

Gold rush

Who will find what everyone is looking for?

2 to 4 players, ages 7+ years

Length of play approx. 30 minutes.

Gold was found at Blue Creek! The gold prospectors set off to dig for nuggets and to find the odd gold tooth. But luck alone will not lead them to the gold. They need the right tool and it is harder to find than some whiskey bottles! Which prospector will get most gold from the river?

Game contents

- 58 playing cards: 4 Gold prospectors
8 equipment (4 x tools, 4 x whiskey)
46 river cards (10 double river cards, 12 nuggets,
4 gold teeth)
- 52 cards for Claimpoker – the bonus game (see below)

The playing cards **diagram** All cards that are needed for the bonus game have Claimpoker on the reverse. **diagram**

- Rules of the game

Aim of the game

Whoever has most gold at the end wins.

Setup

The cards with Claimpoker on the reverse are put to the side. They are not needed. Each player receives one **Gold prospector** and he lays it face-up in front of him. Then each player receives a concealed **Whiskey** and a **Tool** card. The player looks at the cards and then places them face down to the left and right of the Gold prospector.

Even if there are only 2 or 3 players, all of the 4 Gold prospectors are used. The Gold prospectors that are not allocated to a player are placed on the sidelines. Next to them likewise are placed a Whiskey and Tool card, face down.

The **River cards** are shuffled in such a way that the images (Nuggets and/or Gold teeth and Tools) cannot be seen. They are placed in a pile to the side. 10 cards are taken from the pile river side up (without Nuggets and/or Gold teeth) and placed up on the Blue Creek in two rows each consisting of 5 cards. **diagram**

Gameplay

The game is played in a clockwise direction. The youngest player starts by turning over a River card.

Nuggets

If a player finds **Nuggets**, he has to try to find the Tool illustrated on the card.

Depending on how many Nuggets are illustrated on the card, the same amount of tools have to be found. In addition the player whose turn it is turns over a Tool from his cards, one of the other players or the Diggers who is not allocated to a player. If it is the right one it stays face-up and player continues searching. If he has found **all** of

the Tools he gets the card with the Nuggets. He places a new River card in the space and the player to his left has his turn.

If he turns over a wrong Tool or a Whiskey, his turn is over immediately and the player to his left continues play. The Nuggets remain face-up in the river. The Whiskey is turned back over again.

Gold teeth

If a player finds **Gold teeth**, he has to try and find as many Whiskey bottles as there are illustrated on the card. If he manages to do this he can keep the Gold teeth. If he uncovers a Tool his turn ends immediately. The Gold teeth remain face-up in the river. The Whiskey is turned back over again.

Swapping round

The following applies as a principle: If a Tool is falsely uncovered, it **always** remains out face-up. After a player's turn is over because he turned over a Tool, which he did not need, there is a swapping round. All players who have Tools face-up in front of them can now swap these with the other players.

The player whose card was turned over last starts. He gives his uncovered card to any player and in return gets a concealed card. The swapping continues in a clockwise direction. The players look at their new cards and then place them back again face-down in the free space next to their Gold prospector. Naturally cards can also be swapped with Gold prospectors that are not allocated to a player.

Note: Your own cards may **not** be looked at during the game. After a swap, the card that you receive covered can of course be looked at.

River cards without Gold

If a player does not find any Gold (Nuggets or Teeth), his turn is over and the game continues with the player to his left.

Open or concealed River cards

If there are Nuggets or Gold teeth in the river a player can either try to find the right equipment for the River cards lying face-up or turn over a new River card and try his luck.

No Gold in the river?

If a player doubts that there is still gold in the river, then all River cards are uncovered. If he is right he can take a concealed River card from any player, which he/she has already won. The Blue Creek River cards are taken out of the game. 10 new River cards are turned over and the game continues.

If he is wrong and the players still find gold in the river, he has to deal out these River cards to the other players in a clockwise direction. The player to his left receives the first card, and so on.

End of the game

The remaining River cards are played in the last round. If all River cards are played and all the gold is found then the game is over. The player with the most gold wins. If there is a draw the Whiskey bottles that are with the Gold teeth are counted. The one with the most bottles wins.

Claimpoker

Give and take!

3 to 5 players, ages 7+ years
Length of play approx. 30 minutes.

Aim of the game

Each player tries to get pieces of equipment in **even** numbers.
Whoever has collected most points wins.

Game contents

52 playing cards: 36 pieces of equipment with scores (6 x sieves, 6 x Whiskey,
6 x pick axes, 6 x shovel, 6 x knives, 6 x rifles)
6 x two pieces of equipment
6 Gold prospectors (each 2 x +1, -1, three pieces of equipment)
2 x Nuggets, 2 x Gold teeth

Setup

Only the cards are used that have Claimpoker on the reverse.
The 36 cards with pieces of equipment and a score on them are sorted out by pieces of equipment and laid in 6 different piles. Next the cards that show two pieces of equipment are placed on one of the applicable piles. A card that for example shows a rifle and a shovel can go either on the pile with the rifles or the pile with the shovels. The 6 piles are placed face-down in the middle of the table. The eldest player shuffles the Gold prospectors, Nuggets and Gold teeth and deals them out on the 6 piles in the middle of the table so the each pile has a maximum of 2 further cards. Now he shuffles all piles individually and puts them back down again. The top card from one of the piles is turned over.

Gameplay

The eldest player starts. The game follows in a clockwise direction. The player whose turn it is takes any **two** cards from the middle of the table. He **must** give away one of the cards just taken, he **must** keep the other. He places this card face-up in front of him on the table. It is the next player's turn. He turns over the face-down card(s), takes two cards, keeps one, gives one away, and so on. The cards in front of the players should be sorted out into the different pieces of equipment.

Two rounds are played.

End of the round and scoring

If there is only one pile in the middle of the table, the first round is over. In both rounds the last card from the penultimate pile may be rejected as a gift. It is removed from play. The players only score now with the cards that are in front of them on the table.

The cards have the following meaning for the scoring:

Pieces of equipment

Only equipment cards that **altogether** show an **even** number of pieces of equipment are included in the scoring with the points printed on them. Cards that have two

pieces of equipment increase the **number** of both types of equipment but not their points.

Gold prospector

For the scoring each Gold prospector is allocated a type of equipment.

+1: The **number** of any type of equipment is increased by 1.

If a player has both +1 Gold prospectors, the number of **one** type of equipment increases by 2.

The Gold prospector +1 in addition increases the **points** for this type of equipment.

- 1: The **number** of a type of equipment is reduced by 1.

If a player has both -1 Gold prospectors, the number of **one** of his types of equipment is reduced by 2.

The Gold prospector -1 lowers likewise the **points** of this type of equipment.

If a player has a +1 Gold prospector and a -1 Gold prospector, both cards are removed from the game.

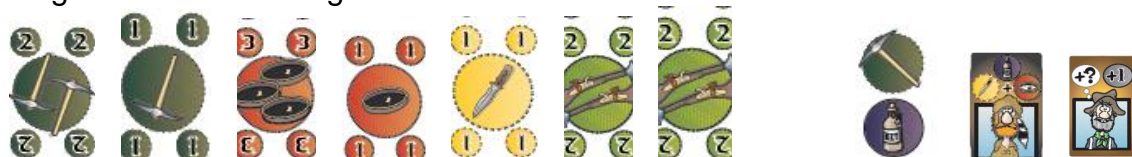
Gold prospectors with three different kinds of equipment increase the **number of all three pieces of equipment** respectively by 1. The points do not go up.

Nuggets and Gold teeth

They are scored in the same way as pieces of equipment.

Scoring example

Roger has the following cards in front of him:



Pick axes 2 pick axes 1 Sieves 3 Sieves 1 Knives 1 Rifles 2 Rifles 2 Double: Pick axes + Whiskey / gold prospector knives, Whiskey, sieves / gold prospector +1

He writes down their actual number and points:

NUMBER	POINTS
3 x pick axes	0 (as its odd)
4 x sieves	4 points
1 x knives	0 (as its odd))
4 x rifles	4 points

Now he has to add both items on the card „2 pieces of equipment“ and the items on his Gold prospector to his number:

NUMBER	POINTS
3 x pick axes	+ 1 = 4 points
4 x sieves	+ 1 = 0 (as its odd))
1 x knives	+ 1 = 2 points
4 x rifles	4 points
2 x Whiskey	+ 2 = 2 points

In the end he decides to allocate his sieves to his Gold prospector +1. He thereby has 6 sieves. As the Gold prospector +1 not only increases his number but also brings an additional point, he gets 7 points in total for his sieves.

Altogether Roger has $4+7+2+4+2 = 19$ points.

The points from the first round are written down. In the second round, the items in odd numbers are counted as minus points. It can happen that a player now has a negative total score. His points for this round then amount to 0.

End of the game

The points from both rounds are added up. Whoever has most points after two rounds wins.