

ALL ABOARD™

GAME RULES

For 2 to 4 Players

CONTENTS: 4 trains 1 spinner
24 passenger tokens

BASIC GAME RULES

This is a simple color-matching and ordering game. After spinning and passing the tokens, players try to place their tokens into their trains by "seat" color. There are several matching tokens for each train seat—so younger players won't get frustrated searching for just the right one!

OBJECT: Match your passenger token colors to your train "seat" colors, and be the very first player to fill your train!

Getting Ready

- 1** Assemble the 4 trains by following the instructions inside the box cover.
- 2** Choose one train, and place it in front of you. Each player does the same. Set any unused trains aside, out of play.
- 3** Spread out all 24 passenger tokens in a pile in the center of the play area.

Playing The Game

- 1** The youngest player goes first. Play proceeds to the left after each player's turn.
- 2** *Picking Tokens:* At the beginning of each player's turn, everyone (at the same time) picks up two tokens from the pile, and places them in front of them.
- 3** The player whose turn it is, then says "All Aboard!" and spins the spinner. Then everyone does the following together, in order:

A. Keeps or Passes Tokens

- ♣ If the spinner points to Donald Duck, keep your tokens and skip to Rules B and C.

- ♣ If the spinner points to a number, pass your tokens to the left the number of times shown on the spinner. For example, on a spin of "2," all players pass their two tokens to the left, at the same time. Then all players pass their two tokens to the left once more—that's two times! On a spin of "3," all players pass their two tokens to the left *three* times. Count aloud while you're passing—it's a fun way for everyone to stay on track! Then follow Rules B and C, below.

B. Places Matching Tokens

Drop any tokens that match the color of your train seats into your matching color seats.

C. Returns Non-matching Tokens

Return any non-matching tokens to the pile.

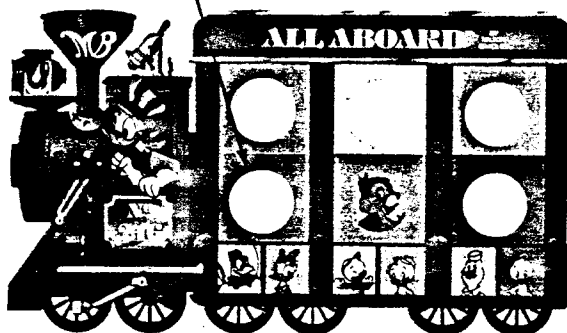
Filling Your Trains in Order

Your trains are double-decker trains, with three bottom-level seats and three top-level seats. Any token that matches a *top-level* seat must be returned to the pile unless you've filled the seat *under* it first.

This blue token matches the blue lower-level seat. Drop it in!



This green token matches the green top-level seat—but the seat under it is empty! Return the token to the pile.



- 4** After tokens are placed or returned, it is the next player's turn. Continue playing, all players on every turn trying to match one or both of their tokens to their train seats. When the token pile

becomes too small for each player to pick two tokens, each player picks one token instead.

Winning

To win, be first to fill your train with 6 passenger tokens that match your train's seat colors.

CHALLENGE GAME RULES

This is a character-matching game. Players must match the characters pictured on the tokens to the 6 characters pictured on their trains. The tokens don't need to match the colors of the train seats—these passengers can sit anywhere they like on the train!

OBJECT: Match the Disney characters on your passenger tokens to the characters pictured on your train, and be the very first player to fill your train!

Getting Ready

- 1** Follow Steps 1-3 under Getting Ready for the Basic Game.
- 2** Sort Playable Tokens: Only the tokens that match the characters on players' trains are used in the game. Find the 6 tokens that match your train. Each player does the same.
- 3** Set any unneeded tokens aside, out of play. Then spread out the playable tokens in a pile, in the center of the play area.

Playing The Game

- 1** Follow Rules 1 and 2 under Playing the Game in the Basic Game.
- 2** The player whose turn it is says "All Aboard!" and spins the spinner. Then everyone does the following together, in order:

A. Keeps or Passes Tokens

Keep or pass your tokens according to Rule 3A in the Basic Game.

B. Places Matching Tokens

Drop any tokens that match the characters on your train into *any* seat on your train. The color of the token doesn't have to match the seat color.

C. Returns Non-matching Tokens

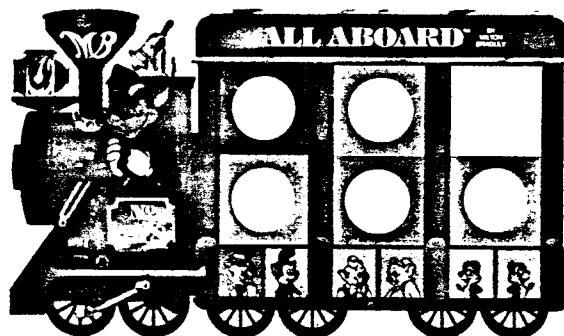
Return any non-matching tokens to the pile.

After tokens are placed or returned, it is the next player's turn. Continue playing, all players on every turn trying to match one or both of their tokens to their trains. When the token pile becomes too small for each player to pick two tokens, each player picks one token instead.

This token belongs in your train. Drop it into any seat!



This token belongs on another player's train. Return it to the pile.



Winning

To win, be first to fill your train with 6 passenger tokens that match the characters on your train.

SUPER CHALLENGE GAME RULES

For an extra challenge, play by the Challenge Game Rules, dropping your character-matching tokens *only* into the seats that match the token colors. In this game, there's only *one* seat for each passenger!

Any token that matches a *top-level* seat must be returned to the pile unless you've filled the seat *under* it first.

Winning

To win the Super Challenge Game, be first to fill your train with 6 passenger tokens that match the characters *and* seat colors on your train.