

TOO TOO CATCH



GAME STORY

Come on, kids! Today you and your friends can take a ride on a big train. So, catch a locomotive and let the adventure begin...

GAME SETUP

Place 3 steam locomotives so that you have enough space to attach the wagons. The remaining wagons should be placed face down in a deck nearby.

Slot in the stands of the stop signs and place them near the wagon deck.

Take four wagons and "attach" them to the locomotives face up.
There are three types of wagons:



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**For 2-5 players from
4 years of age**

Duration of the game:
10-15 minutes

The set includes:

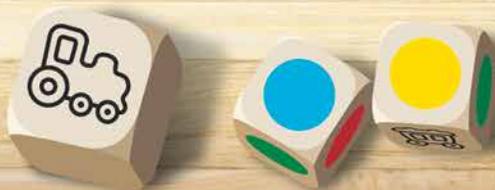
- 3 locomotives
- 30 wagons
- 2 colored dice
- 1 locomotive dice
- 3 stop signs
- the rules



Please note that only one type of wagons can be attached to the same locomotive.

The colors of the wagons are not important at this stage.

Place two colored dice and one locomotive dice (the larger one) so that they can be reached by everyone.



HOW TO PLAY

When it's your turn, roll **both of the colored dice** once. **If both of the colors you have rolled out happen to be on the same train**, you are going to go on a wild ride.

The player who is the first to notice the rolled out combination of colors, **takes the locomotive dice and rolls it twice**. **If you roll out the locomotive, you may take the wagons for yourself**. If the rolled out combination of colors belongs to several trains, you can choose any one of them. **Take the wagons with you and return the locomotive to its place**.

If you rolled the locomotive dice twice but you have not rolled the locomotive, pass the dice to the player on your left.

The player on your left rolls the dice once. If the locomotive is rolled, the player takes the wagons and if not, the dice is given to the next player on the left and so on. The locomotive dice is rolled until one of the players rolls the locomotive and takes the wagons...

Note: a player who cannot take any wagons at the end of his/her turn has to take one additional wagon from the deck and attach it to the relevant locomotive.

Having taken the wagons, the player has to attach new wagons to the locomotives so that each locomotive always has at least 4 wagons. If the locomotive already has more than 4 wagons, no additional wagons should be attached.

STOP SIGN

If a player makes a mistake and grabs the locomotive dice even though the color combination is wrong, and another player notices it, the player who did that has to take the stop sign and miss one turn. The player who must miss a turn also cannot roll the dice.

ROLLING THE COLORED DICE:

- If you roll out two colors, be they the same or different, look for the wagons of these colors in a single train.
- If you roll out a wagon and a color, only the color is important. Look for a wagon of the same color in a single train.
- If you roll out two wagons, you can choose any of the trains you like.

Example:



Blue and red colors have been rolled. The top train has wagons of both of these colors.

The first player to notice the color combination grabs the locomotive dice and rolls it twice.

WINNING THE GAME

The game ends when at least one player has collected 10 wagons. The game also ends when the wagon card deck is empty. The player to has collected the most wagons wins the game. If several players have the same number of wagons, the one who most recently took the wagons wins the game.