



If you'd prefer to learn to play by watching a short video,
please visit www.amigo.games/game/engine.

OBJECT OF THE GAME

To be the first player to get three trains from Start to Finish.

The components listed in red are a choking hazard. Please take special care to keep these components away from young children.

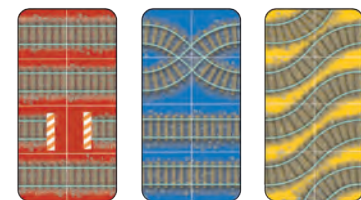
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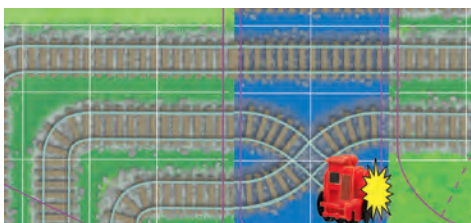
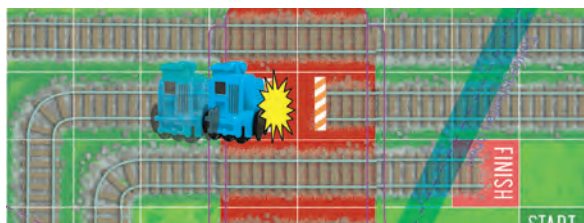
12 Repair Tokens
(Expansion Pack)

SET UP

1. Before playing for the first time, punch out the section in the center of the board and remove the track-switch panels and the repair tokens.
2. Set the repair tokens aside; they aren't used in the basic game.
3. Each player takes three trains of the same color.
4. Place the track-switch panels on the slots in the board, matching the color on each panel to the color at the end of the slot. You can put them in facing either direction.
5. The player who was on a train most recently (or the youngest player) goes first.

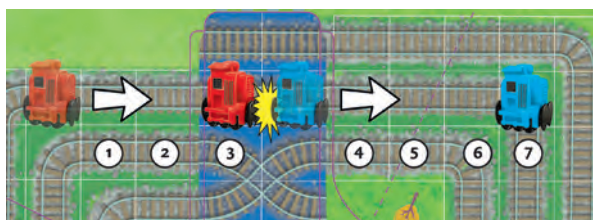
GAME PLAY

1. **ROLLING THE DICE:** On each turn, you will roll all three dice and move one of the track-switch panels and one of your trains.
 - a. First, slide the panel that matches the color on the color die into the empty slot on the board (the panel may not be lifted or flipped, and must be pushed all the way into the empty slot).
 - b. If there are one or more trains on the panel that you slide, the trains move with the panel. If a train is facing the wrong direction after you slide the panel, turn the train around so it's pointing toward Finish.
 - c. Next, choose any track and move one of your trains the number of spaces shown on the number die—"Start" counts as one space.
 - d. For future rolls, if you have a train on a track you can either move that train or start a new train on any Start space that doesn't have a train on it (a train on a Start space blocks that track). If all the Start spaces have trains on them, you must move one of your trains that's already on the tracks. If you don't have any trains on the tracks and all of the Start spaces are blocked, you lose your turn.
2. **ACCIDENTS:** With the exception of the Finish spaces at the ends of the tracks, if your train runs off a track or hits a dead-end, you must start that train over.



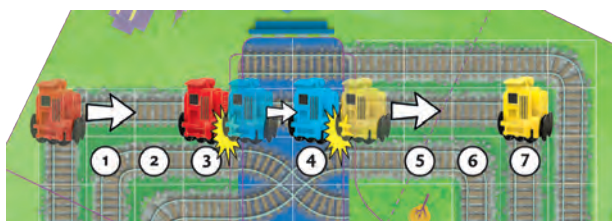
3. **BUMPING TRAINS:** When your path is blocked by another train (either another player's or your own), you bump the blocking train forward.

- a. Your train stops on the space behind the blocking train and moves the blocking train forward the number of spaces remaining on the roll.



In this diagram, a player rolled a 7 and moves her red train 3 spaces before bumping into a blue train. The blue train finishes the roll, moving 4 more spaces. The red train finishes its move on the space marked "3" and the blue train finishes on the space marked "7."

- b. If there are multiple blocking trains this causes a chain reaction—trains continue to stop behind blocking trains and bump them forward until the last train uses up the remaining amount on the die.



In this diagram, a player rolled a 7 and moves his red train 3 spaces before bumping into a blue train, which moves 1 space before bumping into a yellow train, which finishes the move by moving 3 spaces. The red train finishes its move on the space marked "3," the blue train finishes on the space marked "4," and the yellow train finishes on the space marked "7."

- c. If you bump a train off the track or into a dead end, it has to start over.



In this diagram, the yellow train stops behind the blue train and bumps the blue train forward. The blue train hits a dead end, and must start over.

4. **ROLLING DOUBLES:** If you roll doubles, after taking your full turn you can, at your option, roll all three dice again and take another turn. If you choose to take another turn you must move the same train you moved on this turn. Warning: This can be a risky move! You may only roll again once per turn. If your train goes off a track or into a dead end on your first roll when you roll doubles, you can start it over again on a different track after you roll again.
5. **THE END OF THE LINE:** When you move one of your trains to one of the Finish spaces, place that train on the depot that matches the color of your trains. However, if your train is bumped into one of Finish spaces it must start over (even if your own train bumps it).

WINNING THE GAME

The first player to move a third train to Finish wins the game and puts the third train into the Winner's Circle. For a shorter version, the first player to get two trains from Start to Finish wins the game.

BONUS LEVEL (EXPANSION PACK)

The game includes repair tiles that can be used after you've mastered the basic rules. Place the repair tiles in a pile next to the board.

1. Any time your train is forced to start over (by hitting a dead-end or running off the track), you collect a repair tile.
2. On any turn, you may play a tile before you roll the dice. Instead of rolling the color die, you can move any track-switch panel. Place the tile back on the pile and roll the number dice, then move your train.



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