

Game Name: Snake Eyes & Box Cars	Age Range: Everyone
Number of Players: 2 - 6	Playing Time: 10 min
Manufacturer: Bailey's Board and Beyond	Date: 7/22/22

Game Objective

Be the only player remaining (most common) **or** have a score of 7 and then roll a 7 in step (2) (least common)

Game Content

- a. Dice
- b. Scoring pad

Game Setup

Place the board so everyone can reach it. Place your pawn on the start. Shuffle the power cards and hand out one card per player.

Game Play

1. Shooter tries to roll snake eyes (2) or box cars (12). If successful, the shooter is awarded 3 points and goes to step (4). If unsuccessful, the shooter loses NO points and goes to step (2).
2. Shooter tries to roll an 8 if his cumulative score is 0, 1, or -1, or tries to roll the absolute value of his cumulative score if his score is 2 to 7 or -9 to -2. If successful, the shooter is awarded 2 points and goes to step (4). If unsuccessful, the shooter loses 1 point and goes to step (3).
3. Shooter tries to roll a 7. If successful, the shooter is awarded 1 point and goes to step (4). If unsuccessful, the shooter loses 1 point and goes to step (4).
4. Shooter announces "odd" or "even". The shooter then tries to roll a dice total which is "odd" if the shooter announced "odd" or "even" if the shooter announced "even." If the shooter predicts correctly, he is awarded 1 point. If the shooter predicts incorrectly, he loses NO points.

Notes

- The shooter core is tallied once he finishes his turn.
- On any given turn a shooter may lose a maximum of 2 points or gain a maximum of 4 points.
- The shooter is eliminated when his score becomes -10 or less.
- Shooter can only accumulate a maximum of 7 points.
- Any number of shooters may play but play time may become excessive if more than 4 shooters play.

Winning/Scoring

Be the last person standing.