

Exploration for economically viable mineral deposits is a high-risk enterprise which holds out the attraction of commensurately high returns when success is achieved. Klondike Gold Corp.'s focus is to start at the high-risk end of the spectrum - grass roots projects. A successful drill hole, which could subsequently lead to the discovery of an economic deposit, can add extremely high value in relation to the relatively modest amount of capital initially risked.

This involves a process of evaluation and elimination - first to identify prospects to be acquired, then to apply historically proven exploration methods and modern exploration tools of geochemistry and geophysics. This narrows the selection of properties to be drilled - the key stage which provides the first significant hint of economic potential.

Klondike Gold Corp.'s portfolio covers mineral exploration for gold, silver, lead and zinc in some of the best known mining areas of Canada. Klondike Gold Corp.'s cost of acquisition for these properties has been relatively inexpensive by getting positioned in the camps when metal prices and exploration activity was low. It is now well positioned to take maximum advantage of improved metal prices and access to exploration capital.

CONTACT INFO

Head Office

711-675 West Hastings Street
 Vancouver, British Columbia
 Canada V6B 1N2

Telephone: 604-685-2222
 Fax: 604-685-3764
 e-mail: info@klondikegoldcorp.com

Our People

- **Richard W. Hughes**, Chairman & Director
- **Alan D. Campbell**, *B.Comm.*, CFO & Director
- **Joe Montgomery**, *PhD, P.Eng.* Director
- **Darcy Hughes**, Director
- **Trygve Höy**, *PhD, P.Eng.* Project Consultant

BC Gold Projects Overview

Property	Location	Type	Phase
Saugum Canyon	Hughes Range	Au Breccia	1 – Prospecting
Quartz Mountain	Sawmill Creek	IOCG Veins	3 – Drilling
Thea Gold	Kidd Creek	Au Vein	3 – Drilling
Clubine	Salmo	Au Vein	4 – Follow up Drilling
Ron	Nelson	Au-Cu Porphyry	2 – Soil Survey Mapping
Red Point	Rossland-Trail	Au-Cu Porphyry	3 – Drilling

Our Projects

