

KLONDIKE RUSH

Rules Errata

Apply these changes to the rule book.

Setup: If playing with 2 players, place \$15 near the pile of order cards. If playing with 3 or more players, place a pile of \$15 and a pile of \$10 near the pile of order cards.

1: When a player gains a mining company card, they place it face up on the table in front of them so that all players can see the amount of investments a player has at any given time. Any unbuilt mines should remain on mining cards until they are built.

Free Actions: When a player completes an order, they keep the completed order card face up in front of them, near their mining company cards.

Game End: If all players have no money, and have used their profit card, the game immediately ends and players collect profits at the game end as normal.

At the end of the game, the player that completed the most order cards gains the \$15 pile near the order deck. Additionally, if playing with 3 or more players, the player that completed the second most order cards gains the \$10 pile near the order deck. If players are tied, the rewards are combined and split between them evenly (rounding down). If tied for second, the reward is split evenly. *Example: Tom and Jen are tied for most orders, so they add \$15 to \$10 and divide. They each gain \$12. If Tom and Jen were tied for second, they would each only gain \$5.*