

Take a Train

A fun way to build your own train.

Age 5-12
2-4 Players

Design: Hermann Wernhard

Contents:

39 picture cards
1 set of rules

In this game players collect matching cards and try to build a little train, consisting of at least one locomotive, one carriage or wagon and one inspector. In total it is possible to build 3 locomotives, 3 passenger carriages, 3 animal wagons and 3 tankers. Although it is intended that each wagon or carriage should be made up of 3 cards (a left and a right card as well as a middle), it is not compulsory to use the middle card. A player may use, however, all 3 middle pieces of one type of wagon or carriage to increase the size of his train. This means that the wagons can all be different lengths – the longest being 5 cards and the smallest only 2 cards.

Preparation:

Shuffle the cards thoroughly. If 2 people are playing, each receives 5 cards, if 3 or 4 are playing, they only receive 3 cards. The remainder of the cards are placed face-down to one side.

Play:

Players take turns to pick up another card from the pack. Each player then either lays down one of his cards on the table to start building up his train or he throws it away by placing it face-up in the middle of the table. These cards are not used again in the game.

A player can start his train with any card. However, further cards can only be added if they can be matched up to the card or cards which the player has already laid on the table. For example, if a player has the middle part of a carriage or wagon then he must add either another matching middle or one of the carriage ends, which would join it up to the train. If the last card on the table is the end of one carriage or wagon, then the player may lay down any card which starts a new carriage or wagon. The train may be built up from both sides of a locomotive. When a wagon has been completed, middle pieces cannot be added later to make it bigger.

End of game:

If a player manages to build up one or more locomotives as well as at least one wagon or carriage and if he also holds an inspector card, the game is over and the cards are counted up. Each player scores 5 points for every card which is part of a **complete** carriage or wagon and 10 points for every card which is part of a **complete** locomotive.

The first player to complete the game scores 20 points for every inspector card he holds. If any other players hold inspector cards, they do not gain any points. Cards which are part of incomplete wagons, carriages or engines do not score any points.

If no-one completes the game (i. e. no player has an engine, a wagon or carriage and an inspector) the game carries on until all the cards from the stockpile are used up. Players can then score points for completed train parts as shown above. No-one scores for an inspector card.

The winner is the player who first reaches 100 points or some other total agreed at the start of the game.

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