

# Oklahoma Boomers

MARTYA 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.

## Preparations

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



5 Silvermines



15 Railroad tracks



## 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** – Blue can move boomer A to any of the squares with a transparent blue boomer on it.



## Placing cornerstones

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

You can only place cornerstones at 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 the boomers would meet, if they were to move toward each other.

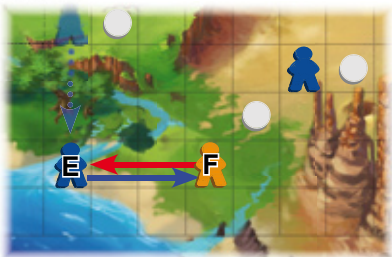
You cannot place the cornerstone, if there are any playing pieces between any of these boomers and the desired location of the cornerstone.

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

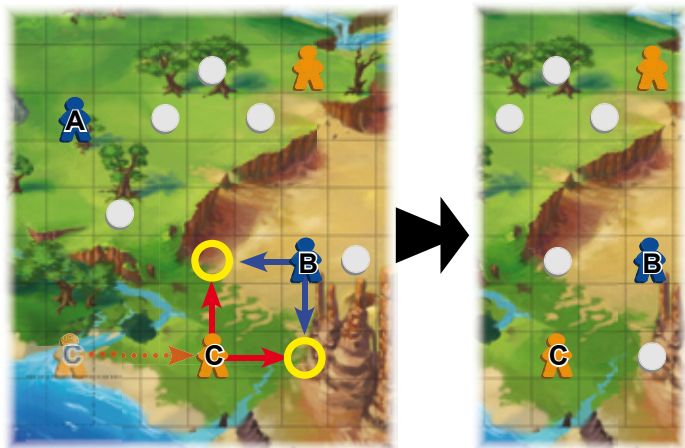
If you choose to place cornerstones, you must place both cornerstones. It is possible however that you can place only one cornerstone (especially later in the game). In that case the second cornerstone is not placed.

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

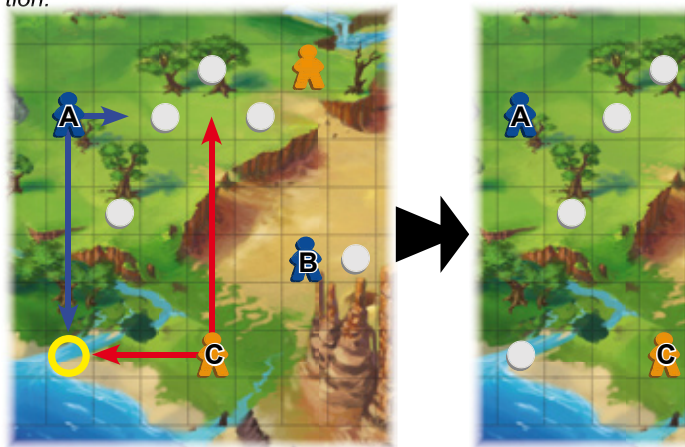
**Placing cornerstones** - Blue has moved boomer E. He can not use Orange's F to place cornerstones.



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



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



## 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

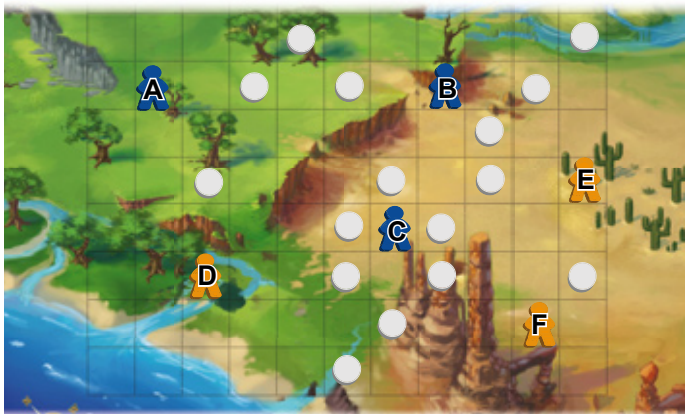
As soon as there is only one boomer left in a closed area, this area becomes a homestead. The boomer in this closed area is considered exhausted.

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.

### Closed areas and exhausted boomers

Boomer C from Blue is in a closed area. Boomers E and F from Orange are in a closed area. All these Boomers are exhausted and can no longer be moved.



## 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.

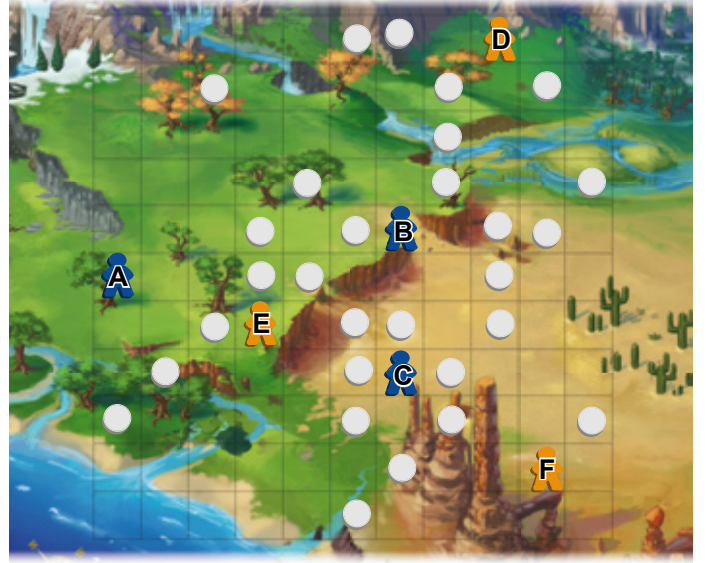
If there is no boomer in a closed area this area counts for neither of the players.

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

## Scoring

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

*Orange has: 11 points (boomer D) + 20 points (boomer E) + 19 (boomer F). Total score: 50 points. Orange has won the game.*



## Advanced players

Instead of playing with the starting position given above, advanced players place the boomers and the first three cornerstones 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.

## Expansion - Santa Fe Railroad

In this variant of Oklahoma Boomers, the Santa Fe Railroad plays a role when scoring.

## Preparations

Place the railroad tracks on the lines on the game board in such a way that it connects to two or more sides of the game board.

## Gameplay

During the game, the railroad plays no role at all. Boomers can move over it as if it was not there.

Note: The rail road can not be used to close a homestead.

## Scoring

If, at the end of the game, the rail road divides a homestead in two or more sections, you can only count one of these sections.

If you have two or three boomers sharing a homestead that is divided by the railroad, you may score two or three sections respectively.

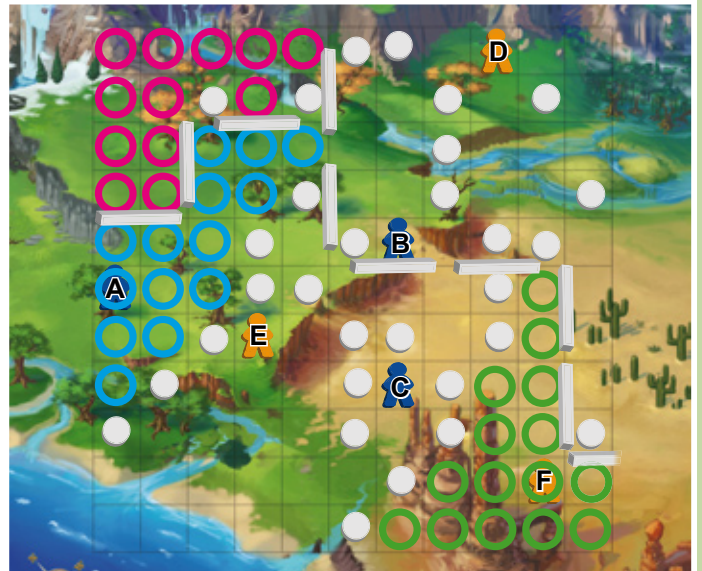
The location of the boomer(s) does not influence which section(s) can be chosen. You may choose them yourself.

## Scoring Santa Fe Railroad

*Blue has: 12 + 14 points (boomers A and B) + 2 points (boomer C). Total score: 28 points.*

*Orange has: 11 points (boomer D) + 20 points (boomer E) + 15 points (boomer F). Total score: 50 points.*

*Orange has won the game.*



## Expansion - Silvermines

In this variant of Oklahoma Boomers, the silvermines play a role while playing and scoring.

## Preparations

When setting up the game board, place 3 to 5 silvermines on the game board.

Do not place any cornerstones on the game board.

## Gameplay

During the game boomers can move over a silvermine as if it were not there.

A boomer can never end its move on a square with a silvermine on it.

You can not place a cornerstone on a square with a silvermine on it.

Silvermines do not count as cornerstones and are never part of the border of a homestead.

## Scoring

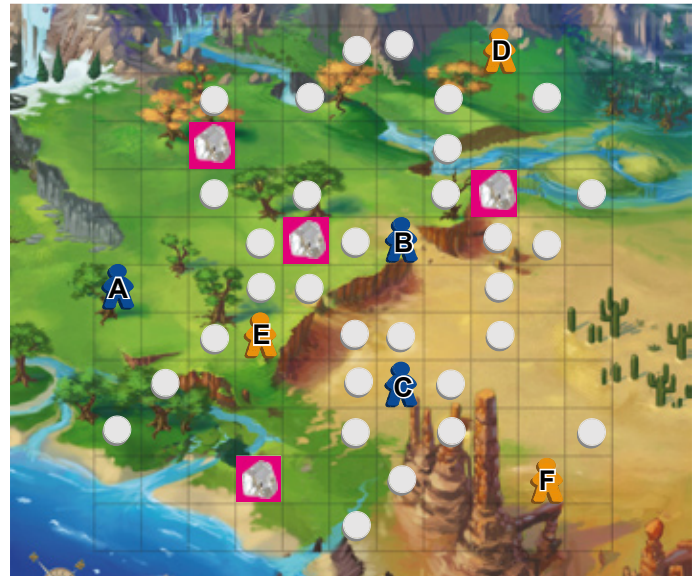
At the end of the game, you score 10 points for each silvermine within the boundaries of your homesteads.

### Silvermines - Scoring

Blue has: 49 points (boomers A en B plus one silvermine) + 2 points (boomer C). Total score: 51 points.

Orange has: 21 points (boomer D plus one silvermine) + 30 points (boomer E plus one silvermine) + 19 (boomer F). Total score: 70 points.

Orange has won 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. Because 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.

American Indians 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 Indians 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 Indians ended up on their own lots or on the reservation lands in present-day Oklahoma.

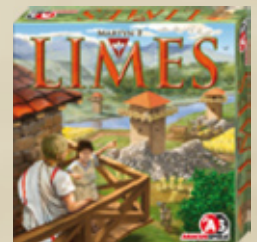
*Martyn F wishes to thank: Anne, Bart, Bert, Els, Erwin, Floris, Fred, Jeroen, Jon, Joost, Martin, Melanie, Nicoline, Niek, Nienke, Oliver, Raldi, Ralf, Roderik, Söhnke and others for playtesting. And Paul DeStefano "Geosphere", Rob Bakker, Fred William and Randall Peek for their input on the theme.*

*Special thanks: Maartje, Alina, Carly and Toco "Tocoking".*

## Other games of Martyn F

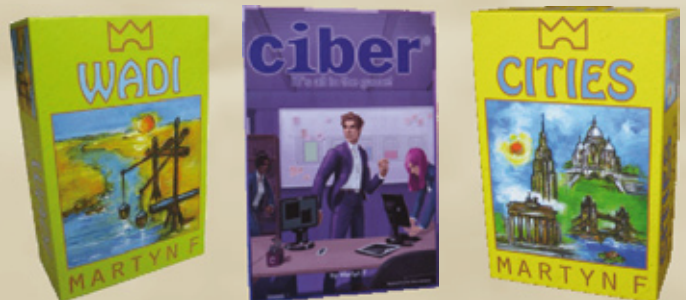
### Limes

Limes (2014) is a fast, tactical placing and positioning game. It takes about fifteen to thirty minutes to play.



Limes is based on Cities that was nominated for the Dutch Game of the Year 2009 and was on the German list of recommended games of "Spiel des Jahres" 2009!

More info: [www.martynf.com](http://www.martynf.com)



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