Components

4 Conveyor belts

8 upgrade cards

75 supply cards (1/2 35, 3 40)

20 cards, 5 Toy Trains

32 cards, 4 Toy Bikes x2

24 cards, 3 Toy Skate Boards x2

21 Goal cards

4 Special Reserve cards

All players start with:

1 conveyor belt

1 single supply

1 double supply

Draw 2 keep 1 goal

Setup three piles in front of all players with single, double, triple supplies

Draft toy part pieces. Give 7 to all players. Take 1 and put on your conveyor belt or above it.

End with 3 on the belt and 4 above it.

Place sand timers between supplies. 15 sec between supply 1 and 2 and 30 sec between 2 and 3.

Every 15 seconds, flip timer and then take 1 card from supply 1

Every 30 seconds, flip timer and then take 1 card from supply 2 AND / OR purchase a toy part from a player.

Costs for toy parts on are the card, 1,2 or 3 costs.

Every 60 seconds you must draw 2 toy parts and keep 1, OR take from the top of discard pile. Place other toy part into discard pile if you drew two.

Place new toy part on your conveyor left and push all to right taking up all space on conveyor. If any fall off, return supply cubes to the supply and put toy part into failed pile.

If you complete a toy part, remove all supply cubes and place part into success pile. Then draw cards based on coins on top of card. (i.e. if three coins, draw 3 coins worth of supplies)

Rules –

you can not take any cards until after you have turned your timer.

You can not ever take from the same supply pile twice when drawing supplies.