**Toy Master: Stop The Line!**

**2-4 players**

**45-60 minutes**

**Components**

4 Green Conveyor belts

4 Green/Red Conveyor belts

16 upgrade cards

150 supply pieces (single, double, triple)

20 cards, 5 Toy Trains

32 cards, 4 Toy Bikes x2

24 cards, 3 Toy Skate Boards x2

4 Personal Goal cards

4 Tool Boxes

50 gold coins

21 vending machine tokens

1 Die (6 sided)

1st player token

1 60 second timer

Clockwise/Counter Clockwise reminder card

**Objective:**

First player to gain enough tokens for the vending machine wins. Complete toy blueprints to earn gold. Complete goals for vending machine tokens. Complete upgrades to defend against sabotage and gain addition gold when shipping.

All players start with:

1 Green and 1 Green/Red conveyor belt, 1 Tool box filled with 6 color cubes, 1 Parts Exchange card, 3 single supply, 2 double supply, 1 triple supply, 1 Train Set (5 blueprints), 10 gold

Include blueprints based on number of players:

|  |  |  |  |
| --- | --- | --- | --- |
| # of players | Include Skate Boards sets | Include Bikes sets | # of vending machine tokens to win |
| 2 | 1 set\*\* | 1 set\*\* | 5 |
| 3 | ALL | ALL | 6 |
| 4 | ALL | ALL | 6 |

\*\*Use the cheaper set(gold cost) when only 1 set is required.

All supply parts obtained should be face down so you see the gold value only.

Next, draft blueprints for first round of game. Each player takes 3 skateboard and 3 bicycle blueprints. Keep 1 and pass others clockwise. All the blueprints you keep place in a pile to the left of your conveyor belts. When you have collected 4 blueprints, the draft is over. Return non selected blueprints to the main skateboard and bicycle stacks. Shuffle these 2 stacks and place in center area.

Place in center area 4 cards from each of these stacks. Surround these cards with each players’ Tool Box and Parts Exchange cards.

Place the 4 new drafted blueprints onto your conveyor in the first 4 spots. Rotate them vertically up/down as you place them.

Game Play:

Start the horn to begin the shift. All players turn over their supply pieces and place them where possible on the blueprints. You may place supply pieces between 2 blueprints. If you cannot fit a piece or do not choose to, place it in your Parts Exchange card.

Once you have used up all of your parts - Yell - **Stop The Line!** and hit the horn**.**

**Stop the Line!**

Player who stopped the line takes the 1st player token. All other players continue for a reasonable time (flip sand timer) to use all of their parts, utilizing their Parts Exchange if necessary.

Each player starting with the first player takes one action. Players will continue to take actions until all players pass. If you pass, and an Action turn comes back around, take 1 gold. Actions:

Pay another player gold and purchase

* from their Tool Box. Use immediately on any blueprint.
* from their Parts Exchange card. Use immediately to place on any blueprint.

Pay the bank to purchase

* A Vending Token (starting from round 2)
* A new blueprint from the available blueprints in the center area. Replenish any missing cards so that there are 4 skateboards and 4 bicycles at all times (if possible).
* An Upgrade card. When buying an upgrade card, you also get 1 sabotage card and 1 of your train blueprints to use. Place the blueprint on any leftmost available conveyor spot of **an opponent, on top of their blueprint pile**. Next roll the sabotage die. Based on the number rolled, place a “X” sabotage card on top of another opponents’ conveyor that matches that number. If player already has a sabotaged conveyor on this spot or a shipping upgrade, discard the sabotage card. Unless it is a 2 player game, the train part and sabotage go to **different players.**

Once everyone has passed begin the shipping phase (all players can do at the same time):

* Any completed blueprint will be shipped. Move these blueprints to the top of the conveyor belt to prepare for shipping. If a part is that is shipping is only partially covering the finished blueprint, the whole piece moves up with the blueprint. The cube in the upper right on the blueprint indicates how many cubes you may return to your Tool box. Take cubes from blueprint first, then from the supply if necessary. If you receive more cubes than your Tool Box can hold, receive 1 gold for each and return them to the general supply. Keep finished blueprints until you finish a complete product (skateboard, bicycle, train) and then trade them in for a Vending machine token.
* Completed upgrade – remove one sabotage card from your conveyor. Place shipping upgrade over ANY single conveyor (1 – 6 spots)
* Next remove all parts from the blueprints, flip them over to convert them into gold. Collect your gold.
* For every shipped item, move all unfinished blueprints to the right that many spaces. Skip over any sabotaged areas. i.e. if you completed 3 blueprints, move remaining blueprints 3 spaces to the right. Parts that were between two blueprints that are now separated by a sabotaged conveyor go to your Parts Exchange card.
* Add a minimum of 2 new blueprints to your conveyor that you purchased this round. (add the Train Engine starting the 2nd round). If you don’t have 2, you must take the yo-yo to build.
* Get new supplies - Buyer Special (3 green, 2 yellow, 1 red) Cost is 10 gold.

If you can’t affort this, cost of new supplies is:

* Green bag – 2 gold (2 spots)
* Yellow bag – 3 gold (3 spots)
* Red bag – 4 gold (4 spots)

If you run out of money, you must trade in a vending machine token for 10 gold if possible.

If you still have no money, you will get free pieces from the green bag. Take back your Parts Exchange supplies and take additional “Green Bag” parts until you have 6 total.

**Prepare for next round:**

Move all un-purchased blueprints to the bottom of their respective stacks.

If you have any parts left if your exchange bin, you may trade them in refill your Tool Box OR keep them for future turns. Double supply parts give you 1 cube. Triple supply parts give you 1 cube. “L” shaped supply parts give you 2 cubes back.

Deal out 4 of each blueprint type into the center area. Return 1st player token to general area.

Lastly, flip the Actions clockwise card over. (For each new Stop the line event, actions will rotate either clockwise or counter-clockwise.)

Start the line! (Hit the horn!)

End of game: When one player has the correct number of vendor tokens the game ends immediately.

|  |  |
| --- | --- |
| # of players | # of vending machine tokens to win |
| 2 | 5 |
| 3 | 6 |
| 4 | 6 |

**Stop the Line!**

Take 1st player token.

Actions:

Purchase from other players

-Tool Box.

- Parts Exchange.

Purchase from bank

- a Vending Token

- a new blueprint

- an Upgrade card (Max 1 per round. Take 1 sabotage card + 1 train blueprint). Hand off

cards to different players. Roll the sabotage die. (in a 2 player game, hand both to other

player)

Pass

Collect 1 gold if play continues after you pass and comes back around.

Once everyone has passed:

* Ship completed blueprints, collect tools and gold
* Move upgrades into position (remove one sabotage card from your conveyor)
* Conveyor belt moves based on # of items shipped
* Add new blueprints to left of conveyor
* Collect vending tokens for finished products
* Discard Parts Exchange for tools & buy new supplies (max 6 including your Parts Exchange)

Prepare for next round:

* Recycle un-purchased blueprints
* Deal out 4 of each blueprint type into the center area.
* Return 1st player token to general area.

Lastly, flip the Actions clockwise card over.

**Start the line!**  (Hit the horn!)