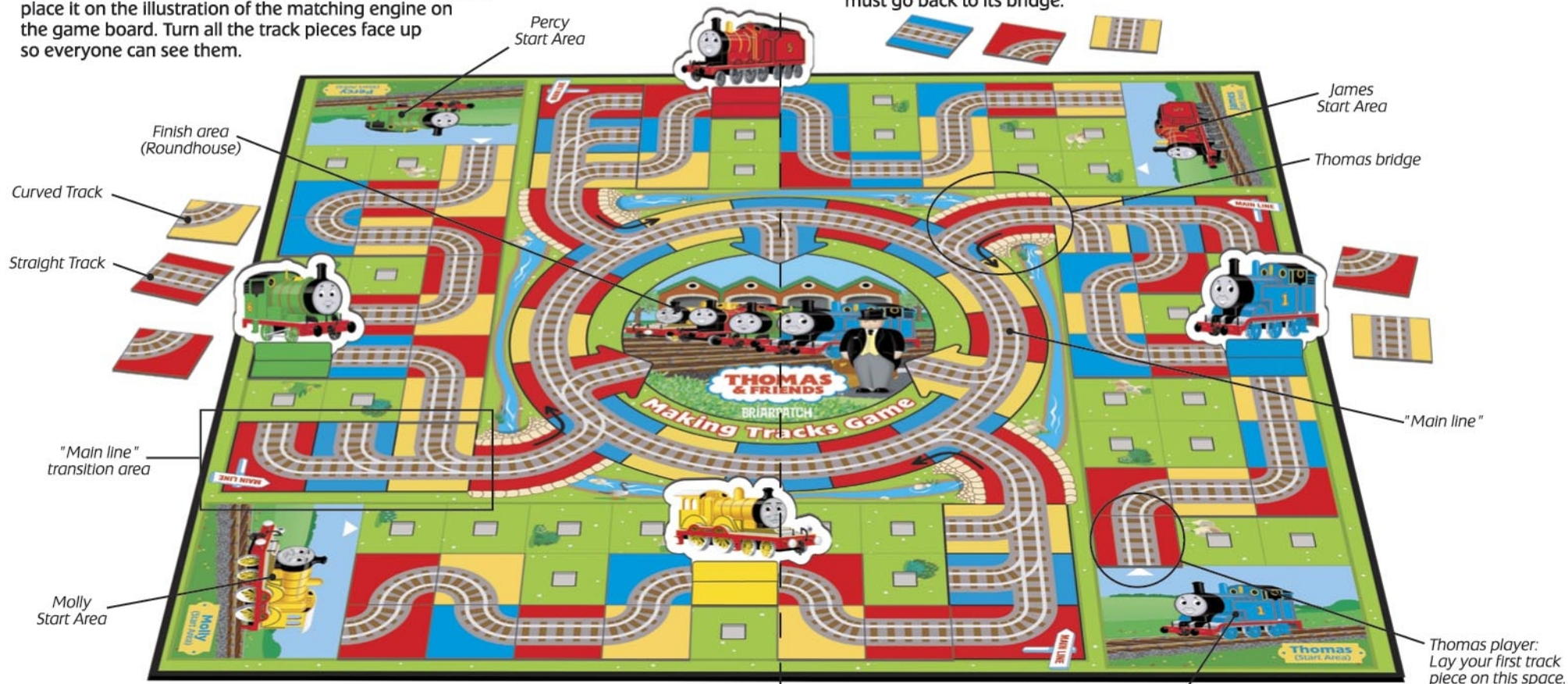


THOMAS MAKING TRACKS GAME

OBJECT OF THE GAME: Help Thomas and his friends Molly, Percy and James by building tracks for them from their sidings to the main line, so they can travel over the bridge and into the roundhouse. The first engine to enter the roundhouse wins!

GETTING READY TO PLAY: Choose an engine token and place it on the illustration of the matching engine on the game board. Turn all the track pieces face up so everyone can see them.



MOVING YOUR ENGINE: Once you have connected your tracks to the main line, spin the spinner and move your engine onto the first available track that matches the color shown on the spinner (Note: Ignore the shape shown on the spinner!). Chug along the siding, enter the main line, and cross the bridge.

If your engine lands on a square that is occupied by another engine, that engine must go back to its bridge.

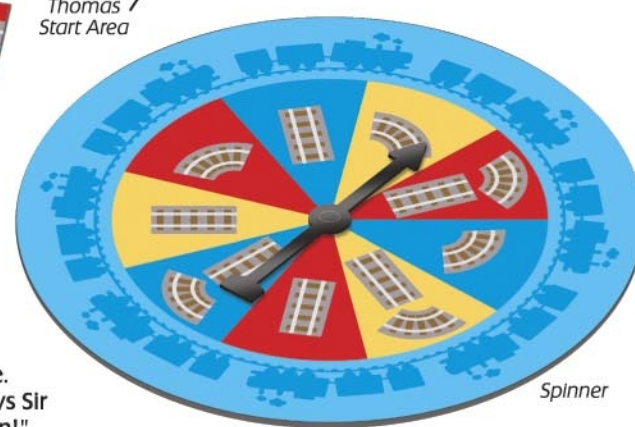
PLAYING THE GAME: Laying Tracks: The youngest child goes first and play moves clockwise. Spin the spinner. It will point to a curved or straight track, or it will allow you to choose a straight or curved track. Select your track piece in the color and shape indicated by the spinner. Place your first piece on the game board directly across from the START arrow. (Place the tab on the back of your track directly into the slot in the board. This will hold your track in place.)

Note: If you spin a track piece that would run your track off the board, put that piece aside for use later in the game. Remember that curved tracks allow you to lay track to the left or right, depending upon how you lay them.

Players continue to lay tracks on their turns. Remember that you have to connect your tracks to one of the three tracks available on the main line so that you can cross the bridge and enter the roundhouse. The final track you lay does not need to match the color on the game board. On your turn, you may either spin the spinner and select a track piece, or use a track piece that you have previously set aside. You can only place one piece per turn.

WINNING THE GAME:

Move your engine around the tracks that circle the round house until you land on one of the squares that has an arrow pointing into the roundhouse. Move your engine into the roundhouse. "You are right on time," says Sir Topham Hatt. "Yay...you win!"

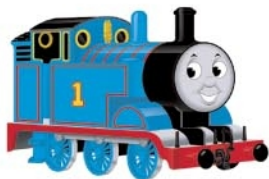


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Thomas



James



Molly



Percy

Visit the Thomas & Friends website at:
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Thomas the Tank Engine & Friends™

CREATED BY BRITT ALLCROFT



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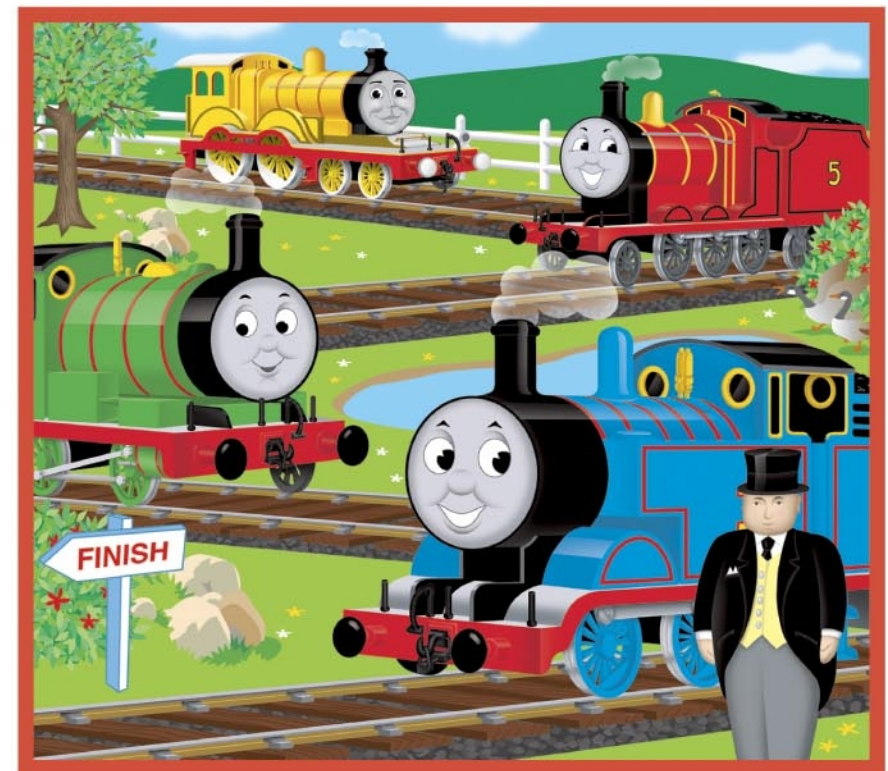
Game Inventor: Joe Schumaker Jr.
Game Design/Rules:
Carol Comes, George Schimpf
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150 Essex Street Suite 301
Millburn, NJ 07041
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Thomas Making Tracks Game

Lay your tracks and race home to win!



Ages 4+
For 2-4 Players

Contents:
Game board, 72 track pieces, 4 engine tokens with stands, spinner