

# ***BOXCARS / RAIL BARON TOURNAMENT RULES 2018***

The TGA uses the following hybrid of rules for tournament play:

1. ***NEW STARTING 2018:*** The Home Swap variant will be used. On your *first* movement turn, *before rolling your initial movement dice*, you have a one-time option to swap your home city with your initial destination city. If you choose to swap, your initial destination becomes your home city and your first run is from there TO the city you initially chose as your home. This swap may result in duplicating another player's home city.
2. Players do NOT pay a user fee for riding their own railroads (Boxcars rule). Pay for bank-owned lines and pay other players as always.
3. A track segment can only be used once per destination run (Rail Baron rules).
4. Home city is chosen by rolling the REGION, then choose any available city in that region (Boxcars rule).
5. When forced to sell a railroad, you may auction it OR sell it back to the bank for half price (as in Rail Baron).
6. Cross over at any point lines cross, not necessarily at a dot (Boxcars)
7. Turn order (Rail Baron rules, poorly written in Boxcars) is:
  - a. Arrive and get paid; then
  - b. Purchase if desired; then
  - c. Pay fees for the turn
8. Establishment: Your train is simultaneously established on every railroad passing through the pip you on which you ended your movement. No declaration is required and no movement on a particular railroad is needed.
9. Apps and other computer aids may only be used if all players agree.
10. REMINDER (as in BOTH rules sets). You must roll and move your initial two dice before you even know the value of the third die (bonus turn) for a Superchief, Express, or box cars roll.

# **BRIEFLY DISCUSS BEFORE YOU BEGIN BOXCARS**

## **READ THROUGH THESE POINTS WHILE WAITING FOR YOUR GAME TO BEGIN**

1. Make sure everyone is aware of the current TGA tournament rules (hybrid of Rail Baron and Boxcars). See other side for details.
2. How strict do you wish to be about movement and corrections after moving? We recommend that any corrections can be made until the current turn is done, meaning the act of physically moving the train is not a final commitment. However once the next player rolls or you have begun your bonus turn by rolling the third die, your previous turn is final. The key point is to be consistent throughout the game.
3. Will you allow three dice to be rolled with a Superchief and a clear path for 18 dots on your own track? Under any other circumstance the third die (bonus turn) must be rolled separately, after the first roll of two dice has been moved.
4. What is a cocked die and how do you handle re-rolls? Again, pick a method and be consistent.
5. Who will perform the various banking roles? How can you handle them so the bookkeeping never slows down the flow of the game? We recommend sharing the duties and using our provided Tracking Sheet to write down each player's pawn color, home city, and a running record of destinations and payouts. Payouts should be looked up and written down BEFORE the player arrives.
6. What mechanism will you use to ensure all maintenance fees are paid? We suggest placing all \$1000 payments on the board in front of you, then sweeping at the end of each round, but anything that works is OK.
7. How will you keep the game moving? We recommend saying "DONE" or "GO (NAME)" to trigger the next player to roll the dice immediately and then consider their move. Gentle reminders are encouraged if someone is not prepared to take their turn as soon as the previous player finishes. Each player should plan purchases to the extent possible before they arrive, during other players' turns, so the purchase decision does not delay the flow of the game.