


The Pony Express
MAIL RUN
GAME

FREE PRINTABLE BOARD GAME
BASED ON ARIELLE NAMENYI'S
UPCOMING BOOK, "THE PONY EXPRESS"



Arielle Namenyi

*A Race
Against Time!*

Available At:
www.anchristiancomics.com

THE PONY EXPRESS MAIL RUN GAME

www.anchristiancomics.com

NUMBER OF PLAYERS: 2-8+
SUGGESTED AGE: 6+



*“A RACE
AGAINST
TIME!”*

INTRODUCTION:

Congratulations! You have been hired to work for the “Pony Express”! It’s a dangerous and difficult job, but rewarding. Time is of the essence... you need to ride as fast as you can along the Pony Express route to get the mail safely to its destination! Be careful... the road is full of danger and surprises. Work together with your horse and become the most skilled rider in the west!

THE OBJECT:

Ride as fast as you can to deliver mail from St. Joseph, Missouri, to Sacramento, California, while trying to stop at all the Pony Express stations along the way. Whoever has the fastest record time of riding through the Pony Express route wins.

BEFORE YOU START YOU SHOULD HAVE:

- 9 Printed Board Game Bases
- 10 Printed “Time Card” pages (for 8 players... you can print more or less depending on how many players you want) printed front and back and cut
- Printed Pawns Sheet, (8) characters cut, put together, and ready to go
- Printed “Timing Score Sheets”, one page equaling 4 sheets (print according to the amount of players)
- A die (either the printable version or a solid one)

TO START:

Everyone should have a timing score sheet and something to write with. Each player may pick a horse they would like to “ride” for the game. Place all the pawns at “START”. Take turns rolling the die. Whoever gets the highest number goes first.

RULES:

Each player rolls the die for every turn. Move your character pawn according to the number indicated on the die that is facing up after rolled. You **MUST** pick up a time card every time you pass over a station when moving forward. Every time a player lands at a Pony Express station, they can subtract 10 minutes off their time.

Keep your timing cards until the end of the game and track the rest of your times on your timing score sheet. When a player lands on a space that indicates adding or subtracting minutes, add or take away those minutes from your score card. You can keep track of them by using a + sign or a – sign.

Make sure to pay attention to the spaces you land on. There may be instructions on your landing space.

If you are the first player to reach California, count the spaces between you and the player nearest behind you. Times that by 10 and take that many minutes off of your timing score sheet. (NOTE: Number cannot exceed 100) Once all riders reach the “END” of their route, everyone adds up their minutes. Whoever has the least amount of minutes, **WINS!**

NOTE: This game is made for 2-8 players, but you can play with more if you want. Just print more time cards, and score sheets, and you can use the blank side of the pawn characters and make your own extra pawns. Have fun!

“THE PONY EXPRESS MAIL RUN” GAME PAWNS

Cut along the solid lines, and fold along the dotted lines. For more sturdy pawns, glue to a thin piece of cardboard (like an empty cereal box) before cutting.

You can color the characters or leave them black and white. Fold the middle line so you see the character on both sides. Glue or tape tab “A” to tab “B”.

Optional: Slide a paperclip or two through the bottom to give your pawn a little extra weight to better keep it from tipping.



MAIL RUN

The Pony Express Game TIMING SCORE SHEET



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MAIL RUN

The Pony Express Game TIMING SCORE SHEET



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MAIL RUN

The Pony Express Game TIMING SCORE SHEET



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MAIL RUN

The Pony Express Game TIMING SCORE SHEET



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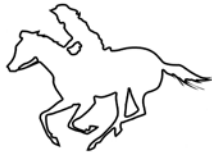
FRONT

“TIME CARDS” (PRINT 10 SHEETS FOR UP TO 8 PLAYERS)



CUT ALONG LINES

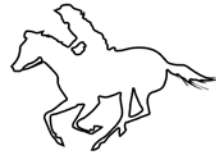
TIME CARD



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TIME CARD



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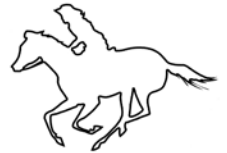
TIME CARD



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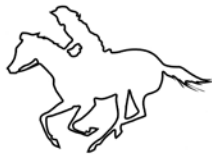
TIME CARD



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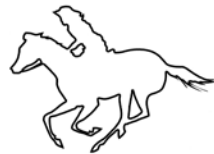
TIME CARD



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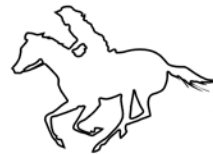
TIME CARD



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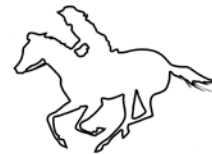
TIME CARD



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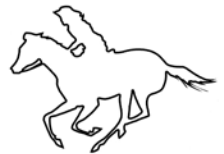
TIME CARD



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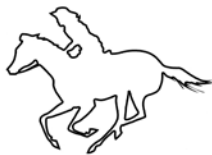
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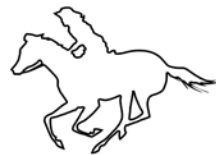
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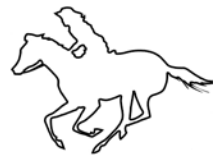
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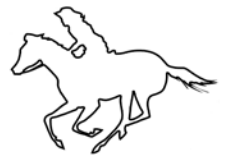
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20
MINUTES



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CUT ALONG LINES

BACK

← “TIME CARDS” (PRINT 10 SHEETS FOR UP TO 8 PLAYERS)

PAPER DICE

You can color the dice or keep it black and white. If you want to make the dice more sturdy, glue it to a thin peice of cardboard (like an empty cereal box) and cut out the shape. (Recommended)

STEP 1

Cut along the solid lines and fold along the dotted lines.

Flip the shape over so the blank side is facing you.

STEP 3

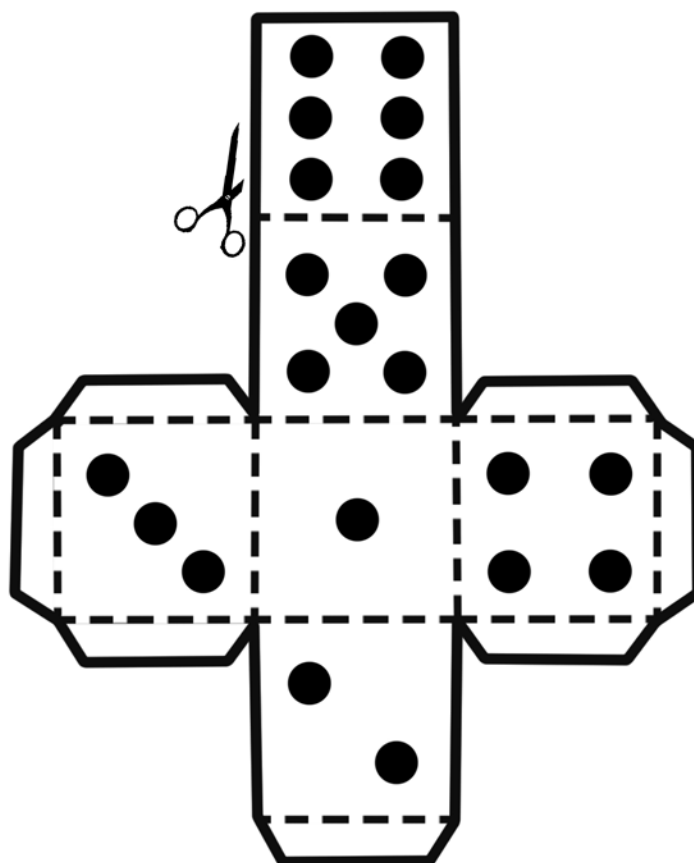
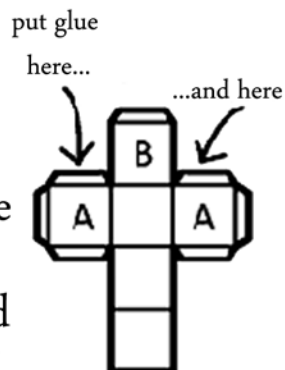
Put some glue on the remaining tabs. Fold tab "C" over the top of the die, and press against the glue-covered tabs.

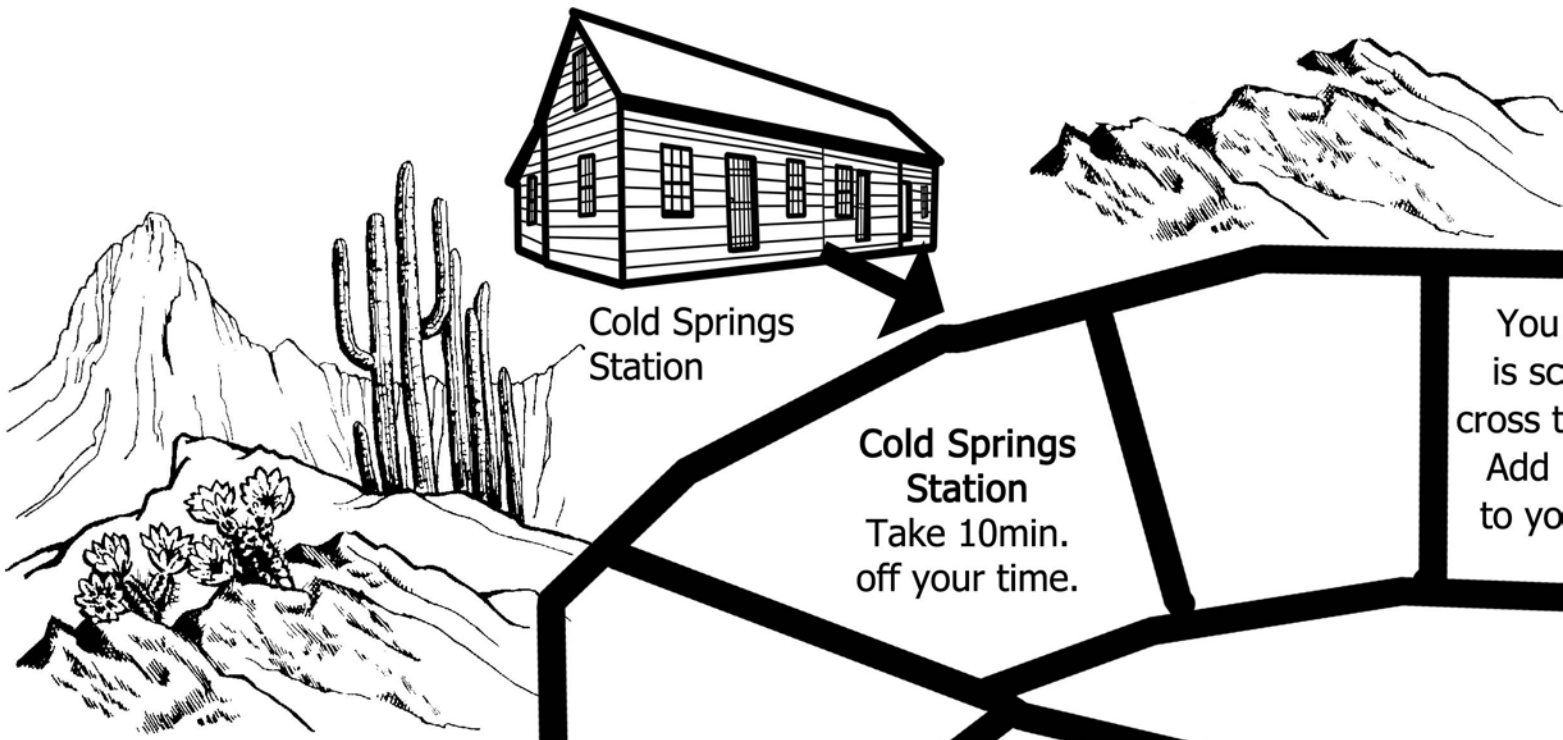


Now lay something (not too heavy) on top of your dice to hold it in place while it dries.

STEP 2

Now bend up the sides labeled "A" and apply glue on the two tabs where shown. Fold up the tab labeled "B" and press "B" Against the glue-covered tabs.

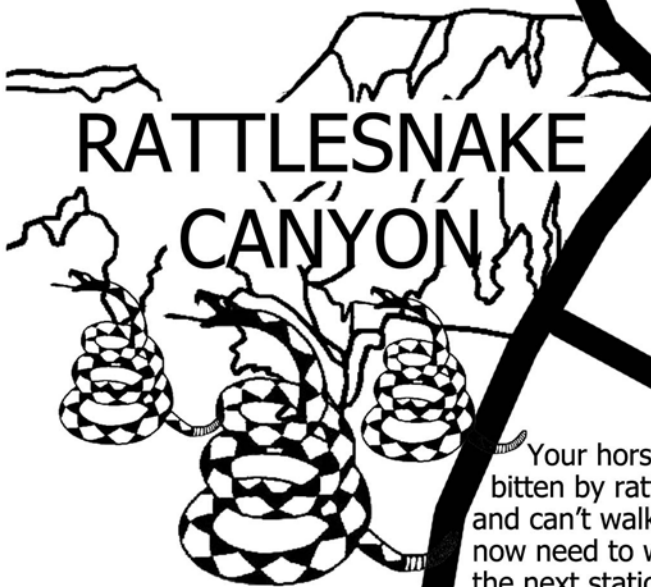




Cold Springs Station

Cold Springs Station
Take 10min.
off your time.

You
is sc
cross t
Add
to yo



RATTLESNAKE CANYON

Your horse was bitten by rattlesnakes and can't walk. You now need to walk to the next station on foot. Add 240 min. to your time.

Your horse just tripped and wounded its leg. Add 40 min. to your time.



Green River Station

RATTLESNAKE CANYON

Green River Station
Take 10min.
off your time.

You decide to take a risky shortcut through Rattlesnake Canyon. Continue this way.





Nevada Station



Your horse
tired to
the creek.
20 min.
your time.

You pushed your
horse too much
and now it can
barely walk. Add
40 min. to your
time.

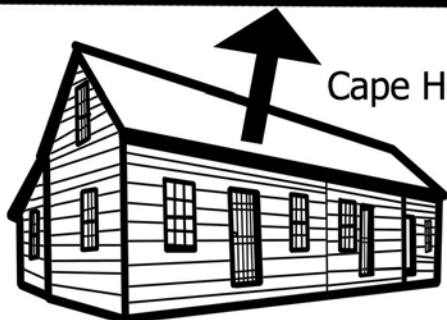
**Nevada
Station**
Take 10min.
off your time.

TIME SWAP!
Trade a
your timing
with an
player.

After resting,
your horse
feels strong.
Take away
30 min.
from your time.

Your horse
senses something
is wrong and runs
back. Move your
pawn next to the
player closest
behind you.

You're
in a sto
60 min
time.



Cape Horn Station



Needle Rocks Station

Stuck in rock slide!
The player closest
behind you jump
to your space to
help you out. Add
40min.to your time
and 10min.to the
other player's.

You got sick
and need rest.
Add 60 min.
to your time.

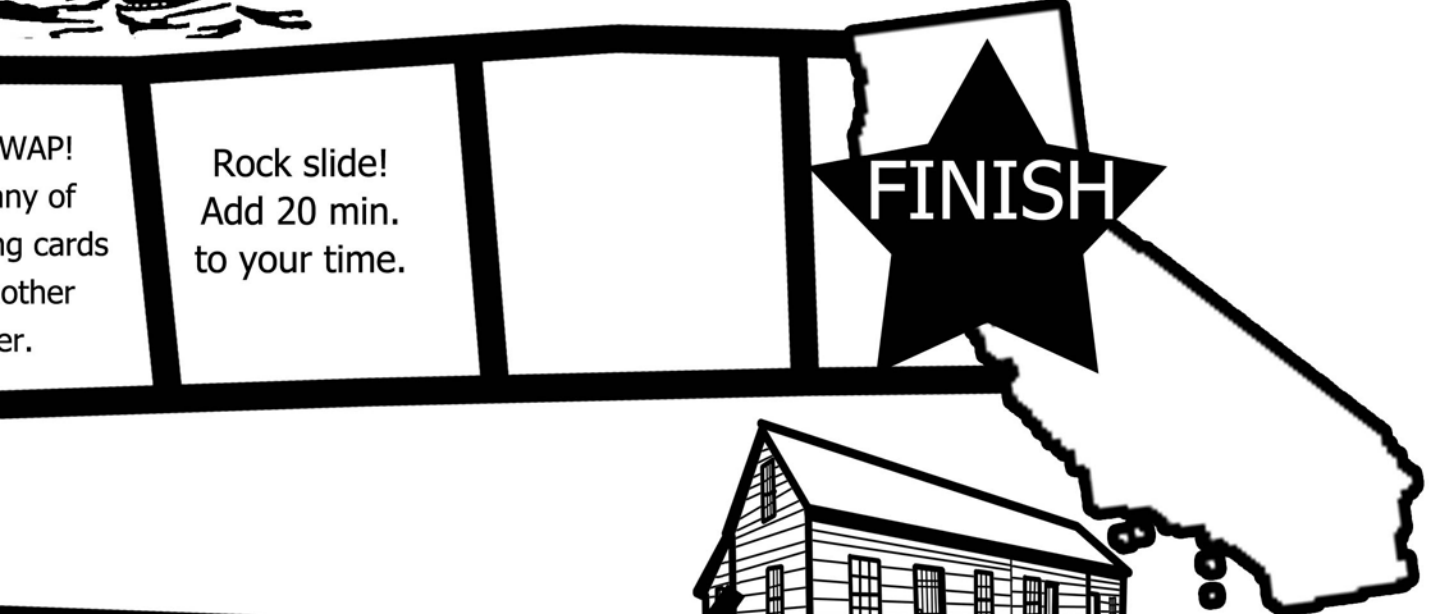
**Needle
Rocks
Station**
Take 10min.
off your time.

TIME SWAP!
Trade any of
your timing car
with another
player.





Sacramento California



WAP!
any of
g cards
other
er.

Rock slide!
Add 20 min.
to your time.

FINISH



Prairie Gate Station

stuck
orm! Add
. to your

Your leg's broken!
The player closest
behind you jump
to your space to
help you out. Add
40min.to your time
and 10min.to the
other player's.

**Prairie Gate
Station**
Take 10min.
off your time.

BONUS!
Your horse gets
a second wind.
Discard one of
your timing
cards.

Your horse
ate something
bad. Add 15 min.
to your time.

Your horse stops
to drink water.
Add 5 min. to your
time.

You are delayed
by a stampede of
wild horses. Add
15 min. to your
time.

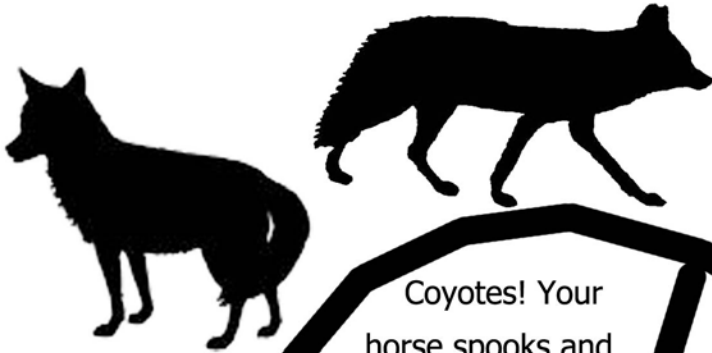
ds

Sinking sand!
The player closest
behind you jump to
your space to help
you out. Add 40min.
to your time and
10min.to the other
player's.



You lost your
map. Add
40 min.
to your
time.

You decide to
take a risky
shortcut through
Rattlesnake
Canyon. Go to
"Rattlesnake
Canyon".



Coyotes! Your
horse spooks and
runs faster. Take
10 min. off your
time.

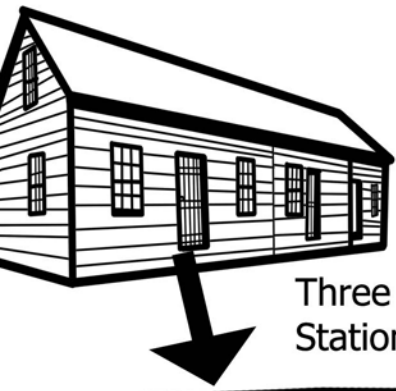
TIME SWAP!
Trade any of
your timing cards
with another
player.



Your horse ran
into some thorns!
Add 15 min. to
your time.

You find a traveler
who points you
in the right direction.
Take 20 min. off
your time.





Three Crossings Station



Three Crossings Station
Take 10min. off your time.

TIME SWAP!
Trade any of your timing cards with another player.

You decide to take a nap. Add 40 min. to your time.

You became confused and got lost in the wilderness. Pick up a Time Card and go back to "Wilderness"

Box Elder Station
Take 10min. off your time.

You decide to take a rumored shortcut to the valley. Continue this way.



BONUS!
Your horse gets a second wind. Discard one of your timing cards.

Vultures distract your horse. Add 5 min. to your time.

Sandstorm!
Add 20 min. to your time.

You recognize the surroundings and head toward the Pony Express trail. Take 45 min. off your time.



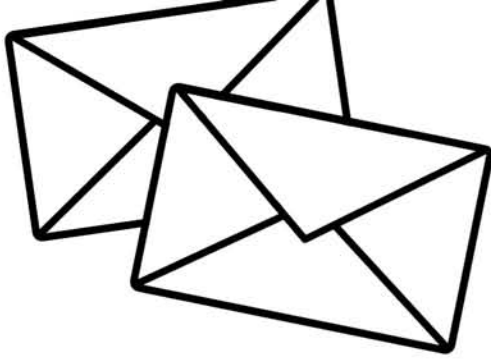
WILDERNESS

You strayed from the trail and got lost in the wilderness. Continue this way. ←

Your horse got bitten by a snake. Add 30 min. to your time.

You decide to take a rumored shortcut through a valley. Pick





Your horse enjoys galloping through the grass. Take 30 min. off your time.

Your horse stops to eat grass. Add 30 min. to your time.

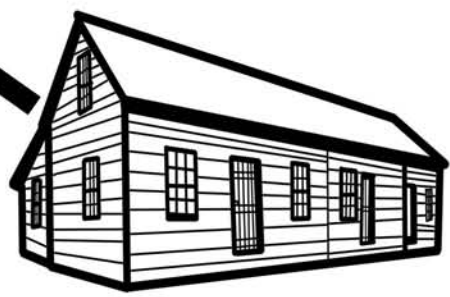
Box Elder Station

BRIGHTWHEAT VALLEY

Your horse spooks from a squirrel and runs a little off course. Add 10 min. to your time.

BONUS!
Your horse gets a second wind. Discard one of your timing cards.

BRIGHTWHEAT VALLEY



Horse Creek Station

MAIL RUN®

The Pony Express Game

It's a full moon!
You can ride in the
night... take away
120 min. from your
time.



You've been
running for a
long time. Your
horse needs rest. Add
60 min. to your
time.

WILDERNESS

Jack the rabbit
shows you a shortcut.
Take 30min off
your time.



TIME SWAP!
Trade any of
your timing cards
with another
player.

Out of
Add
to see
a s



St. Joseph Missouri

Your horse was
well rested and
able to run fast.

Jump to "Rock
Creek Station.

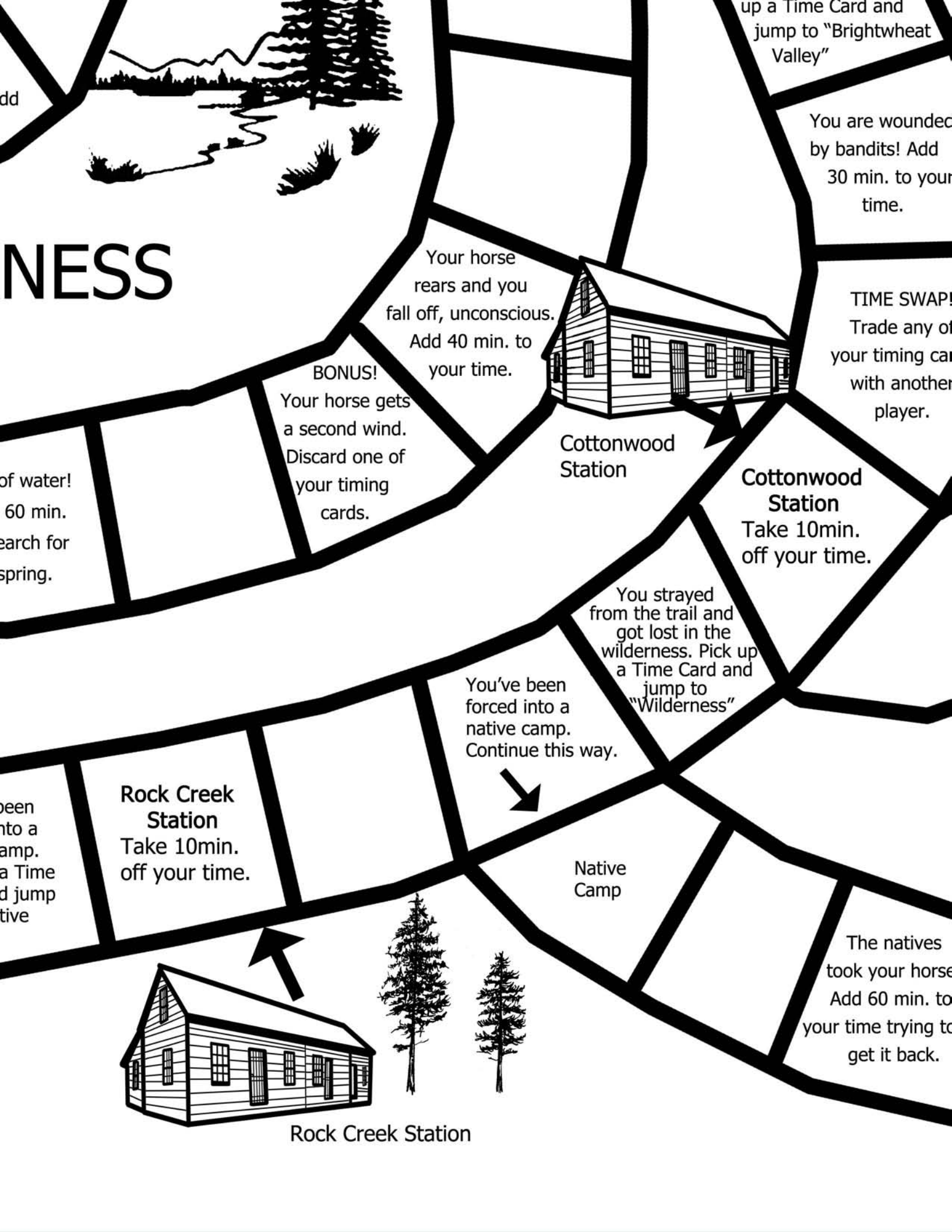
Something got
caught in your
horse's eye. Add
35 min. to your
time.

You've been
forced into
native camp.
Pick up a
Card and
to "Nat
Camp"

START



WILDERNESS



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You get wounded by fooling around with weapons. Add 30 min. to your time.

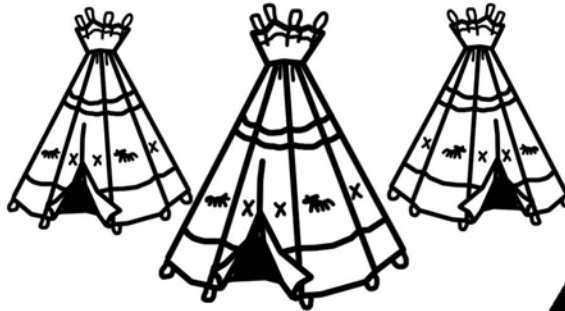
TIME SWAP!
Trade any of your timing cards with another player.

The natives took your mail pouch. Add 30 min. to your time trying to look for it.



NATIVE CAMP

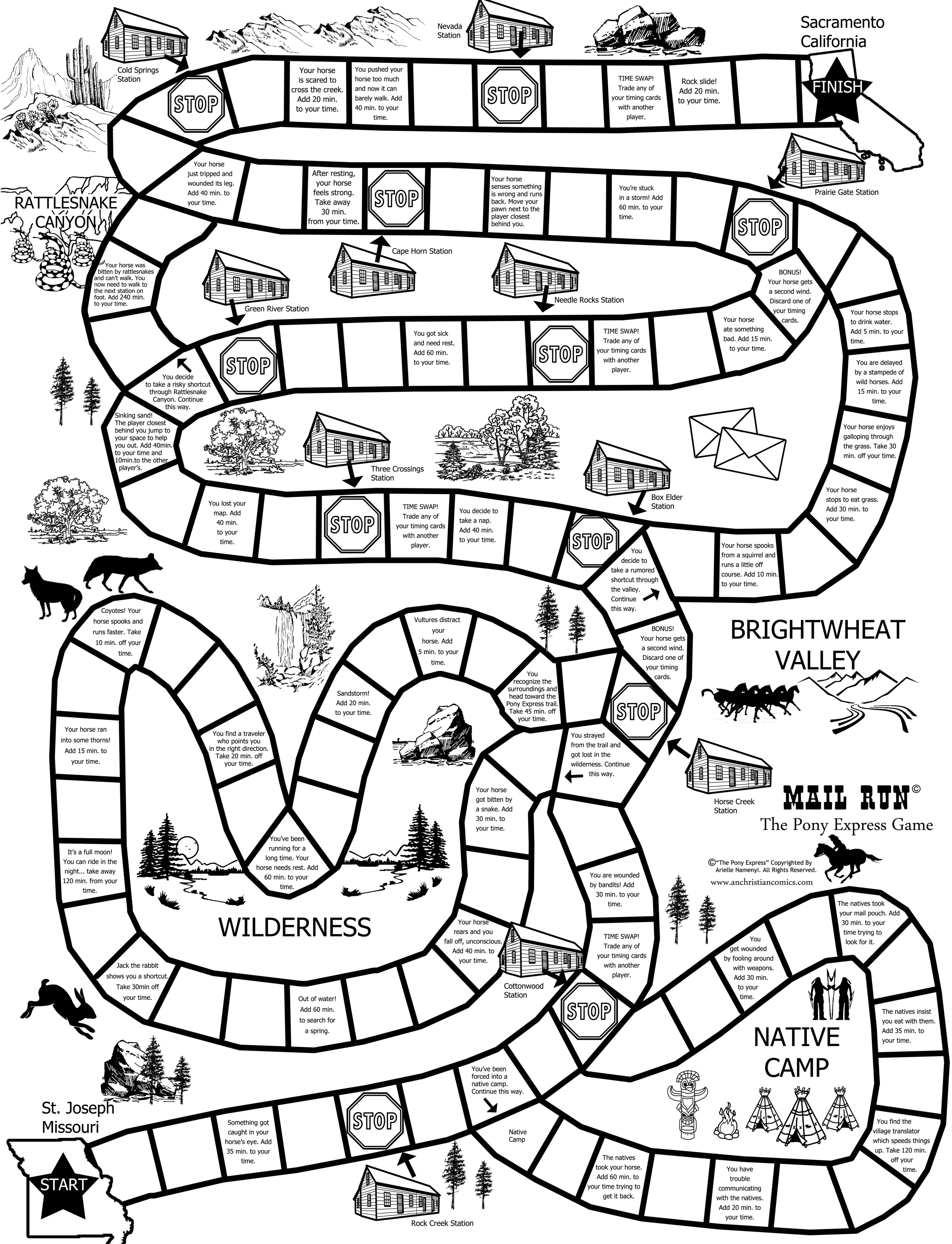
The natives insist you eat with them. Add 35 min. to your time.



You find the village translator which speeds things up. Take 120 min. off your time.

You have trouble communicating with the natives. Add 20 min. to your time.

You found a way out of camp. Jump to “Cottonwood Station.”



Sacramento California



Cold Springs Station

Nevada Station



Your horse is scared to cross the creek. Add 20 min. to your time.

You pushed your horse too much and now it can barely walk. Add 40 min. to your time.



TIME SWAP! Trade any of your timing cards with another player.

Rock slide! Add 20 min. to your time.



Prairie Gate Station



Your horse just tripped and wounded its leg. Add 40 min. to your time.

After resting, your horse feels strong. Take away 30 min. from your time.



Your horse senses something is wrong and runs back. Move your pawn next to the player closest behind you.

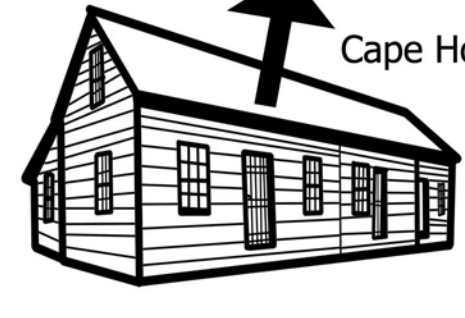
You're stuck in a storm! Add 60 min. to your time.

RATTLESNAKE CANYON

Your horse was bitten by rattlesnakes and can't walk. You now need to walk to the next station on foot. Add 240 min. to your time.



Green River Station



Cape Horn Station



Needle Rocks Station

BONUS! Your horse gets a second wind. Discard one of your timing cards.

Your horse stops to drink water. Add 5 min. to your time.



You decide to take a risky shortcut through Rattlesnake Canyon. Continue this way.

You got sick and need rest. Add 60 min. to your time.



TIME SWAP! Trade any of your timing cards with another player.

Your horse ate something bad. Add 15 min. to your time.

You are delayed by a stampede of wild horses. Add 15 min. to your time.

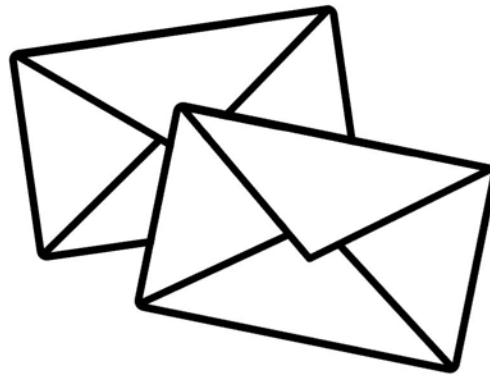
Sinking sand! The player closest behind you jump to your space to help you out. Add 40 min. to your time and 10 min. to the other player's.



Three Crossings Station



Box Elder Station



Your horse enjoys galloping through the grass. Take 30 min. off your time.

Your horse stops to eat grass. Add 30 min. to your time.

You lost your map. Add 40 min. to your time.



TIME SWAP! Trade any of your timing cards with another player.

You decide to take a nap. Add 40 min. to your time.



You decide to take a rumored shortcut through the valley. Continue this way.

Your horse spooks from a squirrel and runs a little off course. Add 10 min. to your time.

BRIGHTWHEAT VALLEY



Coyotes! Your horse spooks and runs faster. Take 10 min. off your time.

Vultures distract your horse. Add 5 min. to your time.

Sandstorm! Add 20 min. to your time.

You recognize the surroundings and head toward the Pony Express trail. Take 45 min. off your time.



BONUS! Your horse gets a second wind. Discard one of your timing cards.

Your horse ran into some thorns! Add 15 min. to your time.

You find a traveler who points you in the right direction. Take 20 min. off your time.



You strayed from the trail and got lost in the wilderness. Continue this way.



Horse Creek Station

MAIL RUN[®]
The Pony Express Game

It's a full moon! You can ride in the night... take away 120 min. from your time.

You've been running for a long time. Your horse needs rest. Add 60 min. to your time.

Your horse got bitten by a snake. Add 30 min. to your time.

You are wounded by bandits! Add 30 min. to your time.

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WILDERNESS

Jack the rabbit shows you a shortcut. Take 30 min off your time.

Out of water! Add 60 min. to search for a spring.

Your horse rears and you fall off, unconscious. Add 40 min. to your time.

TIME SWAP! Trade any of your timing cards with another player.

You get wounded by fooling around with weapons. Add 30 min. to your time.

The natives took your mail pouch. Add 30 min. to your time trying to look for it.

St. Joseph Missouri

START

Something got caught in your horse's eye. Add 35 min. to your time.



You've been forced into a native camp. Continue this way.



Cottonwood Station



NATIVE CAMP



The natives insist you eat with them. Add 35 min. to your time.



Rock Creek Station

The natives took your horse. Add 60 min. to your time trying to get it back.

You have trouble communicating with the natives. Add 20 min. to your time.

You find the village translator which speeds things up. Take 120 min. off your time.