

2-4 PLAYERS | 30 MINUTES | AGES 12+

# BOOMTOWN BUILDERS

DRAFT, INVEST & MANIPULATE YOUR WAY TO RICHES

## INTRODUCTION

Welcome to Boomtown Builders, where players are shrewd speculators, racing to profit from a rapidly expanding boomtown. With the promise of a new train route on the horizon, players invest in land, businesses, and infrastructure projects, all with the goal of becoming the most successful builder in the West.

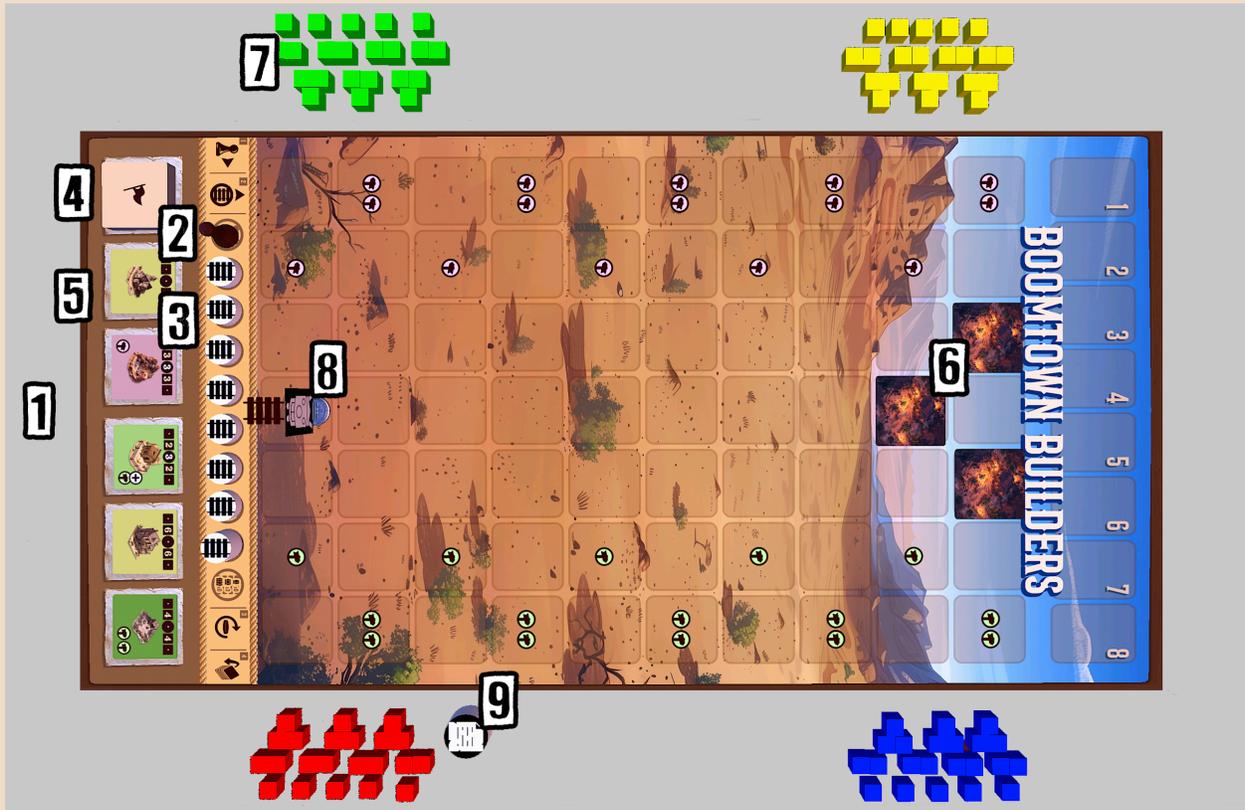
## COMPONENTS

- 1 x Board
- 1 x Starting Player Marker
- 1 x Round Marker
- 1 x Train Marker
- 9 x Hideout Cards
- 15 x Terrain Cards
- 10 x Track Tokens
- 60 x Building Cards
- 56 x Investment Cubes  
(In 4 colors: 3x Triples, 4x Doubles, 7x Singles)

## SETUP

1. Place Board in center of table.
2. Place Round Marker on the Board at first space of Round Track
3. Place Track Tokens on the Round Track. In the 2 or 4-player game, stack 2 Track Tokens on top of each other on the second to last space. In a 3-player game, stack 3 Track Tokens on top of each other on the last space.
4. Shuffle the Building Cards and place them face down in their appropriate location on the Board.
5. Draw Building Cards and place them on the Building Card draft board.
  - o For a 2 or 3-player game, draw 4 cards.
  - o For a 4-player game, draw 5 cards.
6. Shuffle the Hideout Cards and place face down on appropriately marked spaces on Board. Remove the remaining cards from the game.
7. Each player chooses a color of cubes and places them in front of themselves. Take the following cubes based on player count:

- 2-Player: 3 x Triples / 4 x Doubles / 7 x Singles
  - 3-Player: 3 x Triples / 4 x Doubles / 7 x Singles
  - 4-Player: 3 x Triples / 4 x Doubles / 7 x Singles
8. Place the Train Marker on middle location of first row.
  9. Give the Starting Player Marker to the player who last rode a train. This player will begin the first round.



*Example of a 4-player setup.*

## OVERVIEW

Each round players draft and build a new Building Card to construct the boomtown. Each Building Card scores differently depending on its distance from the Track Tokens - some prefer to be away from the hustle and bustle of the town, while others want to be right next to the tracks. Investing multiple stakes into your property can double or even triple your points.

After each player drafts, a new Track Token is placed. The location of the new Track Token is determined by the building cards that were constructed.

When the tracks meet the horizon, the player with the most victory points wins!

## ROUND SEQUENCE

Starting with the Active player and moving clockwise, each player takes a turn.

A player's turn has 2 steps:

1. Build
2. Invest

### Build

Take a Building Card from the available face up Building Cards and place it on any **empty** location on the Board in a row that already does **not have a Track Token**. (An "empty" location is any location without a building or terrain card on it.).

If this placement causes the Train marker's position to need updating, do so now (*more info at "2. Place Track Token" on page 4*).

### Invest

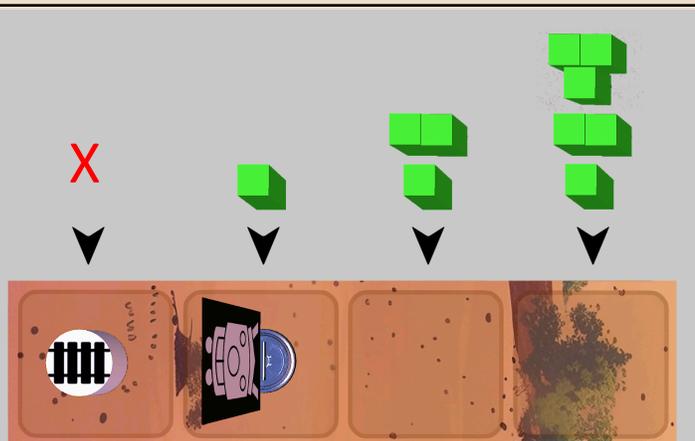
The player **must** place one of their Investment Cubes on the Building Card they just placed. The size of the Investment Cube (single, double, triple), as well as the Building card's location relative to the Track Token, will determine how many points the building is worth (*more info at "Scoring" on page 7*). A single Investment Cube is worth x1, a double is worth x2, and a triple is worth x3.

*NOTE: Players are allowed to discuss strategy, partner with each other, or negotiate, but no deal is ever binding.*

The type of Investment Cube you can place depends on where the Building Card is, relative to the Train Marker:

If the Building Card was placed exactly 1 row ahead of the furthest Track Token, you may only place a Single cube.

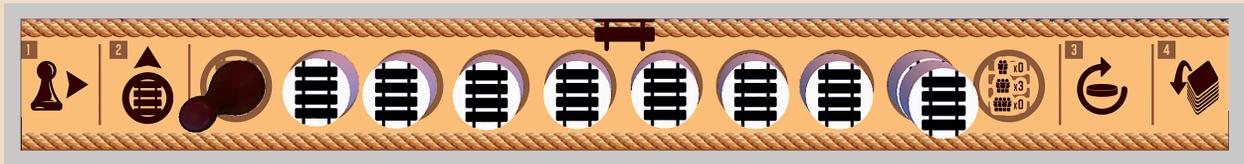
If the Building Card was placed exactly 2 rows ahead of the furthest Train Track, you may place a Double cube or a Single cube.



If the Building Card was placed 3 or more rows ahead of the furthest Train Track, you may place a Triple cube, Double cube, or Single cube.

## END OF ROUND

Once each player has placed a Building Card, the round is over. Perform steps 1 through 4 from left to right on the Round Track:



### 1) Move Round Marker

Advance the Round Marker to the next space on the Round Track and place its Track Disc onto the Board using the instructions below.

### 2) Place Track Token

Reveal any Hideout Cards found in the row with the train marker. A Track Token will be placed into this row. The location is determined by the Vote Arrows found on Building Cards and empty locations in this row.

Total the number of Left Vote Arrows and compare that to the total number of Right Vote Arrows. Whichever direction has the most votes wins.

If Left or Right win, the Track token is placed one step in the winning direction. If any buildings on the winning side contained one or more + icons, place the Track an additional step in the winning direction for each of those + icons.

If the Track Token would be placed off of the board, instead it is placed at the nearest location on the edge of the board.

In the case of a tie, the Track Token is placed directly ahead of the previously placed Track Token.

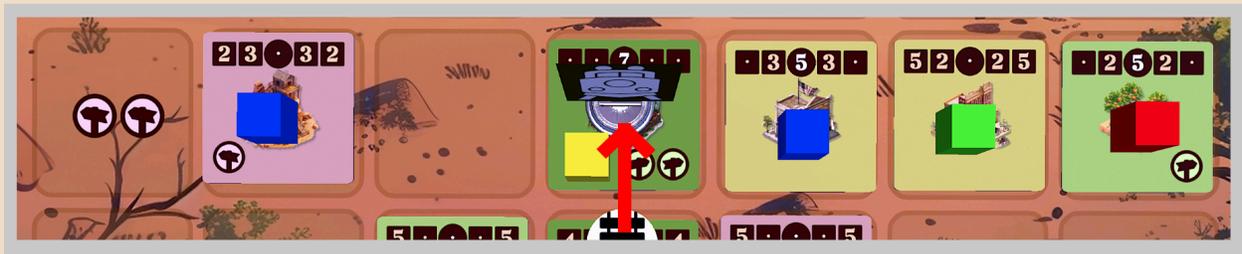
In the final round, you will take the Place Track Token step multiple times, until all the Track Tokens have been placed.

*NOTE: During each players' Build Steps, as each new Building Card is placed, move the Train Marker along the row to show where the Track Token would be placed next if the round were to end right now.*

*NOTE: Be sure to count visible votes on both the Board, Building Cards, and Hideout Cards.*



*Example: In this row, there are 3 Left Votes and 0 Right Votes, so the Right Votes win and the Track Token is placed one location to the right.*



*Example: In this row, there are 3 Left Votes and 0 3 Right Votes, so it's a tie and the Track Token is placed straight ahead.*



*Example: In this row, there are 2 Left Votes and 0 Right Votes, so the Left Votes win. Since there is one + symbol with the Left Votes, the Track Tokens move an additional location, so two locations to the Left total.*



Example: In this row, there are 3 Left Votes and 1 Right Vote, so the Left Votes win. Since the Track Token is already on the left edge and cannot move any further left, the Track Token moves straight ahead.

### 3) Pass Starting Player Marker

Pass the Starting Player Marker to the next player in clockwise order.

### 4) Refill Building Cards

Draw cards from the Building Card deck to refill the draft board. Draw 4 cards for a 2-3 player game and 5 cards for 4-player games.

## END OF GAME

When the last Track Token is placed on the Board, the game is over.

### Scoring

Beginning with the first row, evaluate each Building Card with investments to see if it scores victory points.

Each Building Card shows how many victory points it scores based on the distance it is from the Track Token that shares its same row. (Always look at the Track Token in the same row.)



Example A: 0 VP. The blue player only scores 5VP if it's adjacent to the left or right of the Track Tokens.

*Example B: 0 VP. The green player only scores 8VP (x3) if it's directly on the Track Tokens.*

*Example C: 7 VP. The yellow player scores 7VP because it's directly on the Track Tokens.*

*Example D: 9 VP. The red player scores 3VP, which will be tripled because a Triple investment is placed on it.*

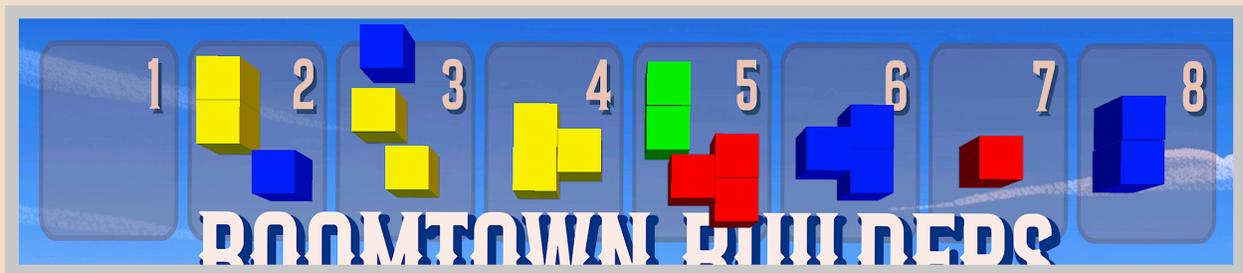
*Example E: 10 VP. The blue player scores 5VP, which will be doubled because a Double investment is placed on it.*

*Example F: 0 VP. The yellow player scores 0VP because it is too far from the Track Tokens.*

If a cube scores, move that cube to the matching location in the Scoring Track.

If a cube does not score, return that cube to its player.

Once all cubes are evaluated, count each player's cubes in the Scoring Track.



*Yellow scores:  $(2 \times 2 = 4) + (3 \times 2 = 6) + (4 \times 3 = 12) = 22$  VP*

*Red scores:  $(5 \times 3 = 15) + (7 \times 1 = 7) = 22$  VP*

*Green scores:  $(5 \times 2 = 10) = 10$  VP*

*Blue scores:  $(2 \times 1 = 2) + (3 \times 1 = 3) + (6 \times 3 = 18) + (8 \times 2 = 16) = 39$  VP*

The player with the most victory points wins!

In case of a tie, the player with the most total Investment Cubes (Singles, Doubles, and Triples are all worth 1) in the Scoring Track wins.

### TERRAIN CARDS

In the advanced game, Terrain Cards may be added to the Board during setup to create a variable board. Shuffle the Terrain Card Deck and place cards randomly onto the Board.

- In a 2-player game, place 12 Terrain Cards.
- In a 3-player game, place 9 Terrain Cards.
- In a 4-player game, place 6 Terrain Cards.

	<p>Mountain</p>	<ul style="list-style-type: none"> <li>○ No Building Card may be placed on a Mountain.</li> <li>○ If the Track Token would be placed on a Mountain Terrain Card, the Track Token is placed in the next available location based on the direction of the arrows.</li> <li>○ When placing Mountains, make sure that the arrow is not pointing off the edge of the board.</li> </ul>
	<p>Lake</p>	<ul style="list-style-type: none"> <li>○ No Building Card may be placed on a Lake.</li> <li>○ A Track Token may be placed on a Lake (bridge).</li> </ul>
	<p>Goldmine</p>	<ul style="list-style-type: none"> <li>○ No Building Card may be placed on a Hideout.</li> <li>○ A Track Token may be placed on a Goldmine.</li> <li>○ When a Building Card is scored adjacent to a Goldmine, +2 VP is added to it's score.</li> <li>○ If a Building Card is adjacent to multiple Goldmines, the +2 VP is only added once.</li> </ul>
	<p>Hideout</p>	<ul style="list-style-type: none"> <li>○ No Building Card may be placed on a Hideout.</li> <li>○ A Track Token may be placed on a Hideout.</li> </ul>

## CREDITS

Game Design by: Phil Schwarzmann & Jim McCollum

Development by: Benjamin Ng