

Train of Thought

2+ PLAYERS

AGE 6+

ABOUT

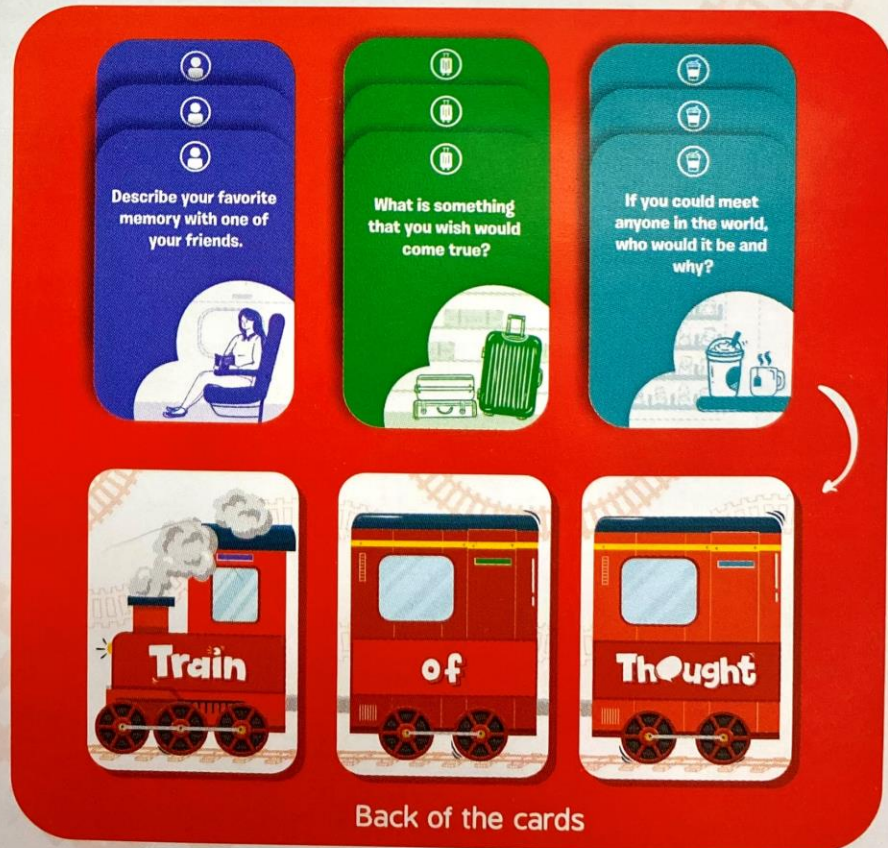
Get ready to play the game of exciting questions and real connections! Reflect, think and imagine as you answer interesting questions and perform fun challenges! What is something you wish could grow on trees? Who do you think knows you best? Learn more about yourself and your loved ones as you engage in meaningful conversations! Are you ready to be the first one to complete your 'Train of Thought'?

CONTENTS

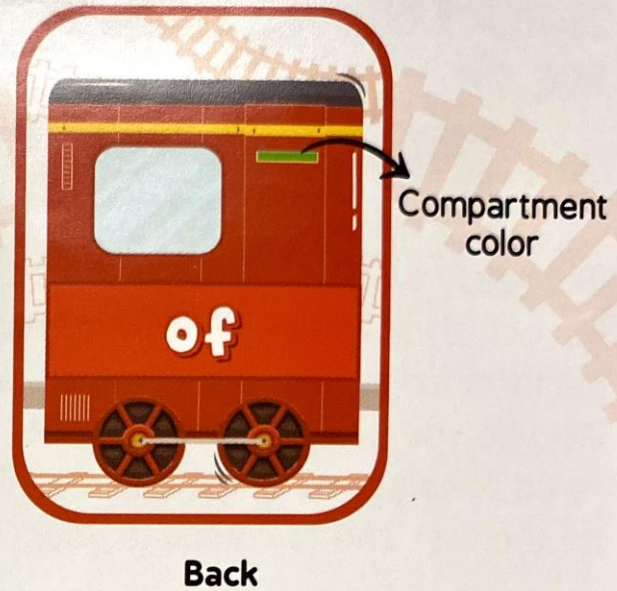
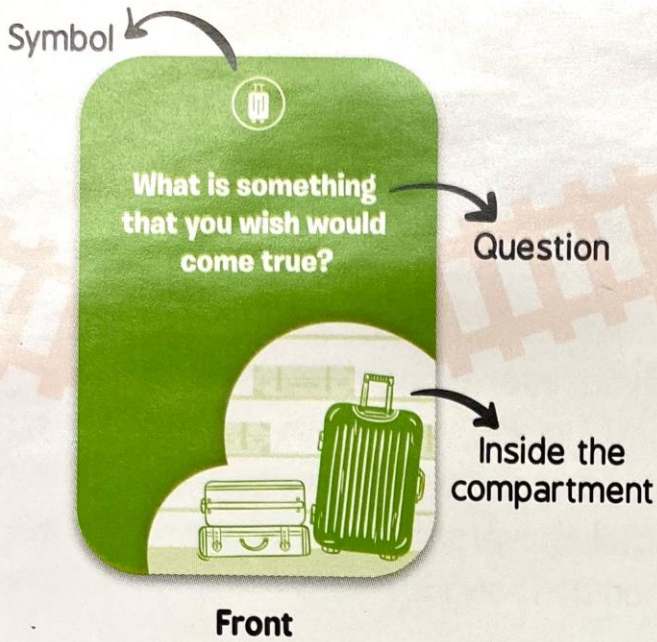
110 question cards, 20 Wild cards and 20 Action cards.

HOW TO WIN

Be the first player to complete your 'Train of Thought' by collecting 3 complete compartment sets, 1 set of each of the 3 colors.

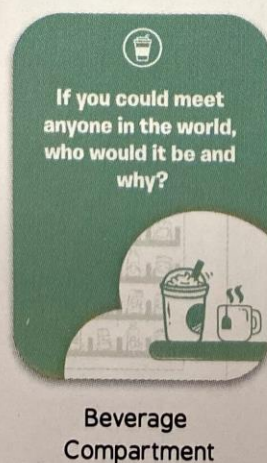
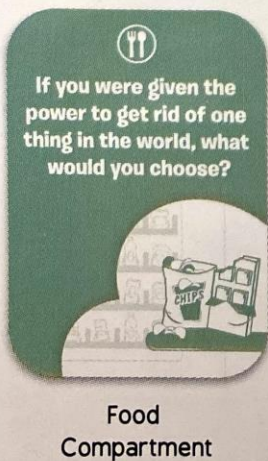


WHAT IS THE CARD MADE UP OF?



HOW TO COMPLETE COMPARTMENT SETS

There are 6 types of compartments:



A compartment can only be formed with the same type of card. For example, a passenger compartment must only have passenger cards, or a pet compartment must only have pet cards!

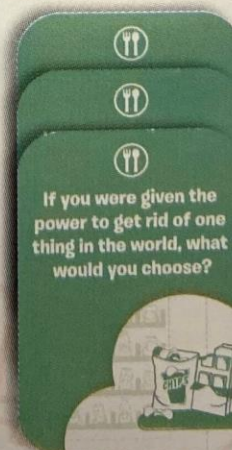
NOTE:

You cannot form a complete compartment by combining 2 types of cards, even if they are of the same color.



IMPORTANT:

To win, you must have 3 complete compartments, one of each color. You cannot win if 2 of your 3 compartment sets are sets of the same color.



HOW TO PLAY

1. Shuffle the cards and place them face down in the center.
2. This game is played in a clockwise direction, starting with the youngest player.
3. On your turn: You must pick up a card from the center. This card can be of 3 types:

Question card



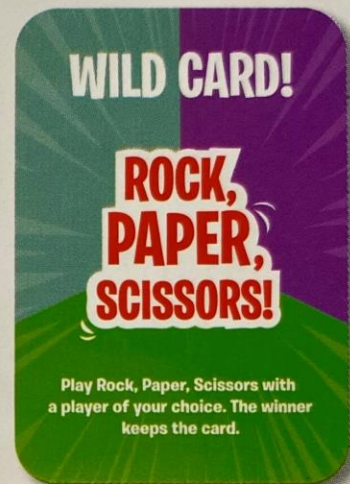
Answer the Question on the card out loud and place it in front of you, adding it to your Train.

Action card



You must use this card on the turn that you pick it up. It cannot be saved for later. You can decide whether or not you want to perform the action on the card. If you don't, place it back in the pile and your turn is over.

Wild card



Wild Cards can be used as part of any compartment set.

4. When you complete a compartment, with 3 appropriate cards, stack them and place them face down in front of you.



END OF THE GAME

The Game ends when one of the players has won.



IMPORTANT RULES

1. Wild Cards cannot be Swiped or Traded.
2. You can move Wild Cards between compartments only on your turn, and only if the complete compartment set with the Wild Card has not been flipped. Doing this does not count as a turn.
3. You cannot make a complete compartment set using 3 Wild Cards. There must be at least 1 Question Card in the set.