# Robert S. Erickson · Thomas F. Erickson, Jr.

BOXCARS™

Rio Grande Games brings back this classic board game under its original 1970 name BOXCARS, as authorized and fine-tuned by one of the original authors, T. F. Erickson, Jr. Plus, on the flip side of the U.S. board, a new British BOXCARS version has been created for Rio Grande Games by T. F. Erickson, Jr. These games are not just fun and an ultimate test of board-game skill, they are informative. They accurately depict the railroad empires that were instrumental in building the great cities and industries of the United States and Great Britain. Players become part of railroad history themselves with their own railroad empires.

GAME COMPONENTS

This rulebook
1. 1 Mapboard of the United States, and on its reverse, mapboard of England, Scotland, and Wales
2. 2 Destination Tables
3. 2 Payoff Charts
4. 28 U.S. Rail Company Title Cards
5. 21 British Rail Company Title Cards
6. 6 Starting Train Tokens in 6 colors
7. 12 matching Marker Discs, 2 each in 6 colors
8. 6 Express Tokens in 6 colors
9. 6 Super Chief Tokens in 6 colors
10. 3 dice (1 of a different color)
11. Play Money in 5 denominations depicting U.S. and British railway legends
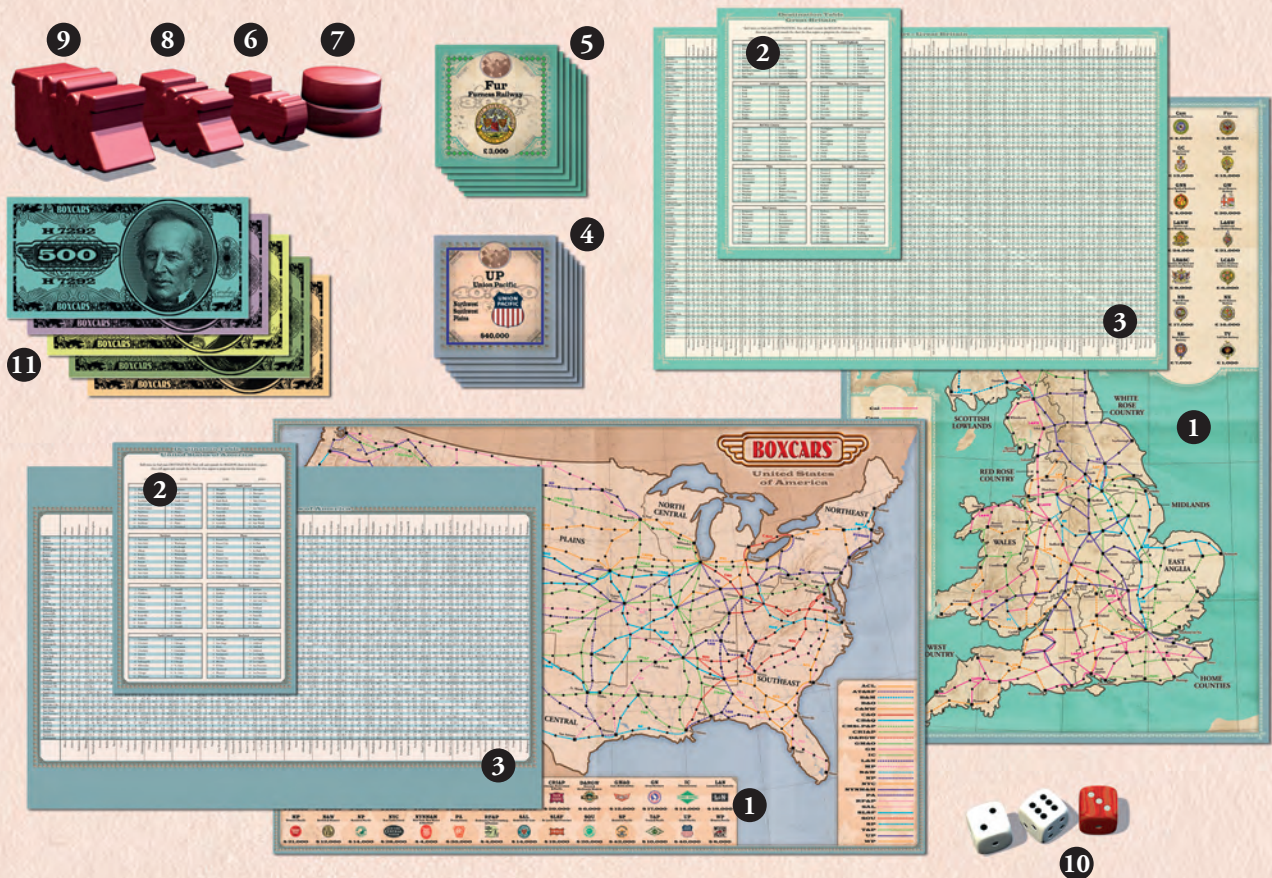
GAME OVERVIEW

In BOXCARS, the players take the roles of rail barons. As rail barons, the players deliver freight from city to city, collecting money for their efforts. They use the money earned to acquire railroad companies, to build an ever-expanding railway network. The players begin with money and no railroads. Players select their Home Cities from randomly-determined regions and, from there, begin the game.

The game consists of a series of trips (different for each player, with the destination of each trip randomly chosen). At the end of each trip, the player earns a payoff for the trip and can buy a railroad or improved train before beginning his or her next trip. Players use their purchases to build their own railway networks, which they can use for no cost on subsequent trips (a player must pay when moving on the rail lines of companies he or she does not own). A player will also earn money when other players move on rail lines of companies he or she owns. Players use their purchases to build railway networks that allow them to deliver goods at the lowest possible movement costs. It takes both skill in building a rail empire and also a little luck to win the game by returning to the Home City with the required fortune.

U.S. MAPBOARD AND GAME

The obverse side of the mapboard portrays selected routes of 28 major railroad lines and some of the cities that they connected in the United States circa 1950. Each rail line company is represented by its own distinctive line shape and color. For example, the New York Central Railroad is represented by small yellow dots. The players move their tokens along these rail lines from city to city.

The black squares annotated with city names represent the major cities where the players start and end their trips. The black dots are smaller towns and rail junctions that the players use with the black squares for movement. The board is divided into seven regions annotated with their names (such as "NORTHEAST") and separated by brown lines.

STARTING THE GAME

Players agree on a Banker, a DESTINATION TABLE Reader, and a PAYOFF CHART Reader. Although the game comes with DESTINATION TABLES and PAYOFF TABLES, players with access to smart phones or tablets can use a free app we offer to replace these tables. The app is available as "Boxcars" in the App Store (iOS) or Google Play Store (Android). The Banker gives 20,000 in cash, one Starting Train Token, and two Marker Discs of the same color to each player. The players place their money, Train Tokens, and Marker Discs on the table near them (their play areas). The Token is the player's train. The Marker Discs are used to keep track each trip's origin and destination cities. All Title Cards and remaining money are placed in the Bank.

The players roll to see who will go first, with the high roller starting the game. Play proceeds to each player's left, clockwise around the board.

At the start of his or her first turn, each player rolls the three dice to determine his or her Home City. He or she then announces "odd" (for 1, 3, or 5) or "even" (for 2, 4, or 6) according to the roll of the colored die and then a number between "2" and "12" according to the sum of the other two dice. The DESTINATION TABLE Reader announces the region selected by that combination on the DESTINATION TABLE. That player then picks any city not yet selected by another player in the given region as a Home City for that game. The player places one Marker Disc and Starting Train on that Home City. If players are not using the app (which shows all Home Cities), the Banker notes each player's Home City on a piece of paper. This must always be visible to all players. A player must return to his or her Home City with at least 200,000 to win the game.

Example:
Natalie rolls "3" on the red die and "2" and "3" on the two white dice and announces "odd 5". The DESTINATION TABLE Reader finds "odd 5" on the DESTINATION TABLE and announces Natalie's home region as Southeast. Natalie then selects any city in the Southeast that no other player has selected as Home City. In this case, she chooses Knoxville and places one of her Marker Discs there.

ROLLING FOR DESTINATIONS

Each player must roll for a destination at the start of each new trip. The player does *not* roll at the end of the old trip, but just before starting a new trip. Thus, for a player's first trip, he or she will roll for the destination on his or her first turn, not after selecting his or her Home City.

The DESTINATION TABLE is used to determine destination cities and is divided into eight smaller tables: one table labeled "Region" and the other seven tables labeled after the seven regions on the mapboard (Plains, Southeast, etc.).

How to use the DESTINATION TABLE
Each smaller table is divided into two columns labeled "odd" and "even" and into eleven rows numbered "2" through "12". Destinations are determined in two rolls. The player rolls all three dice a first time and announces whether the throw is "odd" or "even" from the colored die and a total between "2" and "12" by adding the other two dice. The DESTINATION TABLE Reader first looks in the region table in the column announced for odd or even, and in the row announced for a number between "2" and "12." The DESTINATION TABLE Reader announces the region that is found by this cross-indexing. If the player has rolled the same region in which his or her Train Token is already located, that player may choose *any* region for a next destination. The player next rolls all three dice a second time and again announces "odd" or "even" from the colored die and a total from the other two dice. The DESTINATION TABLE Reader now looks in the previously selected region's table in the column announced for odd or even and in the row announced for a total between "2" and "12." The DESTINATION TABLE Reader then announces the city that is found by this cross-indexing for the player's next destination.

After a destination city is selected, the player puts a Marker Disc on the new destination and begins moving during that same turn towards that destination. If the player has rolled the same destination city in which his or her Token is already located, that player loses that turn.

Example:
Anna is ready to roll for a destination. She rolls all three dice, getting a red "2" and "4" and "5" on the white dice. She announces "even 9" and the DESTINATION TABLE Reader looks this up on the DESTINATION TABLE and announces the region as Northwest. Anna then rolls the three dice again, getting a red "1" and "6" and "5" on the white dice. She announces "odd 11" and the DESTINATION TABLE Reader looks this up on the Northwest DESTINATION TABLE and announces the destination city as Billings. Anna places her other Marker Disc on Billings and may now begin moving to this new destination.

ODD		EVEN	
Region			
2	Plains	2	Southwest
3	Southeast	3	South Central
4	Southeast	4	South Central
5	Southeast	5	South Central
6	North Central	6	Southwest
7	North Central	7	Southwest
8	Northeast	8	Plains
9	Northeast	9	Northwest
10	Northeast	10	Northwest
11	Southeast	11	Plains
12		12	

Northwest			
2	Spokane	2	Spokane
3	Spokane	3	Salt Lake City
4	Seattle	4	Salt Lake City
5	Seattle	5	Salt Lake City
6	Seattle	6	Portland
7	Seattle	7	Portland
8	Rapid City	8	Portland
9	Casper	9	Pocatello
10	Billings	10	Butte
11	Billings	11	Butte
12	Spokane	12	Portland

MOVING

A player moves by first rolling the two white dice (*not* the colored die). The player announces the sum of the two dice (from 2-12), looks at the board to determine the route he or she wants to take, and then moves his or her Train along the rail lines on the board starting at the dot where his or her Train stood when he or she rolled the dice. To move from one dot to another dot, the player must move his or her Train along a rail line that runs between those two dots. If more than one rail line runs between those two dots, the player must announce which rail line is being used. The player may *never* take back any part of a move once the Train is moved but is committed to using the first route the Token taps! The player may choose any route and change it from turn to turn, but must follow the rail lines and obey the rules below:

During a move, a player may change rail lines any number of times wherever lines intersect. In certain places on the board, rail lines of the same or different rail line companies intersect other than at a dot. A Train may change lines at this type of intersection. Cities (black squares) are counted the same as a dot, and each pair of twin cities (Oakland-San Francisco and Minneapolis-St. Paul) counts as one dot for the pair.

A player must always move the full number of dots rolled, whether desired or not, until arrival at his or her destination city, at which point the balance of moves are forfeited. That is, as soon as a Train reaches its destination city, it must *stop* immediately with further moves lost.

When a Train arrives at its destination, the player immediately collects a PAYOFF and has the opportunity to make one purchase from the bank. (See PAYOFFS and PURCHASING, below.) When the player has finished moving (and if arriving at a destination, has collected a PAYOFF and made a purchase), it is the end of his or her turn, unless that player is entitled to a Bonus Turn.

Once Per Turn Rule: Each section of rail can be used only once per turn. In other words, once a Train has used a link on a rail line to move from one dot to another dot it cannot use that *same* link to move between those *same* two dots during the *same* turn. The Train *can* however move through either or both of the dots again, even moving from one dot to the other, as long as the Train uses a *different rail line* each time it moves between the two dots during one turn. A Train can use all of the rail sections on the board again on its next turn."

Example: Tom's destination is Tucumcari, he starts this turn in Memphis, and rolls "5" and "3" on the white dice and moves his Train 8 spaces on the CRI&P as shown in the graphic.

The Bonus Turn: A player is entitled to a Bonus Turn after a normal turn if that player:
1) Rolled "boxcars" (two 6's) on the white dice during the normal turn, or
2) Owned an Express Token at the start of the turn and rolled any doubles during the normal turn, or
3) Owned a Super Chief Token at the start of the turn. (So a player with a Super Chief Token gets a Bonus Turn on every turn.)

The Bonus Turn consists of rolling the colored die. The player must move his or her Train the number of dots on the colored die, and must abide by all of the normal rules for movement. If the Bonus Roll brings the Train to its destination, that player immediately collects a PAYOFF and has a chance to buy from the Bank. If a player arrives at a destination during the normal turn and is due a Bonus Turn, then that player must obtain a new destination and use the Bonus Turn to start the next trip immediately after receiving his or her PAYOFF and optionally buying an item from the Bank. The Once Per Turn Rule does not apply for the departure route on this next trip.

A player can get no more than one Bonus Turn per turn, no matter what is rolled and what is owned. If entitled to a Bonus Turn, a player *must* take it.

Example:
As Tom has a Super Chief, he must take a bonus turn. He rolls the red die and gets "6". He moves the remaining 3 spaces on CRI&P into Tucumcari (his destination) and loses the rest of the "6". He will now collect his PAYOFF and then may buy an available railroad company.

USER FEES

A player enjoys free use of any rail lines that the player owns, but at the end of a turn, a player must pay for the "foreign" rail lines (rail lines owned by another player) that his or her Token traversed during that turn. How much is paid, and who is paid, depends on who owned the rail lines when a Token used them.

1) A player pays the Bank 1,000 in cash when using any rail lines that the Bank owns. The player pays only 1,000 per turn, no matter how many of the Bank's rail lines are used during that turn. If none of the Bank's lines are used during a turn, then the Bank is not paid 1,000.

2) A player pays 5,000 to each player who owned a rail line or lines used that turn. If a Token moves along rail lines belonging to two or more players, then each player receives 5,000. However, a player pays 5,000 only once per turn (including Bonus Turn) to another player, no matter how many of his or her rail lines are used that turn; that is, *one* payment of 5,000 allows a player to use all of another player's rail lines that turn.

Example:
Using the example of Tom´s movement above, let´s assume that Tom owns the SLSF and Natalie owns the CRI&P. Let´s also assume Tom has just his original train and rolls the same "5" and "3", giving him a movement of 8. Rather than travel the 8 spaces on Natalie's CRI&P to Oklahoma City and paying her 5,000, Tom would travel all 8 spaces on his SLSF, thus paying nothing. On his next turn, he hopes to roll at least 5 so he can reach Tucamcari on one turn, paying Natalie only 5,000 for one turn. If he rolls less than 5, he can choose to travel back on the SLSF, hoping for a better roll later.

3) As soon as all of the rail lines have been bought, the 5,000 payment goes up to 10,000 to a player for use of any foreign rail lines during that turn, using the same payment rules described in 2 above. (This 10,000 payment remains in effect even if rail lines are sold back to the Bank later in the game; once all the rail lines have been bought, the payment is 10,000 for the rest of the game.)

4) *Establishment Rule:* If the payment for using a rail line goes up while a Train occupies a dot on a particular rail line, then that Train is *"established"* on that particular rail line and continues to pay the old payment for as long as the Train remains continuously on that rail line. However, as soon as a Train uses another rail line to move from dot to dot, that Train is no longer established and the player must pay the new, full payment to use that rail line.

Example:
Again using the example of Tom´s movement above, let´s assume that the Bank still owned the CRI&P when he rolled "5" and "3", and Tom chose to travel all 8 spaces on the CRI&P, placing his train 2 spaces west of Oklahoma City on CRI&P, and paid the Bank 1,000 for using its track. Before his next turn, Natalie buys the CRI&P. On Tom´s next turn, he rolls "2" and "3", and moves the remaining 3 spaces to Tucumcari (remember, his destination). He pays Natalie 1,000 instead of 5,000, as he was already established on CRI&P at 1,000 from the previous turn. On his next trun, if he travels from Tucumcari on CRI&P, he will still pay Natalie only 1,000, as he is still established on CRI&P (he has not left that rail line).

**turn 2: 1,000 to Natalie**   **turn 1: 1,000 to Bank**

Example:
Let´s assume Tom´s next destination is Pueblo. He can take CRI&P (for 1,000 to Natalie) and CB&Q (he pays nothing as he owns CB&Q) to receive his payoff. His next destination is Des Moines. To get there, he must use the CRI&P and will have to pay Natalie 5,000 per turn, as he is no longer established on CRI&P (he left it when he traveled to Pueblo). He rolls "6" and "4" and faces a choice. Normally, he would travel all 10 on his CB&Q (at no cost), planning to go the remaining 2 spaces on his next turn, paying Natalie 5,000 (and another 5,000 when he starts his next trip).

However, he sees there is just one railroad company left and two players are near their destinations. He expects that one of those players will reach his or her destination and buy the last railroad company. When this happens, he would then have to pay Natalie 10,000 twice to travel to Des Moines and then from it to his next destination. So, he decides to use both CB&Q and CRI&P (paying Natalie 5,000). On his next turn when he travels to Des Moines, he will pay her only 5,000 (as he is established at 5,000, even though the fee went up to 10,000 with the purchase of the last railroad company). He will pay another 5,000 when he leaves Des Moines, saving 5,000 from the 20,000 he would have paid had he not been established.
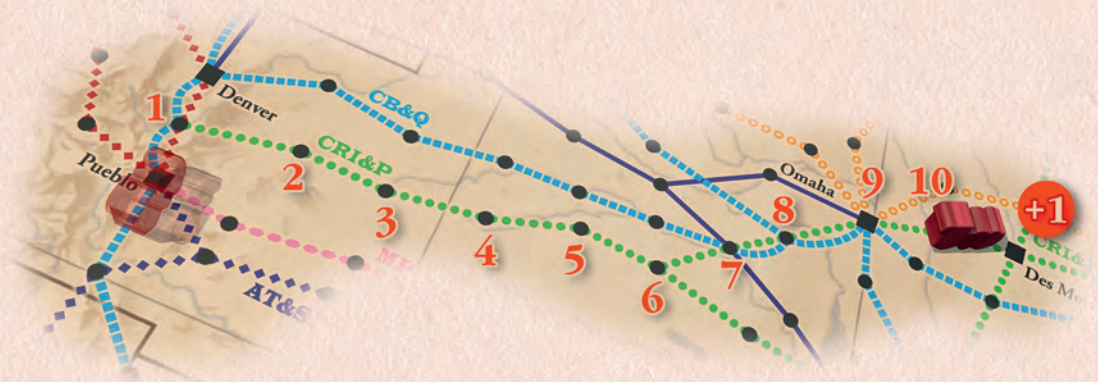
A player can pay no more than one payment to each other player on the same turn – so if a Train is established on a rail line and then moves along a different rail line owned by the same player, that owner is owed only one payment – the 5,000 (or 10,000) payment to use both. Please note that the establishment rule applies only to the rail lines of a single railroad company, not all railroad companies owned by a single other player. Thus if using multiple lines owned by the same player, the traveling player pays the higher fee to the other player (see example below).

Example:
Let´s go back to Tom in Tucumcari when he selects Pueblo as his next destination. In this example, Natalie owns both CRI&P and CB&Q. He rolls "4" and "2" and moves on those 2 railroad companies' rail lines the 4 spaces from Tucumcari to Pueblo. He pays Natalie 5,000 (he would pay just 1,000 for CRI&P as he was established on it, but owes 5,000 for the CB&Q) as he only owes her one fee (the largest of 1,000 and 5,000) for using her two railroad companies' rail lines.

A player must pay a separate payment to each player whose lines are used during that turn, and in addition, that player must pay the Bank if any of the Bank's rail lines are also used.

Example:
If, however, Anna owned CB&Q instead of Natalie, Tom would pay Natalie 1,000 – since he was established at the bank rate – and Anna 5,000 for the trip.

5,000 to Anna   **1,000 to Natalie**

5,000 to Natalie

A player *must* pay all payments. If a player does not have enough money, then the player must sell railroad companies (see SELLING below) until the payer has enough money to make all payments. If a player does not have any railroad companies and cannot make payments, that player is out of the game! If the player cannot make all payments to other players in this case, the Bank makes up the unpaid amounts.

(However, under Optional Rule Ideas below, see the "family friendly" option of agreeing before the game starts that instead of eliminating a player who does not have enough railroads to sell in order to pay a debt, allow that player to borrow from the Bank to make a payment, but requiring repayment of a Bank loan plus 10 percent interest as soon as possible.)

PAYOFFS

As soon as a player arrives at his or her destination, that player requests a PAYOFF by announcing the origin and destination cities for the completed trip. The PAYOFF CHART Reader uses the PAYOFF CHART to determine how much money the player receives for that trip, as determined by where the trip started and ended. The Reader looks across the top or bottom of the PAYOFF CHART to find the column for the city where the player started the trip. (One of the player's Marker Discs should have been left on the origin city at the start of the trip, as an aid to memory.) Then the Reader looks down the left side of the CHART to find the row for the player's destination city (where the player's other Marker Disc should be located). The number at the intersection of that column and that row is the amount of money the Banker now pays to the player. (The number is given in thousands of dollars, and .5 is 500 cash; so a payoff of "25.5" would be 25,500.) If the player owes the Bank 1,000, the Reader announces the PAYOFF as the CHART number "minus 1,000", and pays the player the announced amount (the payoff minus 1,000). Next, the player pays any user fees and then the player may purchase one item from the Bank.

Example:
From Tom´s example above, let´s assume he began his trip in Washington, DC. Thus, his trip is from Washington, DC to Tucumcari. Also, let's assume that Tom reached Tucumcari by traveling the last 3 spaces on Natalie´s CRI&P. Looking at the PAYOFF CHART, the PAYOFF CHART Reader finds the payoff of 18 at the cross of the vertical entry for Tucumcari with the horizontal entry for Washington, DC. The Reader announces Tom's payoff as 18,000, which the Banker gives to Tom. Tom pays Natalie the 1,000 for using her rail line (since he was still established at the bank rate) and may now purchase one item.

	San Francisco	31	27	30.5	14	25.5	33			11	22	21	31.5	14.5	30.5
Seattle	31.5	28	29.5	9	27	31.5	26.		3	22	17.5	33	20.5	29
Shreveport	16	6.5	12.5	16	4.5	16.5	14		22.5	8.5	10.5	11	6.5	12
Spokane	26.5	28	26.5	6	24	28.5	23.			9	14.5	30	17.5	26
St. Louis	10	6	9	13	5	12			9		5.5	11	9.5	9
St. Paul	12	11.5	12	9	10.5	14			14.5	5.5		16.5	11	11.5
Tampa	13.5	5.5	10	24	6	14			30	11	16.5		17.5	9.5
Tucumcari	18.5	13	18.5	11	11.5	21	16.		17.5	9.5	11	17.5		18
Washington	3.5	6.5	0.5	20.5	7.5	4.5	4.		26	9	11.5	9.5	18	
		Albany	Atlanta	Baltimore	Billings		Birmingham	Boston	Buffalo		Spokane	St. Louis	St. Paul	Tampa	Tucumcari	Washington

After a player has collected the trip's PAYOFF, that player should move both Marker Discs to the city where the Train is located, in preparation for the next trip.

PURCHASING

After a player has collected his or her PAYOFF (and paid any amounts owed to other players), the player may purchase a single item from the Bank. This is the only time that a player may purchase from the Bank – just after collection of a PAYOFF – and only one item may be purchased per PAYOFF. Another trip must be finished and another PAYOFF collected before that player can buy another item.

A player can buy either a rail company (if the Bank owns any), or an Express Token, or a Super Chief Token (if the player does not already own one). When a player purchases an item, the player pays the Bank the price for that item (or 4,000 for an Express Token or 40,000 for a Super Chief Token) and takes either the appropriate Rail Company Title Card or the Express or Super Chief Token of the same color as the player's original Train Token. A player cannot buy an item without enough cash on hand to pay for it. For example, a player cannot sell a rail company already owned to the Bank to get the money to buy something else.

SPECIAL TRAINS – EXPRESS AND SUPER CHIEF

Owning an Express Token or a Super Chief Token increases the player's incidence of getting Bonus Turns. An Express Token costs 4,000 and gives a player a Bonus Turn every time that player rolls doubles on the white dice. A Super Chief Token costs 40,000 and gives a player a Bonus Turn for every roll of the white dice. A player owning neither gets a Bonus Turn only when rolling double sixes ("boxcars") on the white dice.
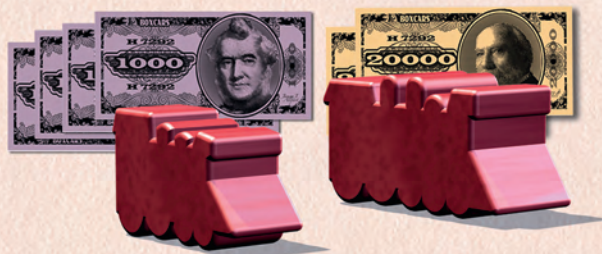
A player can never get more than one Bonus Turn per turn, no matter what is owned. A player cannot trade in an Express Token on a Super Chief Token, and a Super Chief Token costs full price whether the player owns an Express Token or not. The use of the Bonus Turn is not optional; the player must take the Bonus Turn if he or she gets it.

SELLING

If at the *end* of a turn a player does not have enough money for a payment, then one or more rail companies must be sold. This is the only time in the game that a player is allowed to sell anything bought. Super Chief and Express Tokens may never be sold. A player may never sell a rail company unless that player does not have enough money to pay expenses.

A player who is forced to sell must put a rail company up for auction among the other players. In an auction, the bidding starts to the seller's left and proceeds clockwise around the table; the minimum bid is one half of the rail company normal price; players may bid or pass, but every bid must be a multiple of 500 and must be higher than the last bid. Players who pass may bid again if the auction comes around to them again; the auction is over as soon as all the players have passed in turn around the table. The highest bidder pays the bid price to the selling player and takes the Rail Company Title Card.

If nobody bids, the Bank automatically buys the rail company for half of the original price. Once a player has put a rail company up for bidding, that player cannot take it back, even if nobody bids or the seller does not want the highest bidder to get the auctioned rail company.

"DECLARING" AND WINNING THE GAME

To win, a player must return to his or her Home City as shown on the app or recorded on paper with 200,000 or more in cash. Before a player can return home and win, however, that player must warn the other players by *"declaring for home"* at the start of the trip for home. The other players then have the opportunity to try to stop the declarer by using the "rover play" (see below). A player *cannot* win just by moving into his or her home city during a normal trip. The player must declare in *advance* and then, moving normally, advance into the Home City with 200,000 or more in cash upon arrival (after paying all user fees).

Declaring: To declare, a player must:
1) have 200,000 or more in cash,
2) be in his or her previous destination city, and
3) be about to roll for a new destination and start a new trip.

If all three of the above conditions are met, the player has the choice of declaring or not; however, a declaration for home must be announced *before* rolling for the next destination. A player does not have another chance to declare until after arrival at that destination and the beginning of the next trip.

If a player happens to be in his or her Home City upon declaration, that player wins and the game is over.

Rolling for an "Alternate Destination": A player declaring for home still rolls for a new destination, which is called the *alternate destination*. However, instead of going to this alternate destination, the declarer must first try to go to his or her Home City. As long as the declarer is still able to win by reaching the Home City, the player ignores the alternate destination entirely; even moving right through it without stopping and without receiving a PAYOFF for reaching it.

The Trip to the Home City: A declarer who has rolled for an alternate destination starts a trip heading for his or her Home City. The player must obey all the normal rules of movement.

Winning the Game: To win the game, the declarer must reach his or her Home City with 200,000 or more in cash *before any of the other Trains catch the declarer's Train.* The player's Token stops immediately when it reaches its Home City. The declarer does not collect a PAYOFF for reaching the Home City unless it also happens to be the alternate destination. If, after reaching the Home City and paying any user fees due for that turn, the declarer still has 200,000 or more in cash, that player wins!

The Rover Play: Once a player has declared for home, the first player to move onto or through a dot occupied by the declared Train collects 50,000 from the declared player. The player who is caught pays only the first player whose Train catches the declarer's Train; after that the Train is no longer considered declared and must go to the alternate destination instead.

A player who has declared for home can move through other Trains without penalty. The declarer is caught only if a rover's Train moves onto or through the declarer's Train during its turn.

Going to the Alternate Destination: As soon as a declared player falls below 200,000 or is caught by another Train, that player is no longer considered to be declared for home, and no longer headed for a Home City. That Train must go to the alternate destination instead. The interrupted trip to the Home City and the following trip to the alternate destination count as parts of the same trip.

Upon arrival at the alternate destination, the formerly declared player collects a PAYOFF from the city where the declaration was made to the alternative destination; and then, if that player has 200,000 or more before starting the next trip, that player may declare again.

RULES OF COURTESY

A player must announce immediately when he or she has over 150,000 in cash. At any time in the game, a player may ask another how much cash he or she has, and the player must announce what his or her exact cash balance is.

All players should always keep their properties spread out where all the other players can see them. When asked, a player must *always* tell about ownership of a particular rail company.

The collection of payments is not voluntary. If a player uses another player's line(s), payment *must* be made whether the owner wants payment or not – and whether the owner sees use of owned lines or not. Payment is *mandatory*.

As long as a player does not use the same rail section twice during the same turn, any route may be used to get from city to city. Movement does not have to be the shortest route, and it does not have to be the cheapest route. A player may change routes from turn to turn and take different routes between the same points. However, once a Train has touched a dot, it may not be taken back!

A player may count dots and plan routes when it is not his or her turn, but when it is a player's turn, that player should move expeditiously. The best time for a player to count dots and plan routes is between turns. When it is a player's turn to move, every effort should be made not to delay the game unnecessarily.

OPTIONAL RULE IDEAS

Part of the intrinsic value of board games is learning how to negotiate, how to hone social skills, and how to agree on the fair thing to do under particular circumstances. So as long as it promotes creativity and group cooperation, the negotiation of "house rules" is encouraged. For example, particular groups of players may want to try games that are shorter or longer, more relaxed or more intense, more luck-based or more skill-based. Alternative rule ideas might be things like:

• Players with access to smart phones or tablets may use a free app to randomly determine home cities and destinations. The app will also show the payoff amounts players receive when they reach their destinations. The app is available as "Boxcars" in the App Store (iOS) or Google Play Store (Android).
• Starting with more money than 20,000 for each player;
• Ending with less money than 200,000 for the winner;
• Turning the property cards upside down, shuffling them, dealing them out, and allowing them to be traded and bought and sold among players at the beginning of the game;
• Eliminating the use of Express and Super Chief Tokens and rules;
• Eliminating the rover play at the end of the game, so to win, a player need only declare for home and reach there, after paying fees (and not collecting a payoff) with 200,000;
• Family Friendly Rule: Allowing players who would otherwise be eliminated to borrow from the Bank to pay a debt, with repayment to the Bank plus 10% interest at the next opportunity.

THE BRITISH MAPBOARD AND GAME

The reverse side of the mapboard portrays 100 destination cities in England, Scotland, and Wales along with the selected routes of 21 British rail companies as they existed during World War I (3 of which are shown in British BOXCARS with affiliated carriers: the Cambrian including the Festiniog Railway, the London & North Western including the Maryport & Carlisle Railway, and the Taff Vale including the Brecon & Merthyr Railway). Most British railroads were combined into four private regional monopolies in 1923, which in turn were nationalized into one public system in 1948. Widespread abandonments occurred during the 1960's.

BRITISH BOXCARS RULE DIFFERENCES

- Consider the money denominations to be pounds instead of dollars.
- Use the British DESTINATION TABLE, PAYOFF CHART, and Rail Company Title Cards.
- Start with 10,000 and end with 100,000 in the possession of a declarer at a home city.
- Announce when you reach 75,000.
- London is a Region unto itself, so, if selected, does not require a second throw of the dice to be designated as a destination city. If already drawn by one player as a Home City, another player rolling London for Home City must select any other Region and then select a city not previously selected as his or her Home City.

ANALYTICAL NOTES FOR THE AMERICAN VERSION

The railroads depicted on the American mapboard were selected from actual railway companies in the United States in 1950. Of course, not all companies and not all lines of the specific railroads used have been shown, only some of the more important routes. For example, the Southern Railway extended to Jacksonville, Cincinnati, and St. Louis in 1950; and the Norfolk and Western took control of the Nickel Plate and the Wabash (two railroads not used at all in BOXCARS) in 1964 to reach Buffalo and Omaha.

Mergers, other consolidations, and abandonments have significantly changed the railway map. The following entities own the particular lines used in BOXCARS as of 2013:

- Amtrak owns NYNH&H and some of PA
- BNSF Railway owns AT&SF, CB&Q, GN, NP, SLSF, some of WP, and some of CMStP&P.
- CSX Transportation owns ACL, B&O, C&O, L&N, RF&P, SAL, and most of NYC.
- Canadian National Railway owns most of IC and some of GM&O.
- Canadian Pacific Railway owns some of CMStP&P
- Kansas City Southern Railway owns some of IC and some of GM&O
- Norfolk Southern Railway owns N&W, SOU, most of PA and some of GM&O.
- Pan Am Railways owns B&M.
- Union Pacific Railroad owns C&NW, D&RGW, MP, SP, T&P, UP, most of WP, some of CRI&P, and some of GM&O.

The Staggers Act of 1980 catalyzed the resurgence of short-line railroads in the United States. In 2013 there are over 550 regional and short-line railroads in the U.S., including some that have reinvigorated lines used in BOXCARS, such as:

- Iowa Interstate Railroad, operating the former CRI&P from Chicago to Omaha;
- West Tennessee Railroad, operating the former GM&O from Corinth MS to Keaton TN;
- Twin Cities & Western Railroad, operating the former CMStP&P from Minneapolis to the South Dakota state line.

On a less happy note, by 2013 there had been 135,000± miles of U.S. freight miles of road abandoned, which represented half of the 271,000± miles of the original standard-gauge steam railroad lines built in the U.S.

The following lines in BOXCARS no longer exist:

• CMStP&P's Pacific Extension between Terry MT and Seattle;
• CRI&P's lines between Limon and Colorado Springs CO, between Omaha and Mahaska KS, and most of the line between Memphis and Tucumcari;
• Most of GM&O's lines between E. St. Louis and Kenton TN, and between Meridian MS and Mobile;
• B&O's line between Parkersburg WV and Greenfield OH;
• SAL's lines between Petersburg VA and Ridgeway NC, between Atlanta and Birmingham, and between Charleston and Jacksonville;
• Most of ACL's lines shown in Florida;
• NYC's line between Paris and Pana IL; and
• PA's lines between Buffalo and New Castle PA, between Indianapolis and Terre Haute IN, from Frankfort IN through Logansport to Chicago, and from Columbus through Akron to New Castle PA.

Finally, the Pennsylvania Railroad deserves a special note. The Pennsylvania RR was purposefully downplayed in BOXCARS in order to even out the properties and Regions. Many of its most important lines are not shown. This is unfair to historical accuracy. The PRR (as rail buffs refer to it) established itself as "The Standard Railroad of the World" between 1852 and 1874 under the expansive leadership of its third president, J. Edgar Thomson, a real-life rail baron who first made his mark by building the 173 mile Georgia Railroad from Augusta, GA to Marthasville, GA, and then by making up a new name for the town: Atlanta! Thomson next designed and constructed the PRR's line from Harrisburg to Pittsburgh, including the famous Horseshoe Curve. By 1900, the PRR generated 12% of rail revenue in the U.S., which equated to 1% of the Gross National Product of the entire United States!

HISTORY OF THE GAME

The first game of BOXCARS was played on Christmas day in 1970, by Thomas F. Erickson, Jr., his brother Stephen Walters Erickson, his father Thomas F. Erickson, Sr., and his uncle, R. Floyd Walters. Tom Jr. won, but everyone enjoyed the game and a holiday tradition was born.

During The Great Depression the Walters and Erickson families lived in Oak Park, Illinois, where Floyd (affectionately called Uncle Bubba by his nieces and nephews) was best friends with Tom Senior's brother, Bob. Tom, Bob, and Floyd grew up as huge game players – board games, card games, table games, and athletic games. This love of games carried through their entire lives. Tom Sr. was captain of both the Yale soccer team and Yale basketball team in 1939-40. Tom Jr. once witnessed his father hit 56 basketball free throws in a row.

Tom Sr. and his family moved from Oak Park to Atlanta, Georgia in 1953, and Uncle Bubba and his family followed them to Atlanta in 1959. Growing up, Tom Jr. and his brother Steve never minded rain on Saturday morning, because that meant no golf for dad, but the likelihood of time spent with dad playing a game, most often Pirate & Traveler®, ping-pong, or Monopoly® – the longer the game the better since that meant more time spent with their dad. The point of all this background is to set the table for why Tom Jr. had been predisposed to create a long-playing board game to enjoy with his father, uncle, and brother.

In the summer of 1970, Tom Jr. and Steve drove from Atlanta to California to visit Uncle Bob and his family. Uncle Bob lived in Santa Ana, where he had been manager of the stores at Disneyland since the 1950's.

On a fateful afternoon in August 1970, Tom Jr. and Steve were playing ping-pong in Uncle Bob's garage. After a missed slam, the ball lodged on a shelf next to a map of the U.S. covered with tracing paper and pencil lines. That evening Tom asked Uncle Bob about the map with lines on it, and Uncle Bob described a railroad game he had envisioned back in the 1950's that would be a cross between Pirate & Traveler® and Monopoly® but with new elements. Being a rail buff, Tom could not stop thinking about what rail lines he would select and what railroad prices and payoff amounts he would devise for a working copy. That December, before going back to Atlanta for Christmas, Tom worked out all the rail lines and other specifics of the game in his dormitory room in New Haven, Connecticut. He made the first board, destination spinner, and payoff chart after getting home to Atlanta, and gave it to his father for Christmas. BOXCARS, the name on that first board, was an immediate hit with the family.

Very few changes were made between that first version and the first production version of BOXCARS in 1974. Tom Jr. had patented the game earlier that year in Uncle Bob's name. Then he wrote every railroad used in the game that was still in existence to get permission for use of their logos. He drew and colored the board freehand and designed the rest of the game for production. A graphic artist painted the original BOXCARS box cover and Tom and Steve's mother, Charlotte, drew the five rail barons used on the play money. 2,000 original copies were collated on the kitchen table in late 1974.

In January 1975, Tom sent the Avalon Hill Company in Baltimore a copy of BOXCARS, asking if they were interested in producing their own version. They were, but it took two years of play-testing and negotiating before a royalty agreement was executed. From 1977 to 1998 Avalon Hill produced and marketed BOXCARS under its trademarked name, RAIL BARON®. Then Avalon Hill was bought by Hasbro and production ceased.

In July 2009, Tom Jr. was introduced to Jay Tummelson of Rio Grande Games, and they eventually signed an agreement to reissue an original version of BOXCARS and to add new versions. In June 2011, Tom created a prototype of the British BOXCARS mapboard on the dining room table of his sister, Kristin Erickson, in Atlanta, and subsequently worked out the rest of the numbers for the new version of BOXCARS included here at home in Wallingford, Pennsylvania.

In July of 2011, Uncle Bob, Robert S. Erickson, died at the age of 90; and in December of 2012, Tom Senior died at the age of 94.

Game Concept: Robert S. Erickson
Game Design: Thomas F. Erickson Jr.
Game Development: Jay Tummelson
Game Graphics and Production: Martin Hoffmann, Claus Stephan, and Mirko Suzuki

If you have any comments, questions, or suggestions, please write to us at:

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