

thus if on 23 the player must wait until  
the arrow points to 2.

No. 25—Player has again choice of two routes.

No. 29—Upper—"Sprained Ankle"—lose one  
move.

No. 33—Lower—"Runaway Dogs"—go back to  
28.

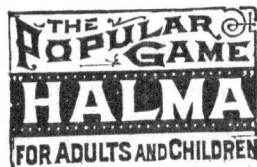
No. 34—"Fine Weather"—go through "Chilkoot  
Pass" to 38.

No. 37—"Blizzard in Chilkoot Pass"—player is  
out of game.

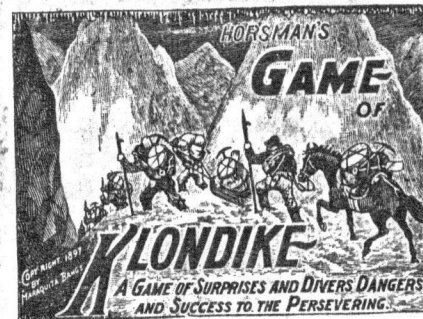
No. 42—"Highwaymen"—go back to Klondike.

The player who first reaches Juneau, wins the  
game and gets the Nugget.

DO YOU PLAY



## RULES FOR PLAYING



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## HORSMAN'S

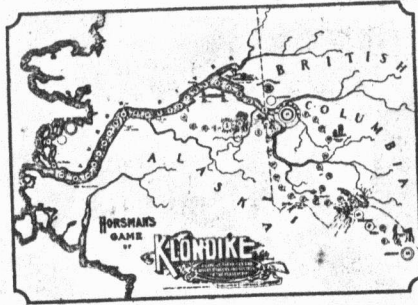
Game of **KLONDIKE**



A Search for Gold through the  
Klondike Region.



Published by  
E. I. HORSMAN,  
NEW YORK.



## RULES

The object of the play is to reach Klondike, get your gold and return safely by way of Dyea and Juneau. The players enter the game in turn from Fort St. Michael.

Spin the arrow; take as many moves as indicated by the number to which the arrow points; if the arrow points to a blank wait until the next turn.

- If the play places your man on
- No. 2—"The Rocks"—go back to No. 1.
  - No. 4—"Wet Ammunition"—go back to Ft. St. Michael.
  - No. 10—"Sunshine and Good Weather"—go ahead to 13.
  - No. 11—"Ice"—go back to 6.
  - No. 14—"Rapids of the Yukon"—wait two moves.
  - No. 15—The player has choice of two routes, the upper or the lower.

- No. 21—Lower—"The Camp of the Bad Men"—go back to 18.
- No. 21—Upper—"Sunken Boat"—go back to 18.
- No. 24—Upper or Lower—"Canadian Mounted Police"—go to Fort Cudahy for examination; next move go backward number of moves indicated by arrow.

When approaching Klondike the exact number of moves necessary must be indicated by the arrow to permit entrance;