Boxcars

BOXCARS

OTHER PLAYER'S TURN ONLY
LIMIT · 1 PER TURN

5   5   5

EVEN SPLIT   UP   DOWN

LOADERS

C   +1

7   7   7

RE·ROLL   BONUS   CHANGE
YOUR TURN ONLY

PLACE PER
1ST
2ND
3RD
WAREHOUSE

SCORE

10 5   4 2   14 7

8   24   18

DEADWOOD

8 4   6 3

11   14   12   16

13   10   16   4 2   14

21

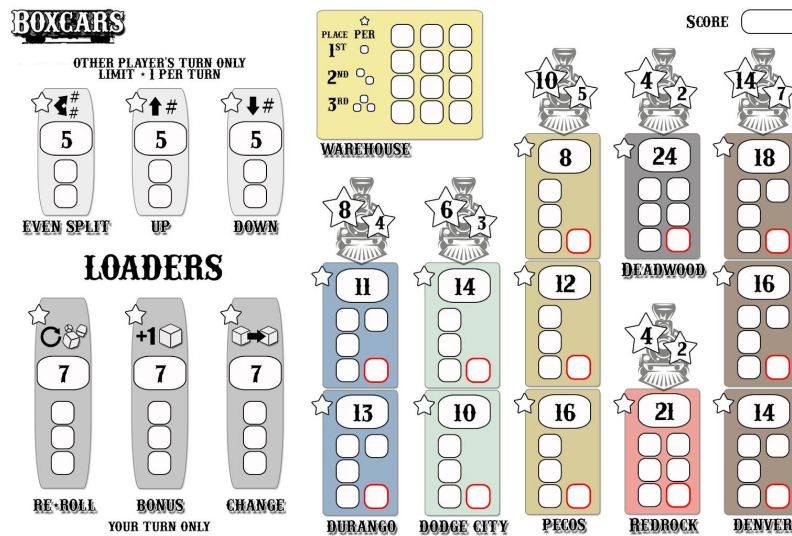DURANGO   DODGE CITY   PECOS   REDROCK   DENVER

Players: 1-5   Ages: 8+   Components: 1 scorepad per player, 7 standard dice, and pencils/pens

Summary: Players race to load trains in preparation to ship their goods to various destinations. Each scorepad consists of six trains to be loaded: Durango, Dodge City, Pecos, Deadwood, Redrock and Denver. Players use their dice results to fulfil the various requirements for each train. Each train is made up of one or more boxcars. The first player to complete a train scores the higher of the two bonus point values shown on the engine. Any players who manage to complete that train later in the game score the lower bonus point value. Players may also allocate dice results to loaders, which help them on later turns. The game ends when a player has successfully completed the requirements for three or more trains (finish the round so all players have equal turns).

Setup: Give each player a scorepad and pencil. The last player to ride a train is the starting player (or select randomly). Give the starting player the seven dice.

Turn sequence:

Roll dice – During the very first turn of the game, the starting player will roll ALL the dice to create the initial dice pool. For subsequent turns, take the dice the previous player used, along with any dice you wish to re-roll and roll them to create a new dice pool

Choose number – Of the results in the dice pool, select **one** number to use. Take **all** the dice of that number. Each **other** player may then use **one** of the number you selected. For example, the dice pool is a six, two fours, a three, and three ones. You decide to use the **three ones.** Each other player may then use a **single one**.

Allocate dice – Players use the dice values to fill up their Boxcars, Loaders, or Warehouse. For each die allocated, write that number in one of the white boxes on your scorepad. For example, if you have taken three ones, write a "1" in three different boxes. Each Boxcar has SUM value at the top. The numbers placed in the boxes of that Boxcar **must add up to that exact value.** Each Boxcar also has an "unloader" box in the lower right corner that is outlined in red. This unloader box is not required in order to complete that boxcar and counts as a **negative** toward the total value. If the total value of the boxes exceeds the requirement for that boxcar, the unloader box must be used to make room. It is more efficient to only fill in the necessary boxes, but sometimes using an unloader may help load the boxcar faster with certain dice results. Note: Loaders do not have an unloader box and must be filled out to meet the exact requirement.

Once you have completed a loader or boxcar, mark the star in the upper left corner. Each of these stars marked is worth one point at the end of the game. Once you have completed an entire train (multiple boxcars, as applicable) circle one of the stars on the engine of that train. If you are the first player to complete the train, you score the higher amount. When that happens, other players should cross it out on their sheet so they don't circle it later by mistake. If another player has already completed the train, you may only score the lower amount. If multiple players complete a train within the same turn, any players involved with the tie score the highest amount (regardless of who is the active player).

Pass dice - After allocating your dice results, pass the dice you used to the next player. Any unused dice stay in the middle. During the next turn, the active player *must* roll any dice you've used (including the bonus die if the "bonus" loader was used), and *may* roll any of the dice that were remaining in the middle. This means that the active player may set aside unused dice from the previous turn to see if they can roll more of that result.

Loaders: Once you have completed a Loader, you may use the associated ability for the remainder of the game (not on the current turn). When a Loader is completed, mark the star at the top to score one point at the end of the game. There are two types of Loaders: The loaders on the top may only be used when writing a number from **another player's turn**. Each of these requires a sum of 5 to complete. Even if you have more than one completed, you may only activate one of these loaders per turn. The Loaders at the bottom may only be used on **your turn**. Each of these loaders requires a sum of 7 to complete. With these "your turn" Loaders, you may use any of them that you have completed, each turn. For example: You may Re-roll the dice, then use Change to turn a 5 into a 2, then use Order to place your number in any Boxcars.

Other Player Turn Loaders
Even Split: If an even number is selected, you may divide that number in two and place two numbers instead of just one. For example: If the player chooses, a 6, you may then use two 3's instead of just one 6.
Up: When writing the number, you may increase the value by 1. With this ability, a 6 would become a 7.
Down: When writing the number, you may decrease the value by 1. With this ability, a 1 would become a 0.

Your Turn Loaders
Re-Roll: After your initial roll, you may re-roll any dice.
Bonus: After picking your number, you may take a die (just one die) of another number and use that as well. The die used is passed to the next player (to be rolled next turn) when your turn ends. Players may only use the number on their sheet from the primary number you have chosen, not the bonus die.
Change: You may change any single die into any result.

Warehouse: Any numbers may be placed in your Warehouse area. At the end of the game, players add up the total value of the numbers in their Warehouse. The player with the highest value scores one point for every box filled. The player with the second highest value scores one point for every two boxes filled. E.g. For seven boxes filled, score three points (round down). The player in third place scores a point for every three boxes filled. If there are any ties, any tied players use the exchange rate for that place.

Game end: Once one player has successfully completed three trains, the end of the game is triggered. Players finish that round and complete one final round. All players will have an equal number of turns. Add up your score by totaling up the value for each completed train, as well as each completed Boxcar. The player with the highest score wins. Ties are broken by the player who is earlier in the turn order.

Solo:

The same general rules apply, but with a few exceptions. When rolling dice, choose one number and write that number on your sheet as many times it shows up on the dice as normal. Set all the used dice aside. Take one of the dice used and "lock" it. This die is not rolled again until dice are "unlocked" when the round is completed. Next re-roll any of the other dice that were used and set aside, as well as any remaining unused dice if you choose. From new dice pool, continue by selecting one number and write that number for each matching die result (set the used dice aside, lock one of them, etc.). However, a selected number used MAY NOT match any of the previously locked dice. When **you are unable to select a number that is not represented by the locked dice, you "bust" and end the round.** To complete the round, permanently discard one of the dice. All of the locked dice are then unlocked and rolled to begin a new round. The game ends when you run out of dice. Count up your score. Note: When completing a train, always count the higher number. *The Warehouse is not used in solo play.*

Designed by: Michael and Lisa Eskue Version 1.8 May 7th, 2019

BOXCARS

SCORE ☐

OTHER PLAYER'S TURN ONLY
LIMIT ⋆ 1 PER TURN

☆ ◀ # #	☆ ↑ #	☆ ↓ #	☆ ⋮
5	5	5	5
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐
EVEN SPLIT	**UP**	**DOWN**	**ORDER**

LOADERS

☆ ⋮	☆ ↻🎲	☆ +1 📦	☆ 📦▶📦
7	7	7	7
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐
ORDER	**RE⋆ROLL**	**BONUS**	**CHANGE**

YOUR TURN ONLY

WAREHOUSE

PLACE	PER ☆	☐	☐	☐	☐
1ST	○	☐	☐	☐	☐
2ND	⋮	☐	☐	☐	☐
3RD	∴	☐	☐	☐	☐

☆ 8 4

☆ 6 3

☆ 10 5

☆ 4 2

☆ 14 7

DURANGO

☆ 11	☆ 14	☆ 12	8	☆ 18

☆ 4 2 (REDROCK)

☆ 13	☆ 10	☆ 16	24	☆ 16

DEADWOOD

			☆ 21	☆ 14

DURANGO **DODGE CITY** **PECOS** **REDROCK** **DENVER**

BOXCARS

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LIMIT ⋆ 1 PER TURN

☆ ◀ # #	☆ ↑ #	☆ ↓ #	☆ ⋮
5	5	5	5
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐
EVEN SPLIT	**UP**	**DOWN**	**ORDER**

LOADERS

☆ ⋮	☆ ↻🎲	☆ +1 📦	☆ 📦▶📦
7	7	7	7
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐
ORDER	**RE⋆ROLL**	**BONUS**	**CHANGE**

YOUR TURN ONLY

WAREHOUSE

PLACE	PER ☆	☐	☐	☐	☐
1ST	○	☐	☐	☐	☐
2ND	⋮	☐	☐	☐	☐
3RD	∴	☐	☐	☐	☐

☆ 8 4

☆ 6 3

☆ 10 5

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DEADWOOD

☆ 4 2 (REDROCK)

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