

3. Sometimes, a player will find that they do not have a Train card in their hand that they can play on any of the Trains. If this happens, the player simply skips his turn. Chances are that the player will be able to play a card on his next turn (since new Train cards will have been added to the Train by his opponents).

4. **Important Note:** Sometimes, it may be to a player's advantage to hold a Moose Caboose card until a train gets longer. That way, the player will capture even more Train cards. Just don't wait too long or another player might play their Moose Caboose card first and steal the Train cards!

SCORING & WINNING

When all of the cards have been played and captured, or when no player can play a card, the game ends. Players count all of the cards in their Capture pile.

The player with the most captured Train cards wins the game! In the case of a tie, the player who had the least cards left in his hand (when the game ended), wins the game.

We will be happy to hear your questions or comments about Moose Caboose!

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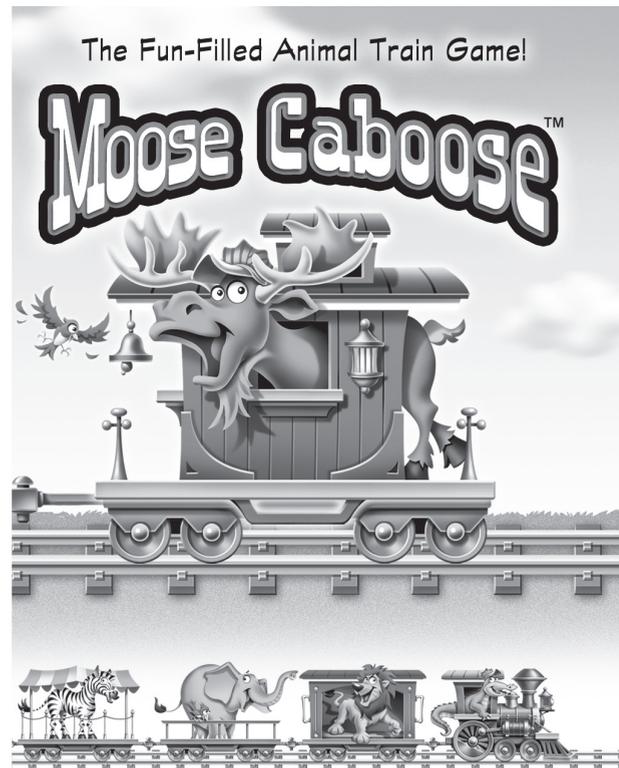
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Item # 1197



For 2 to 4 Players
 Ages 6 and Up

OBJECT

Capture the most Train cards, by the end of the game, and you'll win!

CONTENTS

60 Oversized Heavy-Duty Playing Cards
 Illustrated Instructions

SET UP

1. Lay out the 4 Engine cards (with crocodile conductors) in a vertical row.



2. Shuffle the remaining cards well.
3. Deal 4 Train cards to each player. Players hold their cards in hand.
4. Place the remaining cards, face down, in a draw pile that all players can easily reach.

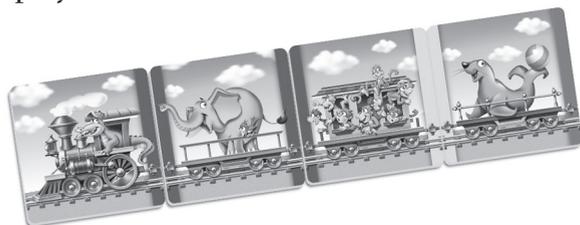
HOW TO PLAY

1. The youngest player goes first. He places one of the cards from his hand, beside one of the Engines, by matching the color stripe (on the front of the Train card). This player is “connecting” a Train card to the Engine card.

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For example, if the first player has a Train card with a red stripe on the front, he can match it to the Engine card with the red stripe on the back.

After placing one card, he draws another card from the draw pile, and adds it to his hand of cards. Play passes to the player on the left.



2. Play continues in the same manner. Players match Train cards (from their hands) to Train cards (linked to Engine cards) on the table. Doing so creates four trains, which grow in length, during the game.

Note: Some Train cards have a double colored stripe on their edge. Players can use these cards to match *either of the colors* shown in the card.

3

Trains continue to grow longer and longer until a player decides to play a Moose Caboose card.

Playing a Moose Caboose Card

On his turn, a player may play a matching Moose Caboose card to “capture” all of the cars in a Train. When a player plays a Moose Caboose card and captures Train cards, he takes all of the cards ***except the Engine*** from that Train.

The player then places these Train cards in his Capture Pile, off to the side of his play area. ***Captured cards do not go into a player's hand; they are stacked in a player's Capture Pile.***



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