HOMESTEADERS

The Homestead Act of 1862 allowed Americans to claim undeveloped land by living on and farming it for five years. Also in the 1860s, the Transcontinental Railroad was built across North America, linking rail networks between the East and West coasts. The development of the railroads accelerated the spread of homesteaders colonizing the West and led to the rapid cultivation of new land.

In Homesteaders, players are settlers in the Old West, claiming land to develop into a town. The player who contributes the most to building that town into a city will have the city named after him and be declared the winner.

COMPONENT LIST



1 Auction board



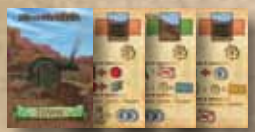
1 Start Player marker



4 Player screens



4 Market Reference tiles



53 Building tiles



30 Auction tiles



8 Player markers



36 Debt chits



27 Rail line chits



63 Silver coins



36 Trade chits



51 Victory Point chits



25 Workers



14 Wood



14 Food



14 Steel



12 Gold



10 Copper



10 Livestock

SETUP



1 Set the Auction board, Resources, Workers, Silver, Trade, Debt, Rail Line, and Point chits within reach of all players.



2 Give each player a player screen, a Homestead tile and matching player markers, 1 Worker, and 6 Silver. Each player places 1 player marker at the start of the Railroad Development track; the other marker is used to bid in the auctions. Put unused player material back in the box.

HIDDEN ITEMS:
(keep behind the screen)

resources, silver, trade chits, debt chits and victory point chits



PUBLIC ITEMS:

workers, buildings, rail line chits





3 Sort the auction tiles into three piles: 'Auction 1', '2' and 'Auction 3'.Order the 'Auction 1' by round number and place them in apile, FACE UP, on the Auction 1 space. Players may look through this pile.
Sort out the ten 'Auction 2' tiles: Shuffle the two City tiles and place them FACE DOWN on the bottom of this pile. Shuffle the four Town auction tiles and place them FACE DOWN above the City tiles. Shuffle the four Settlement auction tiles and place them FACE DOWN on top of the Town tiles. Place this auction tile pile on the Auction 2 space. Players may not look at the face down tiles.

For a 4 player game, create a third auction tile pile from the 'Auction 3' tiles in the same manner as for the Auction 2 space. Place this pile on the Auction 3 space.

For a 2 or 3 player game, remove these tiles from the game.



4 Sort the buildings and place all of the 'Settlement' and 'Settlement/Town' buildings near the board in the Building Supply. Sort the buildings by colour (green/blue/red). Place the 'Town' and 'City' buildings in piles aside to be used later. Players may look through these buildings at any time.

For a 2 player game, include only one of each building in the game, except include two of Farm, Market, and Foundry.

5 Randomly choose a player to be the starting player and give them the Start Player marker.



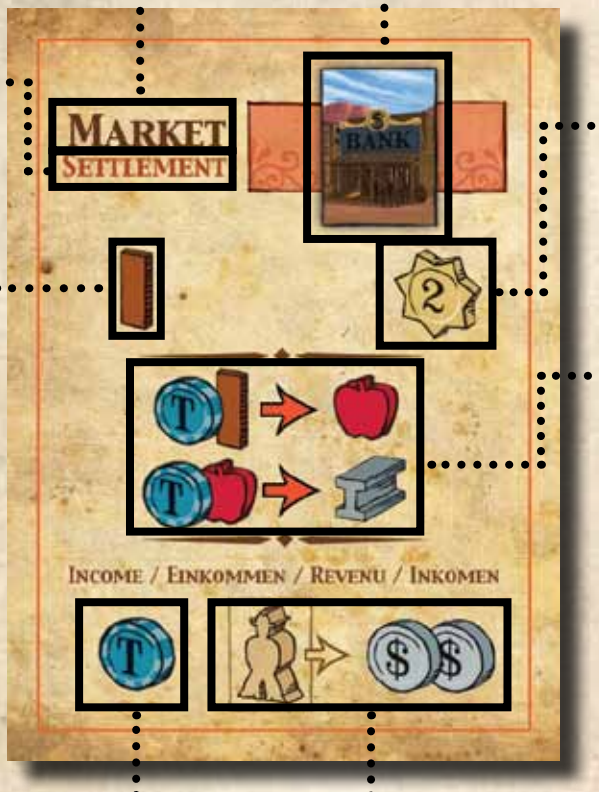
BUILDINGS

Buildings have the following properties:

NAME:
Describes the building. Most buildings are unique, but there are several copies of some. Players may not build multiple buildings with the same name.

STAGE:
Settlement, Settlement/Town, Town, or City. This determines availability of the building.

COSTS:
The resources required to build the building.



AUTOMATIC INCOME:
Income provided by the building automatically during the Income phase. No worker is required to collect this income.

TYPE:
Residential (green), Industrial (blue), Commercial (red), or Special (yellow). You need to win an auction of this type in order to construct the building.

POINT VALUE:
Victory Points the building is worth at the end of the game.

ABILITY/BONUS/ ADDITIONAL SCORE:
Some buildings provide a one time bonus when built, such as a free Worker, a Rail Line, a Trade chit, paying off a Debt chit, or advancement on the Railroad Development Track. Other buildings provide special abilities, such as new ways to use a Trade chit. And some buildings provide additional score at the end of the game based on how many of a particular item you have, such as one point per Rail Line, or per commercial building.

WORKER INCOME:
Income provided by the building as long as there is a worker present during the Income phase.

GAME ROUNDS

Homesteaders is an auction and resource management game in which players bid on land and develop buildings. The game will be played in 10 rounds. Each round features an income phase, where players acquire resources, and an auction phase, in which players bid for available land and then spend their resources to develop a building on that land. At the end of the game there is a Final Income and Scoring round.

Players build a city over three stages:

- ***The Settlement*** (round 1-4)
- ***The Town*** (round 5-8)
- ***The City*** (round 9-10)

The stages dictate which buildings are available to be built.

ROUND PHASES

The phases of each round are as follows:

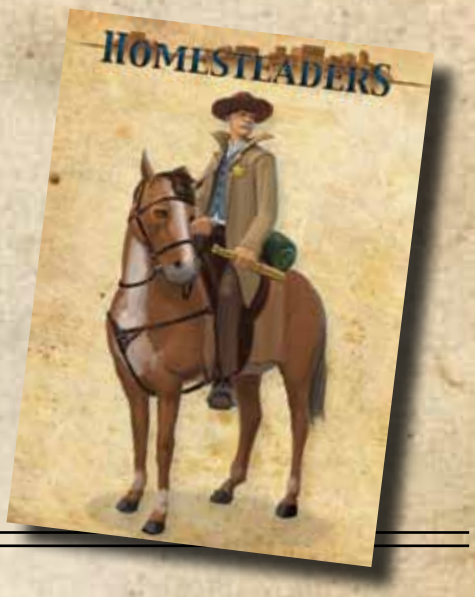
1) SETUP

2) INCOME

A. ALLOCATE WORKERS
B. COLLECT INCOME
C. PAY WORKERS

3) AUCTION

A. BIDDING
B. BUILDING



1) SETUP

At the beginning of each round, players retrieve their bid markers from the auction board, and the top tile of each of the face down auction piles is revealed for this round. Remove old auction tiles from the game.
If it is Round 5, then the Settlement stage is over and the Town stage begins. Remove all unbuilt Settlement buildings from the game and add all of the Town buildings to the Building Supply.Settlement/Town buildings are available in both the Settlement and Town stages.

Note that player owned buildings are not removed, only buildings that have not yet been built.
If it is Round 9, then the Town stage is over and the City stage begins. Remove remaining unbuilt buildings from the game and add all of the City buildings to the Building Supply.

2) INCOME

A. ALLOCATE WORKERS

Each player simultaneously allocates their Workers among the available worker slots on their buildings. If a player does not have enough spaces for all of their Workers, then the extras are left idle on their Homestead tile. Players may reallocate all of their Workers every turn.
Note that some buildings have double worker slots. These require 2 Workers in order to produce the listed resources. For example, two Workers on a river port produce one gold, but one Worker alone produces nothing.
If a player wishes to see how another player will allocate workers first, players should allocate workers in player order beginning with the Start Player.

B. COLLECT INCOME

Each player collects all Automatic income from their buildings and Rail Lines and any Worker income from occupied worker slots. Rail Lines produce an Automatic income of 1 Silver. It is recommended that each player place their income in plain sight for all to see before placing it behind their screens, so that each player may see what their opponents are receiving.

C. PAY WORKERS

Each player must pay 1 Silver to the bank for each Worker on their tiles. A player must pay for all of their Workers, even if some of them are idle. Players may use the Marketplace, spend Gold, or take Debt if they wish in order to pay their workers. (See Trade and the Marketplace, Spending Gold, and Debt, below.).

3) AUCTION

A. BIDDING

Beginning with the Start Player and continuing clockwise around the table, players take turns making bids on the available auctions or passing.
Players bid by placing their bid token on any available auction,on the space corresponding to their bid. The minimum bid is 3, and all bids must be higher than any opponent's previous bid on that auction. Note that the available bid values are: 3, 4, 5, 6, 7, 9, 12, 16, and 21. A player may make any bid regardless of cash on hand. If a player is outbid then on their next turn they will either make a new valid bid or pass. If on a player's turn they are currently winning an auction, then they do nothing.
Players must either make a valid bid or pass. If a player has been overbid, then they may rebid in the same auction or on another one, or pass. When each player has either passed, or has the high bid on an auction, the Bidding phase ends.
When a player passes in the auction, they advance their marker on the Railroad Development Track and immediately take the item corresponding to that space or any previous space on the track. For example, a player advancing to the third space of the Railroad Development Track may take a Trade chit, a Rail Line, or a Worker. Once a player passes their turn is skipped for the rest of the auction.

Because there are more players than auction cards, at least one person will pass each round. It is possible for more than one player to pass during a round if 2 players pass before making any bids. In this case, each of those 2 or more players advances on the Railroad Development Track. Auction tiles which received no bids are discarded and are not awarded to anyone.

Example: Players , , and are bidding on Auction items 1, 2 and 3.



1. bids 5 on item 1 bids 6 on item 1. (does not immediately rebid, but must wait for their turn. bids 3 on item 2. bids 7 on item 1.



2. bids 3 on item 3. (A player is allowed to switch to a different item, if they are overbid.) bids 4 on item 3. is still the high bidder on their item, so they do nothing. is the high bidder on their item, so they do nothing.



3. bids 5 on item 3. (A player is allowed to overbid on the item they are currently bidding on.) chooses to pass. mmediately advances on the Railroad Development Track and takes an appropriate reward (either the reward for the new space they advanced to, or a previous space.)

All players are now either the high bidder on an item, or have passed, so the Auction ends. wins item 1 for a bid of 7, wins item 2 for a bid of 3, and wins item 3 for a bid of 5.

2 Player game bidding

Before the start player places their bid token for the round, they also place the neutral bid token on any auction item. The level at which the neutral bid token is placed is determined below. You may want to use a second token to keep track of the neutral bid level. You can do this on auction space 3 to make it less confusing.

Note: The start player is allowed to place the neutral bid token on an item and then overbid it, if desired. They usually will want to place it on the other item however.

The neutral bid token level begins the game at '5'. (On turn 1, the start player will place the neutral token on '5' on one item, and then will make their own bid. Usually a player will chose to bid on the other item, but they may choose to overbid the neutral token if desired.

If both players win an auction item in a round, then the neutral bid level increases by 1 for the next round. So for example, if both players win an item in round 1, then you increase the neutral bid level to 6. Exception: If the neutral bid token is at '9', it cannot be further increased.

Whenever a player passes decrease the neutral bid token by one level. The minimum the neutral bid level can reach is 3.

If neither player wins auction space #1, then the start player token passes to the other player. If one of the players wins auction space #1, they receive the start player marker as normal.

If the start player begins the round by passing instead of bidding, they still place the neutral bid token on an auction space of their choice. (If the bid level was at '6', they would pass, place the neutral bid token on an item of their choice at a bid of 6, and then reduce the bid level for the future).

B. BUILDING

Beginning with the player who won Auction 1, and then followed by the winners of Auction 2 and Auction 3, players must pay for the Auction, and then they may build a building of the type listed on the auction tile. The auction tile is then discarded. Players MAY NOT hold the auction tile for future use. The winner of Auction 1 also receives the Start Player marker. When paying for an auction bid, just as with paying Workers, a player may use the Marketplace, spend Gold or take Debt.

Some auction tiles do not allow building, and instead award Workers and/or advancements on the Railroad Development Track. In this case the player immediately receives these items and then discards the auction tile without building a building.

Some auction tiles award bonus opportunities in addition to a building such as a Worker, or the ability to exchange resources for Victory Points or a Rail Line. These additional items may be taken/paid for AFTER building, and only ONCE. Bonuses acquired for building a building (such as a Trade chit from a Ranch) may be used in paying for the additional items on the auction tile.

To build a building, the player chooses a building from the Building Supply whose type matches their auction tile and pays the cost of that building in resources. The player may buy the necessary resources at the Marketplace.

FINAL SCORING ROUND

After the 10th round there is a Final Income and Scoring round in which players repeat the Income phase one final time, and then use the Marketplace as much as they like in order to pay off Debt and convert their Trade chits, Silver, and resources into Victory Points.

Each player calculates their score by adding up the following:
- Victory Point chits collected during the game,
- Point values of their buildings,
- Point values of all bonuses on their buildings.
- 2 Victory Points for each Gold, Livestock, and Copper resource. Wood, Food, and Steel are worth nothing.

Debt chits can be paid off for 5 Silver. Players lose points as a penalty for unpaid debt. The number of Victory Points lost increases the more debt the player has: -1 point for the first Debt chit, -2 Victory Points for the second, -3 Victory Points for the third, etc…
Five unpaid Debt chits would be worth a total of -15 Victory Points.

The player with the most Victory Points will have the city named after them, and be declared the winner!
In case of a tie, the winner is the tied player with the most Silver. If this is also tied, then all tied players win!

TRADE AND THE MARKETPLACE

Trade chits are acquired from some buildings, mostly commercial buildings, and represent the ability to make business transactions. A player may use Trade chits and the Marketplace at ANY time. The Marketplace can be used to do any of the following:

- Recruit a worker: The Cost to recruit a new Worker is 1 Trade chit and 1 Food.
- Buy Resource: A player may spend a Trade chit to buy a resource of their choice at the going rates.
- Sell Resource: A player may spend a Trade chit to sell a resource of their choice for the going rates. Players receive 1 Point for selling via the Marketplace.

Going rates of the goods are as follows:

Wood	1 silver
Food	2 silver
Steel	3 silver
Gold	4 silver
Copper	1 gold resource
Livestock	1 gold resource

Some buildings give players additional options for using Trade chits.

SPENDING GOLD

A Gold may be used as if it were 5 Silver for any purpose, but no change is given.

Examples:
- *Pay 7 workers with 1 Gold and 2 Silver, or with 2 Gold.*
- *Pay for an auction cost of 9, using a Gold and 4 Silver,or 2 Gold.*
- *Pay off one debt chip with a Gold.*

DEBT

A player may take any amount of Debt at any time. For each Debt chit a player takes, they receive 2 Silver.
Debt may be paid off during Scoring for 5 Silver each. Players may use the Marketplace or spend Gold at this time. Each unpaid Debt chit carries a penalty during Final Scoring.

RAILROAD DEVELOPMENT TRACK

Players advance on the Railroad Development Track during the game. Each time a player advances they receive the bonus depicted on that space or any previous space on the track.

The Railroad Development Track has 5 spaces with the following bonuses:

1. Trade chit
2. Rail Line
3. Worker
4. Any Resource (Wood/Food/Steel/Gold/Livestock/Copper)
5. 3 Victory Points

If a player is already at space 5 on the track, then further advances give them another bonus of their choice.

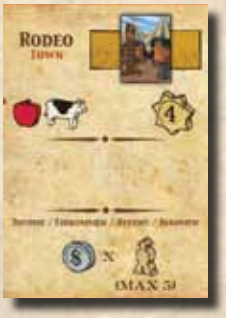
Example: *A player advancing to the third space of the Railroad Development Track may take a Trade chit, a Rail Line, or a Worker.*

SPECIFIC BUILDINGS



BOARDING HOUSE

When this building is acquired, the owner discards 1 Debt chit. If they have no Debt chits, they should take one (gaining 2 Silver) so they can discard it.)



RODEO

This building provides an income of 1 Silver per Worker that you own, up to a maximum of 5 Silver. For example, if you have 3 Workers, it provides 3 Silver, if you have 7 Workers, it provides 5 Silver. The income is based on how many Workers you currently have, not how many you had when the Rodeo was built.



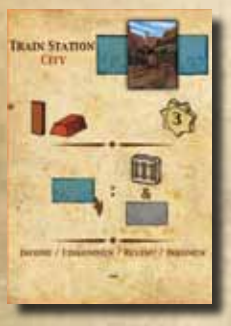
RIVER PORT

You may use Gold as if it were Copper or Livestock when paying for buildings, or for the abilities on phase 9 and 10 Auction tiles that allow you to pay a Livestock or Copper for 4 Victory Points. You may not sell Gold (using the sale action) as if it were Copper/ Livestock. You may use this ability any number of times.



FORGE

Each time you build a building after the Forge, you gain 1 Victory Point. (You don't score 1 Victory Point for the forge). If you build 2 buildings during one turn (using a Train Station), you score 1 Victory Point for each.



TRAIN STATION

When you build the Train Station, you may immediately build one additional building of any type.



GENERAL STORE

Each time you sell a resource you receive 1 additional Silver. For example, if you sell a Wood, you gain 2 Silver and 1 Victory Point instead of 1 Silver and 1 Victory Point. If you sell a Copper, you get 1 Gold, 1 Silver, and 1 Victory Point, instead of 1 Gold and 1 Victory Point. This ability applies each time you make a sale, even if you sell multiple resources in one turn. This does not give a discount to purchased resources.



BANK

You may exchange 1 Trade chit for 1 Silver at any time. You may not exchange a Silver for a Trade chit. The Bank income is "Discard 1 Debt chit".



LAWYER

You may outbid someone with the same bid that they made, instead of a higher one. For example, if an opponent had bid on the '5' space on a certain auction, you could replace their bid token with your own, instead of having to make a bid of '6' or higher.



MARKET

You may exchange a Trade chit and a Wood for a Food, or a Trade chit and a Food for a Steel. You may use these abilities any number of times, at any time.

FAQ

Q: I'm broke! What should I do?
A: Take debt, and purchase buildings that generate income.

Q: If a building produces some income, plus more from a Worker slot, do I get the normal income if I don't put a worker on the worker slot?
A: Yes. For example, you still get the 2 Silver from your Homestead, even if you don't use either of its Worker lots.

Q: When can I use Trade chits?
A: Any time at all. This includes Final scoring, and while you are trying to pay for an Auction or building, or if you want to hire a Worker during Worker Allocation and use him that turn.

Q: How many Trade chits can I use per turn?
A: Any number. You can use the Marketplace as often as you like, whenever you like.

Q: When can I move my Workers around to new buildings?
A: You can move all your Workers wherever you want to during Worker Allocation.

Q: Do I have to pay all my Workers?
A: Yes, all Workers must be paid each turn, even if they are idle, and even if you have to take debt to pay them.

Q: If I win an auction, can I save the land for later?
A: No, you must develop a building on it immediately if at all.

Q: I need more Workers, how do I get them?
A: Some Auction tiles provide Workers, advances on the Railroad Development Track can give you Workers once you reach space 3, and you can recruit Workers at any time using a Trade chit and a Food. (Remember, you can use another Trade chit to buy the food if you need).

Q: Does the Start Player marker rotate clockwise?
A: No, whoever wins the Auction on space #1 becomes the new Start Player. If no player bids on this auction, then the winner of Auction #2 gets it (if none there, #3). If no player bids on any auction then the Start Player marker does not move (this should not occur).

Q: What happens if I get to the end of the Railroad Development Track?
A: Each advance on the Railroad Development Track after the 5th is treated the same as the 5th advance. You may choose whichever reward you wish.

Q: If I win an auction that advances me on the Railroad Development Track, can I use the bonus I get from that to help pay for the auction?
A: No, you must pay for the auction before getting what it gives you.

Q: Can I use the Trade chit I get from building a Ranch to help pay for the Ranch building, or for the Auction card that gave me the land?
A: No, you have to pay for the building before getting any bonuses, or using any abilities that it gives you, and you cannot pay for the building until after you've paid for the auction.

Q: My Auction tile allows me to pay a resource to get a bonus (Victory Points/Rail Line). Can I use a bonus or ability I get from the building I build to help pay for this?
A: YES. You pay the resource for these bonuses on action cards after building the building.

COLOPHON

PLAYTESTERS

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