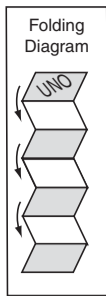


1L ENGLISH



INSTRUCTION SHEET SPECS:	
Toy:	Uno Choo-Choo!
Toy No.:	T8234
Part No.:	-0920
Trim Size:	3.42" W x 18.36" H
Folded Size:	3.42" W x 3.05" H
Type of Fold:	1 panel w 4 panel f
# colors:	1 (one) both sides Black
Colors:	White Offset
Paper Stock:	70 lb.
Paper Weight:	
EDM No.:	



AGES
3+

PLAYERS
2-4



CONTENTS



28 UNO Choo-Choo!™ Cards:

- 4 Zebras - red, yellow, blue, green
- 4 Giraffes - red, yellow, blue, green
- 4 Tigers - red, yellow, blue, green
- 4 Monkeys - red, yellow, blue, green
- 4 Elephants - red, yellow, blue, green
- 4 Raccoons (Draw 1) - red, yellow, blue, green
- 4 Conductors (Wild) - white

1 Train

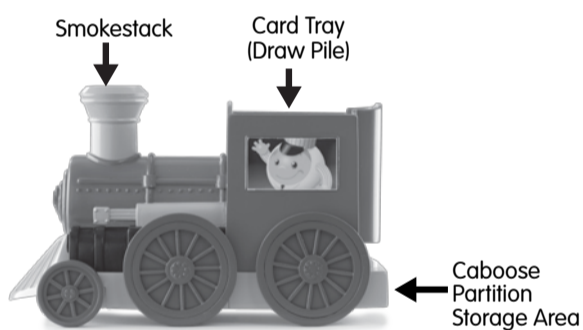
4 Caboose Partitions

Please remove all components from the container and compare them to the contents list. If any items are missing, please consult the listing of your local Mattel office at the end of these instructions.

OBJECT

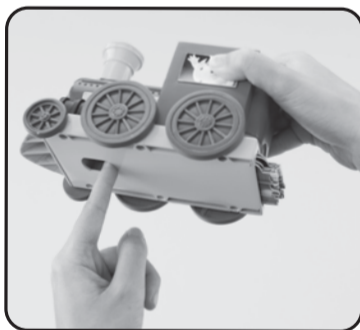
Be the first player to get rid of all of your cards by matching colors or animals!

Train



SETUP & STORAGE

- Remove the cards from the card tray.
- Remove the caboose partitions from the storage area under the card tray. There is a finger hole on the bottom of the train. Place your finger in the hole and push the partitions out of their slot.
- When you are done playing, place the cards and caboose partitions back in the train for convenient storage.



LET'S GET READY!



1. Shuffle the cards.
2. Place the top card face-up on the play area. This is the Starter Card that begins your "Discard Track."
3. Place the remainder of the cards facedown in the tray at the back of the train to form the Draw Pile. Please note the shape of each card: there is a groove on one side and a tab on the other; place the cards in the train so that the shape of the cards corresponds to the interior shape of the card tray.
4. Set the train on the playing area, but do not place it on the Discard Track (because you do not want to mix up the cards you will be drawing with the cards you will be discarding).
5. Each player takes a caboose partition. Unfold your caboose and stand it in front of you.
6. Each player starts with 5 cards. Push down on the smokestack 5 times, so that 5 cards pop out the back of the train. Place your cards face-up behind your caboose so that you can see them but other players cannot. However, if you wish, you can also choose to hold your cards in your hand.
7. The youngest player goes first.

LET'S PLAY

- Instead of a Discard Pile, in this game there is a Discard Track. The Starter Card begins the Discard Track, and as you play, cards will be laid flat from left to right (if you are looking at the cards so the characters are upright). The last card on the right will be the End Card... the one you will try to match.
- When it's your turn, compare your cards with the End Card (or the Starter Card, if it is the beginning of the game). Play one of your cards by matching the COLOR of the boxcar OR the type of ANIMAL.



Example:

If the card at the end of the Discard Track is a ZEBRA in a BLUE boxcar, you may play a ZEBRA in any color boxcar OR any animal in a BLUE boxcar.

- There are also 2 SPECIAL CARDS you may be able to play:



Conductor (Wild): Instead of playing a matching color or animal card, you can play a conductor card. The conductors are WILD, which means they match any other card and can be played at any time (on your turn). After you play a conductor, you call the color that is now in play. NOTE: If the conductor is the first card placed on the track at the beginning of play (the Starter Card), then whoever goes first chooses the color in play.



Raccoon (Draw 1): If you play a raccoon card, the next player must DRAW 1 card by pushing down on the smokestack once, so that a card pops out the back. That player also loses their turn! A raccoon can only be played on another raccoon card or on a matching color card (or a conductor if the matching color is in play).

- Whenever you play a card, you will connect it to the End Card on the Discard Track. Attach your card so that the tab connects to the groove on the End Card. The card you played is now at the end of the track and will be the End Card the next player will try to match.
- If you don't have a matching card or a conductor that you can play, you must draw 1 card from the train by pushing down on the smokestack and taking the card that pops out the back. If the card you draw matches the color or animal at the end of the track, or is a conductor, you may immediately play it. Otherwise, your turn is over.
- Play then moves to the player on your left (clockwise).
- If at any time the train runs out of cards, shuffle all of the cards on the Discard Track EXCEPT the End Card. The End Card must stay on the playing area so that players can resume matching their cards to it. You can also do this if your track becomes too long for your playing area.

SAYING "UNO Choo-Choo!"

When you have one card left, you must say "UNO Choo-Choo!" ("UNO" means "one") before your next-to-last card is connected to the end of the Discard Track. If you don't yell "UNO Choo-Choo!" and another player catches you before the next player plays or draws, you must draw 2 cards from the train by pushing down on the smokestack twice.

If you fail to say "UNO Choo-Choo!" and no one catches you by the time the next player begins their turn, you do not have to draw. A player begins a turn by either playing or drawing a card.

WINNING THE GAME

The first player to get rid of ALL of their cards wins! That means when you connect your very last card to the track, you win!

NOTE: Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

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