**Toy Master: Stop The Line!**

Components

4 Conveyor belts

8 upgrade cards (green conveyor)

75 supply cards

20 cards, 5 Toy Trains

32 cards, 4 Toy Bikes x2

24 cards, 3 Toy Skate Boards x2

24 Goal cards

4 Special Reserve cards

30 VP tokens

4 sand timers (20 seconds)

Objective:

Complete as many toy blueprints as possible before all the supplies run out. Complete goals for additional victory points. When completing blueprints, you will score bonus points for completing multiple blueprints during a line stop.

All players start with:

1 conveyor belt, 1 single supply, 1 double supply, 1 Train blueprint goal

Train goals based on number of players:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| # of players | Include Trains | Include Skate Boards Goals | Include Bikes Goals | Include Dual Board/Bike Goals | Total Goal Cards | Number of Rounds |
| 2 | 2 Trains\* | 1 set | 1 set | Y | 14 | 3 |
| 3 | 3 Trains\* | ALL | 1 set | Y | 19 | 4 |
| 4 | 4 Trains\* | ALL | ALL | Y | 24 | 5 |

\*Remove other train goals from the game.

Setup area with all public goals for players.

Setup two piles in front of all players with single, double coin supplies

Place 3 of each in a common area for players to reach. They should be face down, coins showing.

Draft toy part blueprints.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # of players | Include Trains | Include Skate Boards | Include Bikes |  |
| 2 | 2 Trains\* | Lvl 1 set | Lvl 1 set |  |
| 3 | 3 Trains\* | All | Lvl 1 set |  |
| 4 | 4 Trains\* | All | All |  |

\*Remove other train blueprints and goals from the game.

Based on number of players, shuffle together and make 3 blueprint stacks.

Take 3 skate boards, 2 bikes and 2 train blue prints per player.

Players choose 1 blueprint and put on their conveyor belt or the space above it.

Each player will end the drafting with 3 on the belt and 4 above it.

Place 20 second sand timer between supplies.

Ready to play!

Every 20 seconds, flip timer and then take 1 card from supply 1 and one from supply 2

Anytime you may purchase a blueprint from another player. Available blueprints are on above each players conveyor.

Anytime you may switch supply cards with the common supply cards of equal value.

If at any time your conveyor is full, you have a new blueprint that needs to get on the conveyor and blueprints on the rightmost green conveyor are complete, yell - **Stop The Line!**

Stop the Line!

Player who yelled Stop the Line!

Slide your new blueprint onto the conveyor from the left. Finished blueprint should come off the conveyor on the right. Then check if the next blueprint on the rightmost green conveyor is complete. Repeat. Take bonus cubes back into your Special Reserve. Score VP for any blueprints that have come off your line. Upper right corner cube = VP. For each additional that is finished, score 1x completed count of blueprints as bonus VP.

i.e. if you complete 3 blueprints in one line stop, score cards # of cubes as VP + Bonus

1st blueprint - # of cubes = VP + bonus VP of 0

2nd blueprint - # of cubes = VP + bonus VP of 1

3rd blueprint - # of cubes = VP + bonus VP of 2

4th blueprint - # of cubes = VP + bonus VP of 3

With 2 upgrades (3 total green automatic conveyors, the most bonus you can score is 6vp on a line stop)

Take any finished goal cards if they apply to you.

**Yell Start The Line! (wait for other players)**

Other players:

Other players can use supply cards to purchase cubes from their Special Reserve card only and apply them to the rightmost blueprint.

Then slide over all blueprints one space to the right.

If a blueprint was pushed off of the conveyor and it was not complete, it is Quality Checked back to the beginning of the line. Remove any 2 cubes and put the blueprint back starting from the left side of the conveyor.

If a blueprint was pushed off of the conveyor and it IS complete, only score VP = number of cubes on finished blueprint. No bonus. Only the right most blueprint will be resolved.

Then gain cubes for your Special Reserve based on the completed blueprint.

Take any finished goal cards if they apply to you.

Lastly, if you have an open space on the left conveyor after completing a blueprint, draw one of each blueprint from the supply. Keep 1 and place on your left conveyor. Replace / fill in empty spots with the two other blueprints above your conveyor. If you have 2 or more empty spots for blueprints above your conveyor, just add the 2 new blueprints.

**Yell Start The Line! (wait for other players)**

Overall Rules –

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

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

If you complete a toy part, remove all supply cubes and keep blueprint until end of game scoring.

You can purchase new blueprints if your conveyor is not full. Add new blueprints from the left. Slide over existing blueprints to the right. You can only Stop the Line if:

* You have a full conveyor
* The rightmost blueprint is complete
* You have just purchased a new blueprint from any player

End of a round is triggered when ALL supply cards have been taken.

* Score Special Reserve card. Gain 1 VP for each full column of cubes. (Green, Yellow, Red, Blue)

End Of Game Scoring:

* Goal cards VP (yoyo)
* VP earned from completing blueprints + Bonus

Ties are broken:

* Most goals completed
* Most blueprints completed – blueprints still on conveyor
* VP Value of blueprints completed – VP value of blueprints still on conveyor