



The LITTLE ENGINE That Could™

RULES

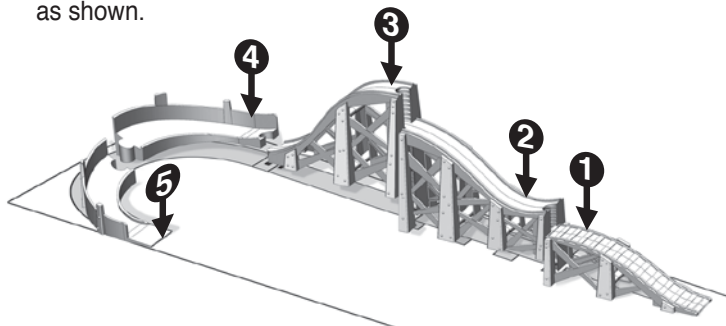
For 2 to 4 Players
Ages 4 & Up

Contents: 4 Engine Pawns, 30 Cards, 4 Tickets, 12 Toy Chips, Hill, Game Board

Object: Be the player to score the most points!

Set Up

- Open the Game Board and set it in the middle of your playing area.
- Assemble the hill pieces, then place it on the Board, as shown.



- Shuffle the Cards and set them near the Game Board where everyone can reach them.
- Place the 1st, 2nd, 3rd and 4th place Tickets and Toy Chips in separate piles near the Board.
- Choose one of the Engine Pawns and set yours in the corresponding color path's start space.

Play

- The youngest player draws a Card from the pile first.
- Move forward on your color path the same number of spaces as the number of happy engines you see on the card, chanting, "I think I can," with each move.
- If you draw a card with a mean engine on it, you don't move ahead.
- Set aside cards after you draw, and reshuffle them to use if you run out.
- Take turns, with play moving to the left.
- Once you reach the turnstile area of the board, all Engines will be moving along the same path to the hill.

- Once on the path to the hill, if you land on the same space as another engine, move your Engine to the space directly in front of that Engine.
- Continue racing up the hill until someone reaches the last space at the top of the hill and speeds down, saying, "I thought I could!"
- The first person to speed their Engine down the hill gets the 1st place Ticket. The second person gets the 2nd place Ticket, and so on. Your Ticket will show you how many points you have.
- Now, which space did your Engine land on to drop off toys to the village? This gives you more points! When your Engine stops on a space, you take that Toy Chip.
- Once you have your Toy Chip, move your Engine off of the Game Board so another Engine doesn't hit it coming down.
- If your Engine stops in the middle of two spaces, you can choose which space you'd like to be on. If your Engine goes off the track, you may collect the Toy Chip of the space closest to you.
- If your Engine stops on the hill or ramp, you automatically get the clown Toy Chip (2 points). If your Engine goes beyond the toy spaces, you automatically get the animal Toy Chip (8 points).
- Count up all your points, adding your Ticket with your Toy Chip.

Winning the Game

The player with the most points wins!

We want your comments about our games, puzzles and toys. Contact us at:

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