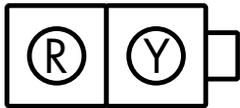


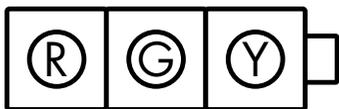


Make a Train Sample Game (page 1 of 2)

Chris picks a *Make a Train* Card that is red-yellow and builds that car.



Jacinta picks a *Make a Train* Card that is red-green-yellow and builds that car.

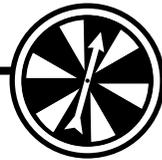


Chris rolls the Color Cube and gets green.
He puts a green cube in the depot.

Jacinta rolls the Color Cube and gets yellow.
She puts a yellow cube in the depot.

They cannot yet build either a red-yellow car
or a red-green-yellow car.

Chris rolls another yellow cube and puts it in
the depot. Now they have one green and two
yellow cubes in the depot, but they still cannot
make a car for one of their trains.



Make a Train Sample Game (page 2 of 2)

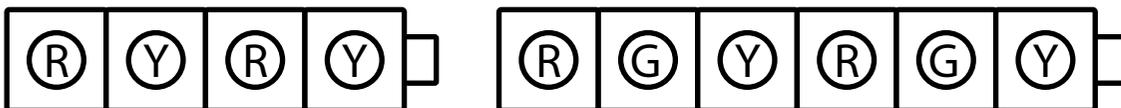
Jacinta rolls a blue. That color is not in either of their trains, so she rolls again. This time she rolls red and puts a red cube in the depot. Now they have a red, a green, and two yellow cubes. They can make either a red-green-yellow car or a red-yellow car. They decide to make a red-green-yellow car and add it to Jacinta's train.



Chris's train **Jacinta's train**

They have one yellow cube left in the depot. Chris rolls next and he gets a star. He says, "I pick red because then I'll have a red-yellow car for my train." He puts a red cube in the depot, makes a red-yellow car, and adds it to his train.

So far, they have built these cars:



Chris's train

Jacinta's train

The depot is empty. It is Jacinta's turn to roll. They keep playing until they have 12 cubes in each train.