set it aside. If you roll a 4,5, or 6 you made it safely through the pass.
9. Move your prospector to oval #5. You have to now take a train to the city of Dyea. You may be able to get this ride for free because you know the train engineer. Roll the die. If you roll a 1,2 or 3 you have no luck! The engineer charges you for the trip. Remove one gold bar from your prospecting pan and set it aside. If you roll a 4,5, or 6 you are safe and you get free passage on the train.
10. Move your prospector to oval #6 (The ice sled). You have to move yourself and your supplies across the frozen Crater Lake. You use a sled with a sail. Roll the die. If you roll a 1,2 or 3 the ice breaks and you lose some of your supplies into the lake. Take a gold bar out of your prospecting pan and set it aside. If you roll a 4,5, or 6 you have safely crossed the lake.

11. Move your prospector to oval #7. This is an obstacle called “The Scales” it is 1200 ice steps at a 30 degree angle and it is an arduous journey with your supplies. This 1200 steps is equivalent to walking the steps up to the top of a 100 story building. Roll the die. If you roll a 1,2, or 3 you have suffered an injury and have to pay a doctor for help. Take a gold bar out of your prospector pan and set it aside. If this used your last gold bar you have run out of money and can no longer continue your adventure. You have lost the game. If you rolled a 4,5 or 6 you have safely made it to the top of the scales!

12. Move your prospector to oval #8. You have to shoot the rapids through the Yukon in a small boat with your supplies. Roll the die. If you roll a 1 your boat has capsized and you have lost everything! Remove all the gold from your prospecting pan. You are now broke and can no longer continue on your adventure. You have lost! If you roll a 2,3,4, 5, or 6 you have safely made it through the rapids and can continue.

13. Move your prospector to oval #9. You have arrived in Nome Alaska! Woot! But, you discover that thousands of other adventurers have also arrived and it is difficult to stake a claim somewhere so you can prospect for gold. It cost one gold bar to purchase a stake of land. Take a gold bar out of your prospecting pan and set it aside. If this is your last bar you have no money for supplies and tools to prospect! You have lost the game. So close yet so far! If you still have at least one gold bar in your prospecting pan you can continue the game and dig for gold in your claim spot.

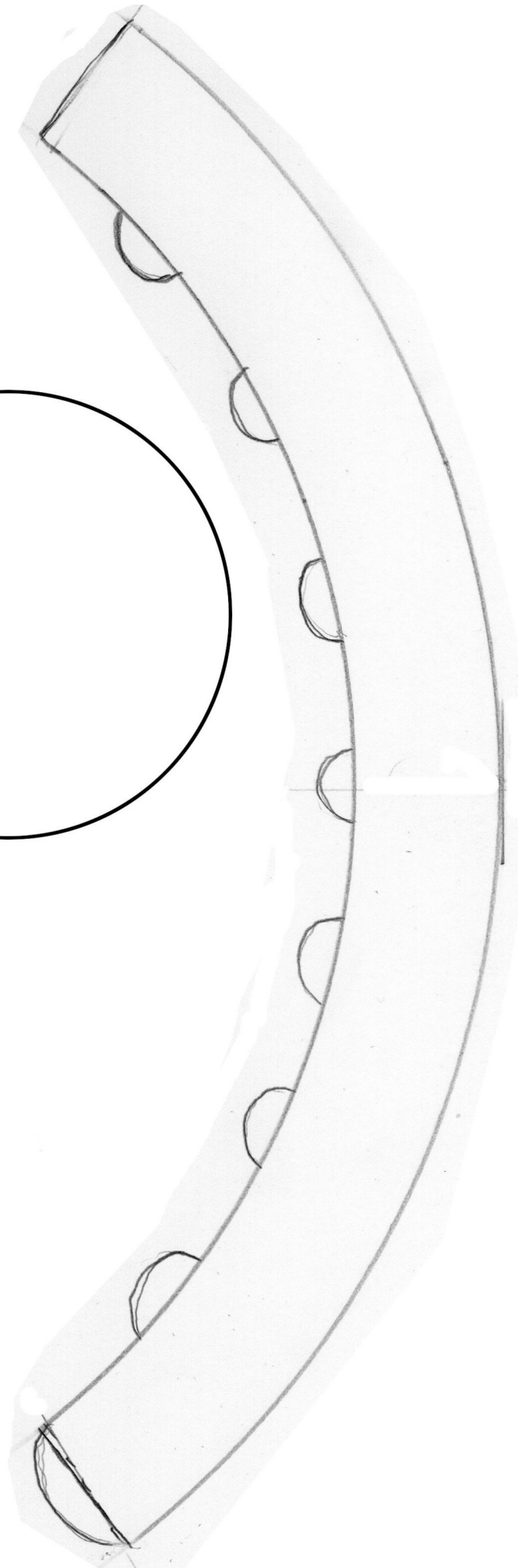
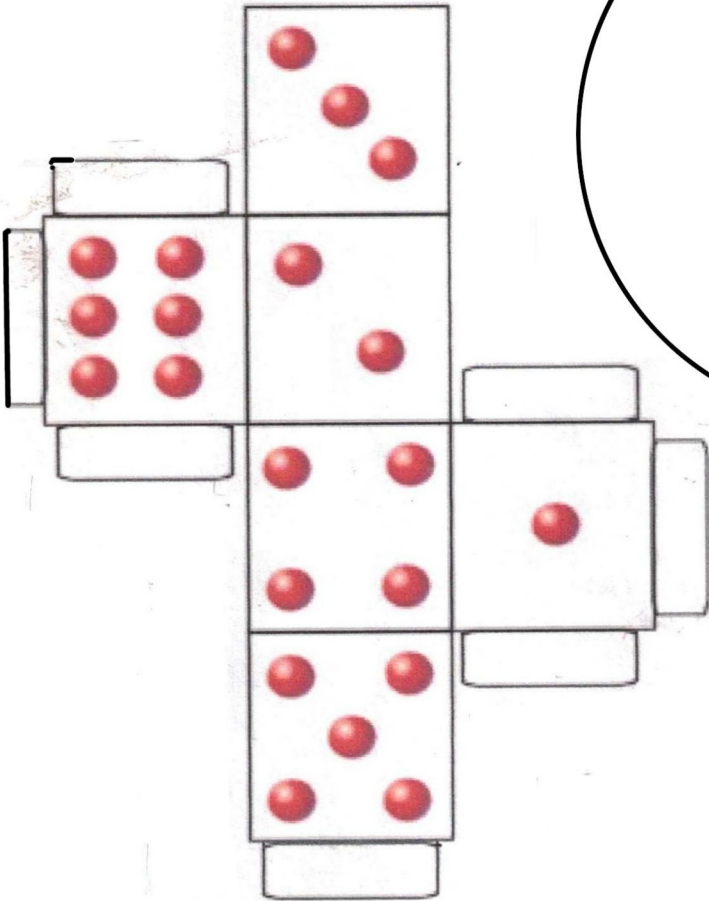
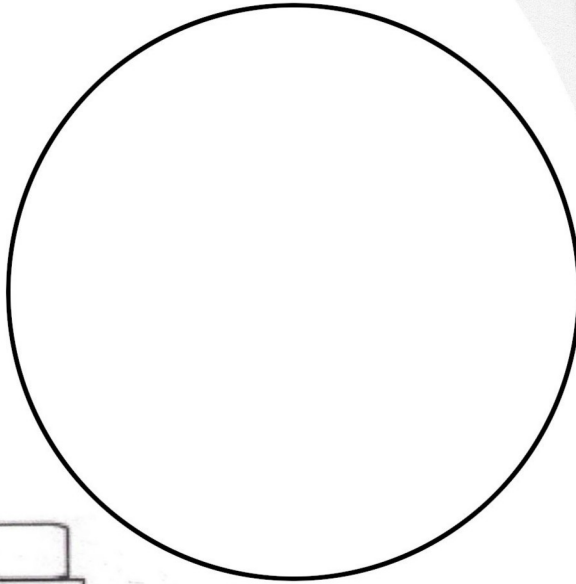
Continue....

14. Here it is! After all that travel and adventure and after all the challenges you faced you now get the chance to see if you find enough gold to set you up for the rest of your life! It’s a 50/50 chance.

15. To win or lose it all roll the die.

If you roll a 1,2, or 3 you find nothing in your claim site. You have found no gold and have lost the game. If you roll a 4, 5, or 6. You have struck gold! You can take and admire your pallet of gold! Congratulations both on the wealth you have achieved and for having the courage to take a remarkable adventure across the Yukon.



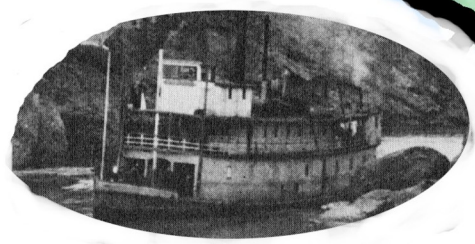


Klondike Gold Rush!

YUKON TERRITORY

The Paper Game

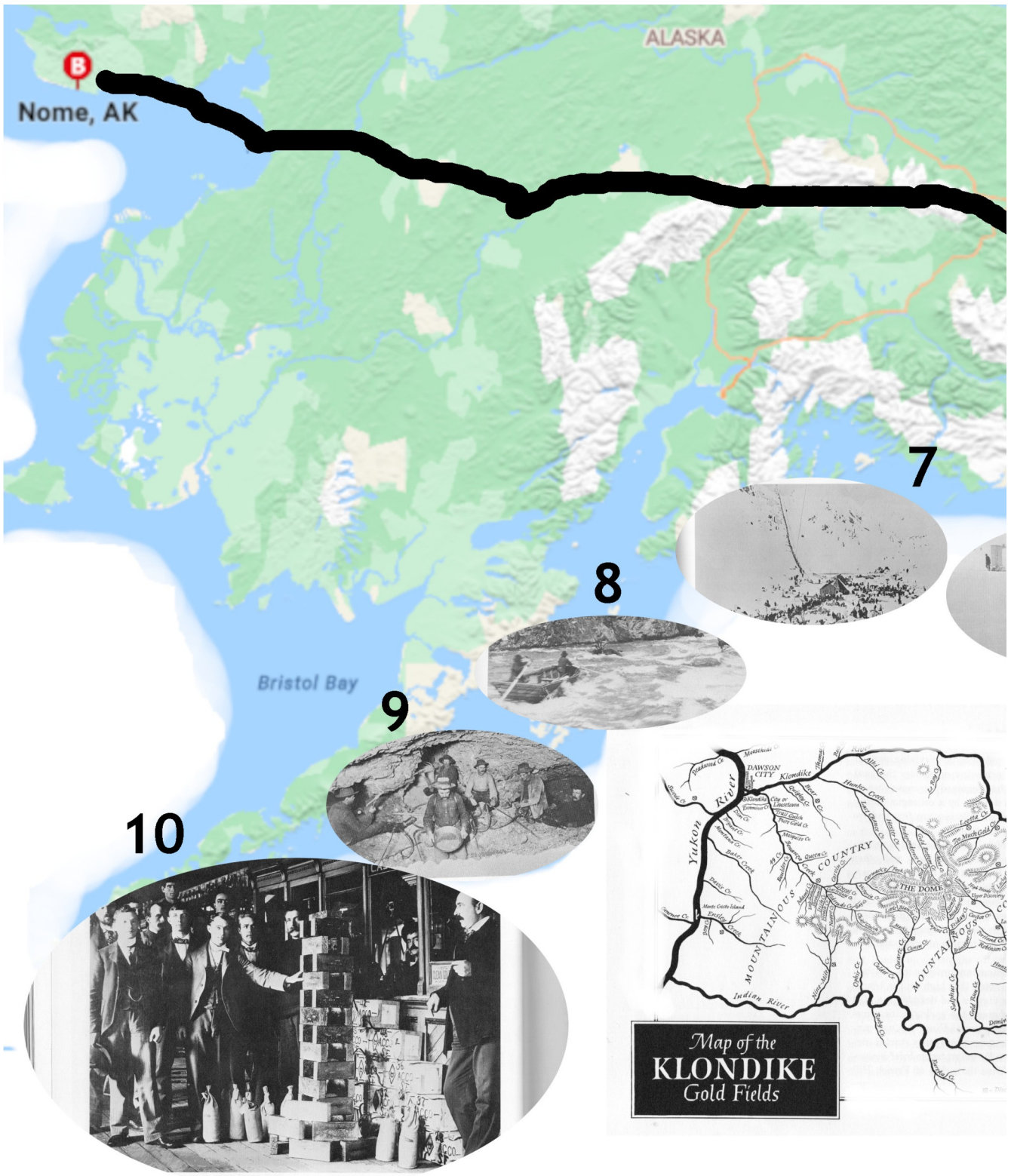
Can you survive the Journey?



BRITISH COLUMBIA

Vancouver

Seattle, WA



Based on the Book: *One Man's Gold Rush* by Murray Morgan.
 Photographs by E. A. Hegg

E.A. Hegg was a photographer who in 1897-98 Made
 the Incredible trek to Alaska during the great Gold Rush.

The Photos are actual photos taken by E.A. Hegg on his adventure,
 except for the porpoises and Killer Whale photos.

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