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This game would not have been here without you! Thank you very much to all of you who backed my game! And to:

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# Expansions for Oklahoma Boomers

## Sooners



Sooners were boomers that cheated!

They would enter the prairie before the official start of the Land Run. Even though that was not allowed.

As penalty they must help the boomers by placing cornerstones.

But beware! Sooners can suddenly change from a good help to a big threat!

## Santa Fe Railroad



The Santa Fe Railroad opens up the prairie.

A homestead can only be lying on one side of the track however.

This means that you can not be sure that the player with the largest area simply wins the game!



## Silver mines



They have found silver! Let's start digging!

The silver mines score extra points at the end of the game. In fact, they score so many points that you will prefer a smaller area with a mine above a larger one without.

This turns Oklahoma Boomers into a completely different game!

## Red River

The Red River is filled with water again. The drought has finally ended!

It takes some time to cross the deeper parts of the river however.

The Red River adds a whole new dynamic to a game of Oklahoma Boomers!



## More info about the expansions

www.martynf.com/oklahoma-boomers



Not recommended for children under 3 - Small parts may be inhaled or swallowed.



MARTYN F

## April 23, 1889

Yesterday was the day of the Oklahoma Land Run. Thousands of people (nowadays called boomers) claimed a piece of land on the prairie. New cities appeared overnight.

Today, chaos rules and it will be a while before all turmoil settles down. The men and women that managed to claim a homestead, start to improve their land. They dig wells or start logging trees for their new homes or fences. There will be many hardships ahead, but spirits are high.

A lot of people, however, disagree over who settled where first and where exactly the borders lie.

## Object of the game

You are the head of one of the boomer families. Your three boomers each claim a homestead for their family as you try to push its boundaries as far out as possible.

The player that manages to claim the largest part of the game board wins the game.

## Setup

For the first few games it is best to place the cornerstones and boomers on the game board as depicted in the illustration to the right.

One player chooses a colour; the other player starts the game.

## Game turn

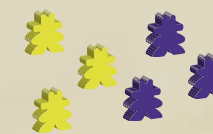
In your turn, you:

- Must move one of your boomers and
- May place cornerstones

When you are done, it is the other player's turn.

## Contents

6 Boomers (3 per colour)

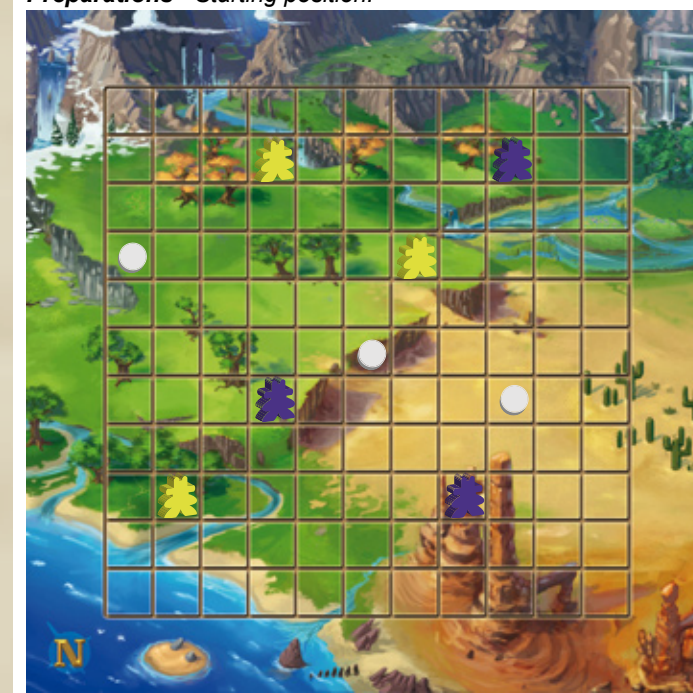


40 Cornerstones



If you run out of cornerstones during play, you can use other pawns to keep on playing.

### Preparations - Starting position.



## Moving a boomer

In your turn you **must** move one of your boomers.

A boomer can move any number of **vacant** squares in a horizontal or vertical direction.

This means that on your turn, you can move one boomer in a single direction only (without any change in direction).

A boomer can never jump over a cornerstone or another boomer.

A boomer can never end on the same square as another boomer or a cornerstone.

You may not move an exhausted boomer (see Exhausted boomers).

## Active boomer

Once you have moved your boomer, this boomer is the active boomer, until the end of your turn.

**Move a boomer** – Purple can move boomer A to any of the squares with a transparent purple boomer on it.



## Placing cornerstones

After you have moved one of your boomers, you are allowed to place cornerstones. You are not obliged to do so.

If you place cornerstones, you **must** place exactly **two** cornerstones.

You can only place cornerstones on the spots that can be reached by your **active** boomer and **one** opposing boomer. In other words you can only place them at a spot where both boomers would meet, if they were to move toward each other.

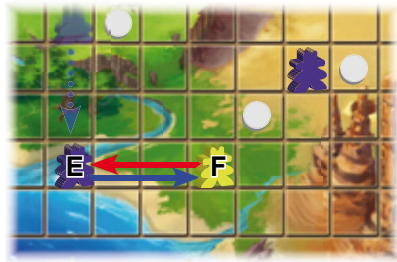
The player whose turn it is chooses which opponent boomer to "use".

You can only place a cornerstone, when all fields between both boomers and the desired location of the cornerstone are empty.

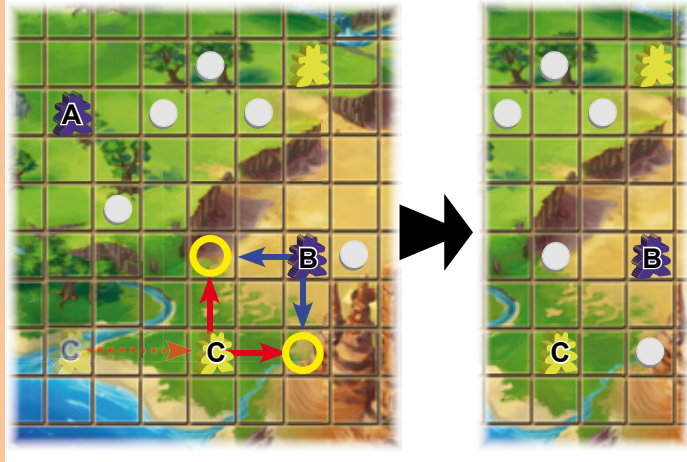
Especially later in the game, it can happen that you can only place one cornerstone because of the constraint mentioned above. In that case, the second cornerstone is not placed.

Note: The active boomer can never "use" an opponent boomer that is standing in the same row or column to place cornerstones.

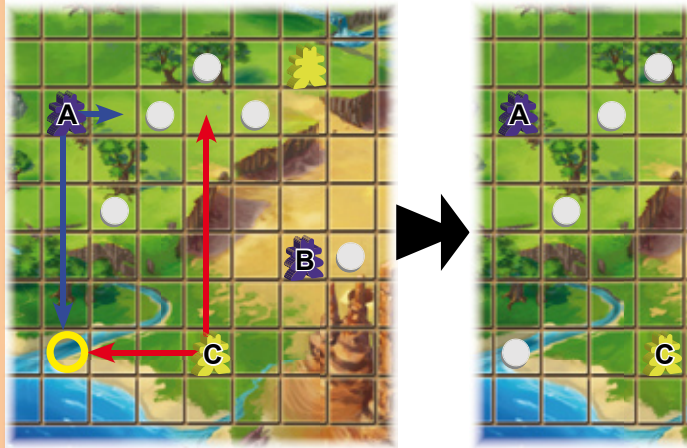
**Placing cornerstones** - Purple has moved boomer E. He can not use Yellow's F to place cornerstones.



**Placing cornerstones** – Yellow has moved boomer C and decides to place cornerstones "using" Purple's B. The cornerstones are placed on the spots marked with a circle.



**Placing cornerstones** - Yellow could also choose to use Purple's A. In that case he places one cornerstone on the circled spot. Yellow is not allowed to place the other cornerstone, because there is a cornerstone between Purple's A and the desired location.



**Closed areas and exhausted boomers** - Boomer C from Purple is in a closed area (= his homestead). Boomers E and F from Yellow are in a closed area (= their homestead). All these boomers are exhausted and can no longer be moved.



## Homesteads

### Closed areas

A chain of cornerstones on the game board serves as a border. Because of these borders, some areas become isolated from other areas.

An area is considered to be a closed area once it is impossible to move a boomer from this area to another part of the game board.

### Exhausted boomers

As soon as there is only one boomer left in a closed area, this area becomes a homestead. The boomer in this closed area is considered exhausted.

If there is more than one boomer of the same colour left in a closed area, these boomers share this homestead and are considered exhausted.

You are not allowed to move exhausted boomers.

## End of the game

The game ends, when the player whose turn it is cannot move any of his boomers.

This is almost always the case when all boomers have obtained their own homestead.

In rare cases it can happen that not all boomers have their own homestead, but the player whose turn it is cannot move any of his/her non-exhausted boomers. If this occurs the game is over.

## Scoring

After the game ends, players calculate their scores. The player with the highest score wins.

You score one point for each square in each of your homesteads. Squares with a boomer on it count. Squares with a cornerstone do not count.

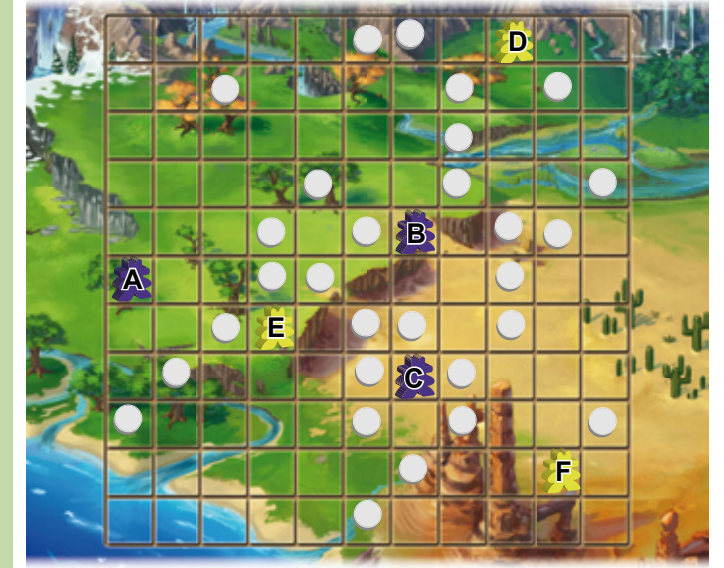
If there is no boomer in a closed area this area counts for neither of the players.

In the rare case that there are non-exhausted boomers from both players in a closed area, this area is not scored.

**Scoring** - Purple has: 39 points (boomers A and B) + 2 points (boomer C). Total score: 41 points.

Yellow has: 11 points (boomer D) + 20 points (boomer E) + 19 (boomer F). Total score: 50 points.

Yellow has won the game.



## Advanced players

Advanced players do not use the starting position but place the playing pieces themselves. Preparations:

- Player A places a cornerstone.
- Player B places a cornerstone.
- Player A places a cornerstone.
- Player B places one of his boomers.
- Player A places **two** of his boomers.
- Player B places his last **two** boomers.
- Player A places his last boomer.
- Player A starts the game.

## Historical context

### Landscape

The landscape depicted on the game board is based on the imagination of the illustrator. In reality many boomers ended up on a stretch of prairie where there were no mountains or lakes anywhere in sight.

### Land Run of 1889

For many settlers land runs like this one in Oklahoma meant an opportunity to own land cheaply and gain a fresh start.

This also meant years of hardship. For in order to keep the land, the settlers would have to live on their homestead for five years, build a home and improve the land. In the end only about 1 in 5 settlers that participated in the land run ended up staying.

Native Americans viewed the land run very differently than the settlers. They wanted to keep the land for their own use and were afraid of losing more of their ancestral homelands.

The settlers kept pushing for more land and the government made treaties with the Native Americans that led to an allotment process, whereby each individual member of a tribe would be given their own lot of land.

More land was opened up for land runs and was lost to the native population. The Native Americans ended up on their own lots or on the reservation lands in present-day Oklahoma.

By the way: The term boomers officially refers to the people advocating the settling of new lands, not to the colonists themselves.

