

## Crowded Frontier

The government has promised free land to anyone who can stake claim to it. You and your family have traveled west in the hopes to claim prime real estate, but this wilderness is full of similarly-minded pioneers! Work together with your opponents to harvest resources more efficiently while scheming to seize control of the most valuable land plots by quickly building homesteads. Crowded Frontier combines elements of worker placement, area control, and resource management. For 3-5 players ages 10+, Crowded Frontier is a fast-paced, mid-weight euro that takes 45 minutes or less.

### Components:

1 game board; 9 large game board tiles; 9 double-sided action tiles; 5 large player resource tracker tiles; 60 meeples in 5 colors, 65 houses in 5 colors; 5 brick tokens, 5 stone tokens, 5 wood tokens; 36 discovery cards.

### Set-Up:

1. Lay out the game board. Shuffle and set out the 9 large game board tiles.
2. Shuffle (forwards and backwards) and place the nine double sided action tiles, one on each of the large game board tiles in the bottom right hand corner.
3. Give each player a large resource tracker tile along with meeples, houses, and disks in their chosen color. Also give them a brick, stone, and wood token. These are placed on the matching spaces on the left side of the large resource counter tile.
4. Each player places one meeple besides the score track and the rest of their colored components in front of them. Count out a number of components to be used this game based on player count and as shown on the table. Any unused components are set to the side of the players supply and left in the bag.
5. Deal each player a number discovery cards as indicated by the table. For experienced players, draft these cards passing clockwise. (For inexperienced players, skip the draft.) Set the remainder of the cards next to the board to form the draw pile.
6. The player who has most recently been camping begins the game.

Player Count	Houses	Meeples	Cards Dealt
3	13	7	8
4	10	5	6
5	8	3	4



Game set-up for 4 players

### Play and Actions:

Play proceeds clockwise around the table. On a player's turn, they must do ONE of the following actions:

#### A) Place a Worker

Place 1 worker on onto any resource location. They then take resources equal to the total number of workers on that location (of any player). The player may not exceed 5 of any resource and any extra resources taken are wasted.

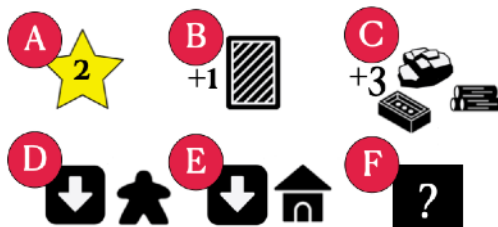
#### B) Recall Workers and Take Resources

Recall back to your supply any number of workers from resource locations and take ONE resource matching each location from which a worker is recalled.

#### C) Recall Two Workers and Place a House (Homestead)

This action is broken down into 4 steps:

1. **Recall:** A player recalls two workers from two different resource locations and returns the workers to their supply. One worker must be from a resource location on the vertical edge, one from the horizontal edge.
2. **Place Homestead:** Where these two workers intersect on the game board tiles, the player pays resources in order to place a homestead onto any of the empty homestead locations on that tile. Cost to place a homestead is in the upper left of each game board tile.
3. **Score:** Score 1 point for the placed homestead and +1 more point for each homestead it is connected to via road without being interrupted by empty homestead locations or other player's homesteads.
4. **Bonus action:** take the action on the small action tile on the bottom right of the large game board tile. Then flip this tile over. The bonuses are as follows:
  - A. Earn 2 points
  - B. Draw 1 card
  - C. Take any 3 resources of your choice
  - D. Take a meeple from the bag of your color, place it onto a large resource tile, and take resources as normal. In the future, when this meeple is recalled, it joins your supply.
  - E. Place a homestead from your supply onto ANY spot on the game board. Ignore placement cost but also do not score this homestead and do not take the bonus action where its placed.
  - F. Play a discovery card ignoring normal requirements.



*Yellow places 1 meeple and gains 3 wood.*



*1 Yellow recalls workers from two stone locations, 2 they can place a homestead on any location on the center tile*



*3 Yellow places a house that's connected to two other houses to score three points 4 yellow gets to take the bonus tile action and draw a discovery card.*

### D) Play a Discovery Card

If a player has one meeple on a resource location AND it is the only meeple on that location, they may make a discovery. Play a card that matches the icon on the bottom left of the resource location (campfire, cave, canoe, fern, storm, or boat). Some cards have an “OR” and can be satisfied by either location icon.

Discovery cards allow a player to take special actions, score points, or in some way alter the game rules to their advantage. There are three kinds of discoveries: candle (one time use), wheel (ongoing benefit), or star (end game scoring.)



*Yellow is alone with only one meeple on the cave location and so can play their card. This is an ongoing special ability card that allows them to trade resources.*

### End of Game and Scoring

The game ends as soon as one player has placed all of their homesteads onto the game board or if 6 of the 9 game board tiles are filled. Play until everyone has had an equal number of turns and move onto scoring.

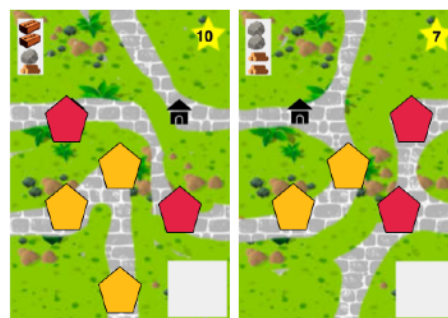
You earn points from:

- Points made from placing homesteads (during the game).
- Points made from played discovery cards with a star.
- Whoever has the majority homesteads on each large game board tile earns points in the upper right of the card. If there's a tie, look at the unrecalled workers on the resource locations that align with that tile; whoever has the most receives the points. If there's still a tie, divide the points between all contested players and round up to a whole number.

The player with the most points is the winner. In the case of a tie, whoever has the most leftover resources is the winner. If there's still a tie, the victory is begrudgingly shared.



*At game end add to your score played discovery cards with stars*



*At game end yellow earns 10 points for majority on the tile on the left; yellow and red tie for the tile on the right scoring 4 points apiece (assuming they are tied on unrecalled workers as well.)*