

# HAPPY LITTLE TRAIN GAME

For 2, 3, or 4 Children

There are two ways to play the game, with simpler rules for younger children. **THE OBJECT OF THE GAME** is to be the first player to go from the Happy Train Station to FINISH by the Turn Table.

## TO PLAY (for younger children)

1. Each child uses a playing piece of a different color for their "Train".
2. All trains begin on the space marked START at the Happy Train Station.
3. Players take turns, high spin plays first.
4. Moves are made by spins on the dial, *counting each space between the railroad ties* as one space.
5. When a train stops on a Red or Green spot by exact count, that player loses one turn.
6. Two or more trains may stop on the same space.
7. A player must move his train once around the Turn Table before moving onto the track toward FINISH.
8. Trains must reach FINISH by an exact spin, counting the sign as one space.

## TO WIN THE GAME

The player whose train reaches FINISH first, WINS THE GAME.

## TO PLAY (for older children — same as above except for Rule 5)

1. The Brown track from START to PUSH BACK MOUNTAIN.
  - a. Each player spins twice in his turn.
  - b. He moves his train AHEAD the higher number spun, and BACK the lower number. For example, if a 2 and 5 are spun, the player will move his train ahead 5 spaces and back 2 spaces. If the same number is spun twice, the train is not moved.
  - c. When a train stops on the Red dot by the Elephant, WATER STOP, the player loses a turn.
  - d. When a Train stops on the Red dot by JUMBO PUSH-UP SERVICE the player moves his train up to the top of the Mountain (the next red dot), and loses a turn.
  - e. After passing the dot by PUSH BACK MOUNTAIN players SPIN ONLY ONCE in a turn.
2. Red Track at TURTLE CURVE.
  - a. Player may move his train only when he spins a 1 or 2 on the dial.
3. Green Track — LICKETY-SPLIT RUN.
  - a. Player moves his train for all numbers spun, however, he moves it 4 spaces when a 2 is spun and 8 spaces when a 4 is spun.
4. Brown Track — PRETZEL BEND.
  - a. Player may move his train only when he spins a 1 or 2 on the dial.
5. Red Track — HIPPO HOPPITY BUMPS.
  - a. Player may move his train only when he spins a 2 or 5.
6. All trains must stop at the Red dot by the Red Signal Tower.
7. From here on, the different colored tracks are all played as in the first game. The players move their trains by regular spins of the dial, losing a turn when their train lands on a Red or Green dot.
8. FINISH — Must be reached by an exact spin.

## TO WIN THE GAME

The player whose Train reaches FINISH first — WINS THE GAME.