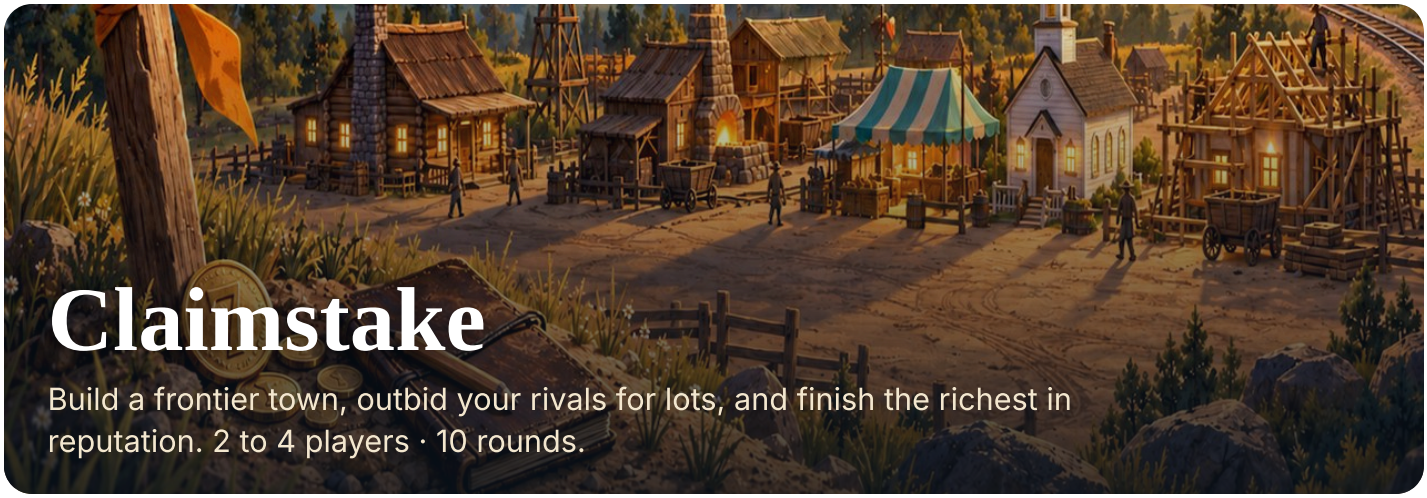


Claimstake

Build a frontier town, outbid your rivals for lots, and finish the richest in reputation. 2 to 4 players · 10 rounds.

The goal

Finish with the most **victory points (VP)** after round 10. You earn points from buildings, goods you sell, rare goods you keep, and bonuses. Debt costs you points.

You start with

6 · 1 worker · 0 trade tokens

and one **Cabin** building. Your Cabin pays 2 every round, and a worker on it can gather 1 or 1.

The game in three stages

Settlement	Town	City
Rounds 1–4	Rounds 5–8	Rounds 9–10

Each stage opens a new set of buildings. At the start of round 5, unbuilt Settlement-only buildings leave the game and Town buildings arrive. At round 9, everything unbuilt leaves and the City buildings arrive. Bigger buildings, bigger points.

Every round has five steps

1. **Assign** — Everyone places workers on building slots, at the same time, in secret.
2. **Collect** — Take income from buildings, workers and spur lines.
3. **Wages** — Pay 1 silver for every worker you own.
4. **Auction** — Bid for the lots on offer, or pass to ride the railroad.
5. **Build** — Winners pay, then build one building of that lot's type.

What you manage

- **Silver** pays wages, bids and the market.
- **Wood, food, steel** build things.
- **Gold, copper, livestock** are rare goods. Each one you keep at the end is worth 2 VP.
- **Trade tokens** are spent on every market trade.
- **IOUs** are debt. They cost VP at the end.

Quick tips

- Workers cost wages every round, even idle ones. Hire only when you have a slot for them.
- Early on, income buildings pay for themselves. Late on, points matter more.
- Passing early gets you on the railroad for free rewards.
- You can only own **one of each building**.

A round, step by step

Steps 1–3 happen quietly. The auction is where the game is played.

1 Assign workers



Each building has **slots**. Put a worker on a slot to collect what it shows. A slot takes **1 worker**, unless it shows two worker icons, then it needs **2**.

Slots marked **always** pay every round with **no worker**.

Everyone assigns at the same time and presses Ready. Choices are revealed when the round resolves.

2 Collect income

Take everything your buildings and workers produce. Each **spur line** you own also pays 1.

3 Pay wages

Pay 1 for **each worker you own**, assigned or idle. One gold covers up to 5 silver of wages. If you are short, you can sell goods or borrow (see Money).

4 The auction

Lots are laid out each round: **2 lots** with 2 or 3 players, **3 lots** with 4 players. Each lot shows which **building type** you may build and sometimes a bonus. Starting with the start player, take turns to either **bid** or **pass**.

3 › 4 › 5 › 6 › 7 › 9 › 12 › 16 › 21

- A bid must be the **next step up** the ladder above the current bid. You may bid more than you hold. You pay after you win.
- **Pass** to leave the auction. You move one space along the **railroad** and take that space's reward (or any earlier one). You sit out the rest of the bidding.
- With **2 players**, a **neutral bidder** joins in and opens one random lot at 5.
- Winning the first lot makes you **start player** next round, then the second, then the third.

5 Pay and build

The winner of each lot, in lot order, **pays the winning bid** and then **builds one building** of the lot's type from those still available. Pay its material cost from your stock. If you are missing a material you can buy it from the market with a trade token.

- You can only own **one copy of each building**.
- If you cannot build anything, you **get your bid back** and the lot stays empty. You can also give up a lot this way if you are stuck.
- Any lot bonus (a trade token, a worker, a spur line…) is collected when you build.

Then the next round begins. After round 10 there is a short **final trading** step where everyone can sell goods and repay IOUs before scoring.

Money, market and the railroad

The market

Buy from or sell to the supply at fixed prices.

Wood	Food	Steel
1	2	3

Gold	Copper	Livestock
4	1	1

- **Every buy, sell or hire spends 1 trade token.** It is used up, you never gain one by trading.
- Each **sale scores 1 VP**.
- Copper and livestock are bought with 1 gold and sell for 1 gold.
- Supplies are limited. If a good runs out you cannot buy it.

Trade tokens

You start with none, so earn them from buildings such as the Bazaar, from lot bonuses and from the railroad. Gold and silver you already hold can pay for bids and builds **without** a token. Tokens are only needed to **buy, sell or hire**.

Hiring a worker

Spend 1 and 1 to take a worker. Remember each worker costs 1 silver in wages every round.

Debt (IOUs)

If you cannot pay, take an **IOU**: you get 2 now. Repay one for 5 or 1.

At the end, unpaid IOUs cost **1, 2, 3... VP in total**, so each extra one hurts more:

1 IOU = −1 · **2** IOUs = −3 · **3** IOUs = −6 · **4** IOUs = −10

Paying with gold

A gold is worth **5 silver** when you pay a bid, a build or wages. You do not get change, so use it when you need the full amount. Gold in your hand at the end scores 2 VP instead.

The railroad

Every time you **pass** in an auction you step forward one space and may take that space's reward, or any reward from an earlier space.

1	2	3	4	5	6+
Trade token	Spur line	Free worker	Any resource	3 VP Victory points	any Any reward

Beyond space 5 you can pick **any reward** (a game option can change this). Taking early passes is a strong plan when money is tight.

Spur lines

Each spur line you collect pays 1 **every round**. A few buildings also score for each spur line you own at the end.

Workers

You start with 1. Hire more with 1 and 1, or win them from lot bonuses and the railroad. Each costs 1 silver every round, so a worker you cannot place is a cost, not a help.

Reading a building

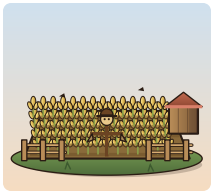
31 buildings in four types, plus your starting Cabin



Name and type	R Residential, I Industrial, C Commercial, S Special. A lot tells you which type you may build.
Cost	The materials you pay once, when you build. "Free" means none.
Star number	Printed points you score at the end of the game.
always	Pays every round with no worker needed.
Worker icon	A slot. One worker icon means 1 worker, two icons mean 2 workers. The result shows beside it.
built / end	"built" is a one-time bonus. "end" is extra points counted when the game finishes.

Residential

Homes, farms and meeting places. Several are cheap and feed your economy.


Wheat Field

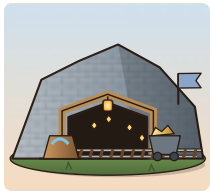

Lodge

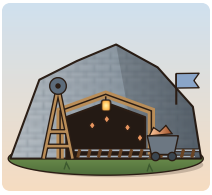

Meetinghouse

Industrial

Mills, mines and smelters. The main source of steel, gold and copper.


Smelter


Placer Claim

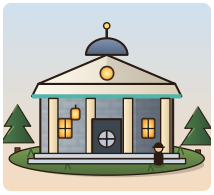

Red Shaft

Commercial

Shops and markets. Several give trade tokens or help your trading.

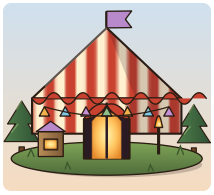

Bazaar

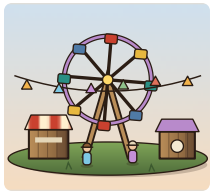

Dry Goods

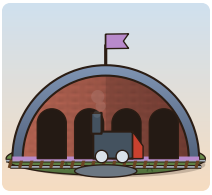

Savings House

Special

Large attractions. Only one or two copies of each, and big end-game points.


Big Top


County Fair


Roundhouse

How the eras work

Era 1 buildings are cheap and mostly leave at round 5. **Era 1–2** buildings stay until round 9. **Era 2** buildings arrive in round 5 and leave at round 9. **Era 3** buildings arrive in round 9. Copies are limited and you can only own one of each, so the lots go fast.

Building reference

Residential and Industrial · ×N = copies with 4 players

Residential

	**Flour Mill** Era 1		★2	always 1
	**Wheat Field** Era 1 · ×3			1 2 1
	**Lodge** Era 1–2			always 2 built repay 1 end +1 VP per Industrial
	**Cattle Pen** Era 1–2 · ×2			1 built 1
	**Bunkhouse** Era 1–2			always 1 1 end +1 VP per worker end +1 VP per spur line
	**Meetinghouse** Era 2		★10	always ★2
	**Carpentry Shed** Era 2 · ×2		★2	always ★1 built 1
	**Assembly Hall** Era 3		★10	end +1 VP per Commercial
	**Guest Ranch** Era 3 · ×2		★3	end +1 VP per worker

Industrial

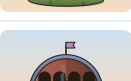
	**Smelter** Era 1 · ×3	Free		1
	**Rolling Mill** Era 1			always 1
	**River Landing** Era 1–2 · ×2			1 *Gold can replace copper or livestock in building costs.*
	**Placer Claim** Era 1–2 · ×2			1
	**Red Shaft** Era 1–2 · ×2			1
	**Packing House** Era 2		★2	★2 ★2
	**Anvil Works** Era 2 · ×2		★1	★2 built +1 *Every later building you build scores +1 VP.*
	**Junction Depot** Era 3 · ×2		★3	built 1 extra building

Building reference

Commercial

	**Bazaar** Era 1 · ×3		★2	always 1 2 *Spend 1 trade token: wood→food or food→steel.*
	**Dry Goods** Era 1–2 · ×2		★2	always 1 *Each sale also pays +1 silver.*
	**Fur Exchange** Era 1–2			always 2
	**Savings House** Era 2		★3	always repay 1 end +1 VP per Special ★ *Trade tokens count as 1 silver when you pay.*
	**Freight Yard** Era 2 · ×2			always 2 built +1 end +1 VP per spur line
	**Livery** Era 2			always 1 ★1 end +1 VP per Residential
	**Dining Hall** Era 3 · ×2		★8	end +1 VP per Special ★
	**Grand Terminal** Era 3 · ×2		★6	end +1 VP per spur line

Special

	**Assembly Plant** Era 2		★6	always ★2 end +1 VP per Industrial
	**County Fair** Era 2		★6	always 1 end +1 VP per Residential
	**Roundup Grounds** Era 2		★4	always 1 per
	**Land Advocate** Era 2		★4	always ★2 end +1 VP per Commercial *You may match the current bid instead of raising it.*
	**Big Top** Era 3		★8	end +1 VP per worker
	**Roundhouse** Era 3		★6	built +1 end +1 VP per building

With 2 players there is only one copy of each building, except two each of Wheat Field, Bazaar and Smelter.

Scoring and the end of the game

After round 10 and the final trading step, add up your score:

VP you collected + **Building points** printed on each + **Bonuses** "Game end" lines + **× 2** rare goods kept − **IOUs** 1+2+3...

Tie-breaks

If scores tie, the player with more silver wins. If still tied, the win is shared.

Final trading

Before scoring, everyone may sell goods (each sale is 1 VP) and repay IOUs. Convert spare silver and goods into points, but remember a sale costs a trade token.

Choosing your game options

Where the rulebook was unclear, you pick on the New Game screen. You can save your favourite set under a name and reuse it.

Lot contents	Frontier set (lots with bonuses) or Plain (types only).
Passing beyond the track	Pick any reward (default), 3 VP only, or nothing.
Supply	Limited, like the box counts, or unlimited goods.
Starting Cabin counts as Residential	Yes (default) or no. Affects "per Residential" and "per building" bonuses.
Extra building bonus	Pay only the materials (default), or also pay the winning bid again.
Neutral bidder (2 players)	Random lot (default) or chosen by the start player.
3-player supply	All copies (default) or trimmed like the 2-player game.
Opponents' goods and money	Hidden (default) or open to everyone.
Copies per player	One of each (default) or as many as the supply allows.
Advisor hints	Show a suggested bid value on each lot, or hide it.

Playing together

Hot-seat: several people on one screen, the screen hides between turns. **Online:** host a game, share the invite link. **Daily Claim:** the same deal for everyone each day, against a Land Baron bot.

Bots

Greenhorn is easy. **Homesteader** is a fair match. **Land Baron** plays its best.

A suggested plan for your first game

- **Rounds 1–4:** build cheap buildings that pay without workers or feed your wood, food and steel. Pass early once to grab a trade token from the railroad.
- **Rounds 5–8:** win the lots that match your plan. Rare goods and big buildings start to matter.
- **Rounds 9–10:** spend everything that will not score. Keep gold, copper and livestock for 2 VP each, and repay IOUs.