How to Play

Race to the Gold Diggings of Australia

2 to 4 players

OBJECT
To be the first player to sail the hazardous ocean voyage from Plymouth, England and arrive in Port Philip, Victoria.

SETUP
Each player chooses a ship playing piece and places it on the line marked 0.

GAME PLAY
Each player rolls the dice. The player with the highest number starts the play.

Roll the dice and start your sea voyage.

> If you land on Plymouth at 3, move forward 3.
> If you land on Lizard Light at 6, move forward 1.
> If you land on Madeira at 13, move forward 1.
> If you land on Canary Isles at 15, move forward 1.
> If you land on Cape Verd Isles at 18, move forward 1.
> If you land on Sierra Leone at 24, 25 or 26, move forward 7.
> If you land on Ascension at 28, move back 1.
> If you land on St Helena at 32, move forward 3.
> If you land on Cape of Good Hope at 37 or 38, move forward 10 for the trade wind.
> If you land on Madagascar at 43, move back 2.
> If you land on Mauritius at 46, move forward 3.
> If you land on 65, the ship is wrecked and you are thrown out of the game.
> You can’t be placed on any of the 10th lines.

The turn that brings you there is missed.

The first player to reach 80 or more, wins the game.

Background History

The Australian gold rush began in Victoria in 1851 with many people travelling from all over Australia and other parts of the world trying to make their fortune.

Race to the Gold Diggings of Australia was created in England some time between 1850 – 1869 and tells the story of the race by sea from Britain to the Australian gold fields.

It was printed on linen cloth and hand painted, so it isn’t quite a ‘board’ game. You can see pictures of travel and the goldfields around the blue circular sea.

Look closely at the game. What clues do the pictures give you about life in the gold fields?

Want to find out more about this game?
Visit digital.collections.slwa.sa.gov.au
State Library of South Australia: Children’s Literature Research collection, Race to the gold diggings of Australia (game), c1850. Rare books room restricted use.

Equipment

1 x dice
4 x ship playing pieces