

# YUKON



A game by Csaba Hegedűs for 2-4 players, playtime 30 minutes

The Yukon, the biggest river on the North American continent became famous in the period from 1896 to 1903, when, in hope of making a quick fortune prospectors stampeded it. This period is known as the Klondike gold rush and an estimated 100,000 people were prospecting gold during that time. The gold rush was over almost as quick as it came, but the people that live there believe that the river still contains plenty of the shiny ore.

## Overview

Be the smartest prospector and collect the most of that valuable gold. But be aware, others also vie for that ore you laid eyes on, the quickest and most vigilant fortune hunter will be the winner.

## Components



1 sheriff card



24 gold nugget cards with values of 1, 2, 3, 4, 5, 6, 8, and 10, three of each



24 pebble cards with values of 1, 2, 3, 4, 5, 6, 8, and 10, three of each



1 gold digger figure



30 Townfolk expansion cards



9 gold nugget tokens

## Setup

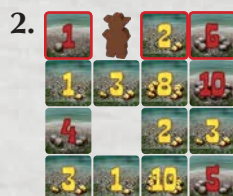
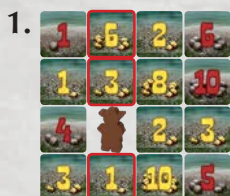
Remove the Townfolk expansion cards together with the Nugget tokens, place them back in the box, these are not needed for the base game. Shuffle the remaining cards including the Sheriff and form a playing surface consisting of 7x7 face up cards. Take out the Sheriff card and put in its place the Gold digger figure.

Whoever was last to stand in a river will be the starting player.



## Gameplay

**General rules:** The playing area consists of horizontal rows and vertical columns. The starting player may decide to take a card from the row or the column that the Gold digger is standing in. This card is placed in front of the player and the Gold digger is moved to the spot the card occupied previously. This ends the player's turn. The next players may always take a card moving in a perpendicular direction from the previous movement. The gold digger always moves to the newly freed spot.



## Game end

The game may end in 2 ways:

- All of the cards on the table run out (This happens extremely rarely).
- The next player cannot legally remove any more cards, as there are none left in the row or column that the Gold digger is located in.

In both cases the player who removes the card last gains the Gold digger figure, which is worth 5 points. The value of the cards is equal to the numbers indicated on them, the gold nuggets being positive, the pebbles having a negative value. The player with the most points is the winner. In case of a tie, the victory is shared.

**Important:** In the row or column that the Gold digger is positioned in, a card at any distance from it may be removed!



## Rules for 2 players

The game is played as above, no modifications needed.

## Rules for 3 players

In this case the direction (vertical-horizontal) alternates for each player, so if the player removed a card from a row last time, in the next turn he must take one from a column.

## Rules for 4 players

The players form pairs based on the seating order. Counting from the starting player, the 1st and 3rd players and the 2nd and 4th players form pairs. They may not discuss their next move! At the end of the game, the pairs add up their points gained and the total will be their result. The pair with the most points will be the winner.

**Note:** The pairs pick up cards in the same direction always.

*Example: Players 1 and 3 always pick up cards horizontally, players 2 and 4 always vertically.*

## The townsfolk expansion

*Klondike is a fast developing town, where the settlers are interested in gold, besides their normal jobs. Everyone tries to make a bit of profit from the new adventurers. Be aware, the most innocent looking inhabitants can double-cross you if not careful.*

## Expansion components

- 30 Townsfolk expansion cards (Trapper, Goldsmith, Commander, Reseller, Postman, Innkeeper, Warden, Teacher, Telegraphist, Pan, 3 of each)
- 9 gold nugget tokens

## Setup

Shuffle the expansion cards thoroughly and draw 15 of them to add to the Nugget, Pebble and Sheriff cards.

After shuffling, form an 8x8 playing area from the face up cards. Take out the Sheriff card and put in its place the Gold digger figure. If there are Pans on the table, than shuffle the gold nugget tokens face down and place 3 of them in a face down stack on the Pan card. Put the remaining nugget tokens and cards back in the box, these will not be used.

The game rules do not change with this expansion, but some options are added. In a 2,3,4 player game, everyone collects gold and pebbles for themselves, the players take turns in clockwise order.

### Postman

*„This time he brings good news, making you lose concentration.“*



When you gain this card, you keep it, and you can use its ability once in the game. The Postman brought you good news making you jump for joy, you forget where you were going. If you use this card's ability, you can change direction at that time. Once the card is used, you put it back into the box. If you have not used the Postman until the end, it will be worth the number of pebble cards you collected.

*Example: Annette has a Postman card at the start of her turn. She sees that the direction she must move doesn't offer any good choices, so she decides to use the card and move in the other direction to take a card from there instead. The next player does not change direction, but keeps playing in the same way as before.*

*Example 2: Monica keeps the Postman until the end of the game. She gained 2 pebble cards gaining her an additional 2 points. If she had no pebbles, The Postman would give her no points. Not so good news I guess.*

### Innkeeper

*„You drank too much beer last night, you can't walk straight home.“*



When you gain this card, you keep it, and you can use its ability once in the game. The Innkeeper doesn't care about guests, only the income. It happens that the patrons consume too much beer, and stagger all the way home. When you use this ability, you can move diagonally, if there is a card to take in that direction. The next player continues according to the original rules.

At the end of the game, the unused Innkeeper cards are worth the number of character cards you have collected, including the Innkeeper.

**Note:** The character cards you have used up and have placed back into the box do not count!



### Commander

„When the cavalry arrives, order is restored.“



As soon as you gain this card, you can take a Gold nugget card that was discarded earlier from beside the board. Put the Commander back in the box. If there are none discarded, you keep the card, it's worth at the end of the game the number of Gold nugget tokens you collected. If you also have the Gold digger figure at the end, the points gained by the Commander are doubled.

### Pan

„You found a new washing pan, you will find more gold.“



When a player moves to a Pan card, he takes the top Gold nugget token from it and places it amongst the collected nuggets and pebbles. When the last token is removed from a Pan, put the card back in the box. The nugget tokens are worth their face value at the end of the game.

### Warden

„When he appears, everyone is sent running in the other direction.“



When you gain this card, the turn order is reversed. The player picking up the card has another turn, the others continue now in a counter clockwise direction. If someone picks up another Warden card, the order is reversed again, this happens every time.

### Trapper

„Hides and takes a gold nugget when you are not looking.“



If you collect a Trapper in your turn, you must discard a collected Gold nugget card and place this together with the Trapper next to the game board facing down. The player decides which nugget to discard.

### Reseller

„Makes all deals seem like you just made a bargain.“



When you gain this card, you keep it and use the ability at the end of the game. The Reseller halves the value (rounded down) of a pebble card you collected throughout the game.

*Example: Eric takes a Reseller card and has a value 5 Pebble. Instead of -5 points, this is only scored as a -2 for Eric.*

**Note:** The Reseller forgot to tell you, that there was a gem inside the pebble. You only look out for gold and you are no good at recognising stones anyway.

### Goldsmith

„Amongst the nuggets there is a pebble, that hides within a valuable ore, the Goldsmith found it.“



If you collect a Goldsmith in your turn, you can discard a collected Pebble card and place this together with the Goldsmith next to the game board facing down. The player decides which pebble to discard. These cards do not count for scoring.

**Important:** If you do not have a card to discard together with the Trapper or Goldsmith cards when taking them, you cannot keep them for later use, you must discard them.



### Teacher

„It would have done you good to stay in school, now you would not have trouble with numbers.”



When you gain this card, you can pick a random card from another player and place it in front of you together with the Teacher card. Irrespective of the type of card you take, you gain as many points as its value indicates.

**Important:** You score positive points for pebbles as well!

### Telegraphist

„Always well informed, everyone wants to get along with him.”



When you gain this card, you keep it in front of you, and once in the game, you may, before taking a card move the Gold digger to a card and take one of that card's neighbours (according to his current movement direction) instead. You don't get to pick up the card, on which the Gold digger is standing.

At the end of the game, the unused Telegraphist is worth the number of Gold nugget cards remaining on the table.

### Game end

The game ends as according to the basic rules, winner is announced after totalling up the points. In case of a tie, the player with the most Gold nugget tokens is the winner. If it's still a tie, the winners rejoice together and play again to see who the better gold digger is.



### Credits

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