

BOXCARS TGA TOURNAMENT RULES 2025

We will use a hybrid of Boxcars and Rail Baron rules for TGA tournament play:

1. All known errors in the payoff chart are corrected. Payoffs and half price sales are rounded up to the nearest thousand (\$500 bills are no longer used). The TGA-approved Boxcars payoff app is strongly recommended, but the TGA-modified manual payoff chart is also acceptable. Do not use the original chart.
2. Once a player has been rovered, the failed declarer AND all players who veered from their logical destination route to chase, may reuse the minimum track necessary to make a legal run to their next destination.
3. The Home Swap variant is in play. 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 home. This swap may result in duplicating another player's home city.
4. 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.
5. A track segment can only be used once per destination run (Rail Baron rules). [There is an exception following a successful rover play – see point 2 above.]
6. Home city is chosen by rolling the REGION, then choose any available city (not already chosen) in that region (Boxcars rule).
7. When forced to sell a railroad, you may auction it OR sell it back to the bank for half price (as in Rail Baron). Half-price is rounded up to the nearest \$1000.
8. Cross over at any point where lines cross, not necessarily at a dot (Boxcars)
9. 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.
10. Establishment: Your train is simultaneously established on every railroad passing through the dot on which you ended your last movement. No declaration is needed, and movement on a railroad is not required.
11. 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 boxcars 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 Page 1 for details.
2. How strict do you wish to be about movement and corrections after moving? TGA standard is that any corrections can be made until the active 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. Some flexibility is OK, but 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. This *does not* slow down the game if everyone is paying attention, and it is critical for proper tournament play.
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. The approved TGA payoff lookup app is standard for TGA games, but the TGA-modified manual payoff chart is also acceptable.
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 move. We strongly suggest players roll their two 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, while other players are taking their turns, so purchase decisions do not unduly delay the flow of the game.