

Rules for Parker Brothers



A BIG TRAIN GAME

© 1965 Parker Brothers, Inc. Salem, Mass. Made in U.S.A.

FOR 2, 3, OR 4 PLAYERS

OBJECT

Most trains have an engine at one end and a caboose at the other. In between there are cars of various colors. In this game, each player tries to build a train with as many cars of his color as possible. When the engine and the caboose have been added to the ends of the train the game ends. Each player counts the number of cars of his own color including the engine and the caboose and the one with the largest number wins.

EQUIPMENT

The equipment consists of 30 squares

on which the colorful cars, cabooses, engines, and the tracks are pictured.

PREPARATION

Each player selects a color. The squares are shuffled and placed face down in a pile in the center of the table.

THE PLAY

The player selected to go first picks up the top square and turns it face up. If it has several cars of the color which he has selected, he plays it to the table. If the square has only one car of his color, or perhaps none at all, he may decide not to play it. In this case, he places it face up alongside the original pile thus starting a discard pile and his turn ends.

The second player then takes his turn in the same manner. If he decides to play the square which he draws, he places it on either side of the first square in such a way that the tracks are joined correctly.

Play continues around the table in a clockwise direction and the winding train grows longer with each play.

Note: A square **cannot** be played if by playing it the track turns back upon itself in such a way that the track of an added square cannot be made to

match. In this case the player whose turn it is discards that square and draws again until he finds a square that can be played.

The first square with an engine and the first square with a caboose which are turned up must be played regardless of color. If a second engine is turned up before a caboose has been played (or a second caboose before an engine has been played), it is discarded since this train can have only one engine and one caboose. Before either the engine or the caboose squares have been played, squares containing cars may be added at either end of the train. When either an engine or a caboose has been played, one end of the train is completed and squares may be added **only to the other end** of the train.

When both the engine and the caboose have been played the train is complete and the game is over. Each player counts the cars of his color in the train including the engine and the caboose. The player with the greatest number wins.

