**Toy Master: Stop The Line!**

**2-4 players**

**45 minutes**

**Components**

4 Conveyor belts

16 upgrade cards

150 supply pieces (single, double, triple)

32 cards, 4 Bike Blueprints x2

24 cards, 3 Skate Board Blueprints x2

4 Personal Goal cards

4 Tool Boxes

4 Helper cards.

50 gold coins

21 vending machine tokens

1 Die (6 sided)

1st player token

1 60 second timer

Clockwise/Counter Clockwise reminder card

**Objective:**

Be the first player to go on break by gaining 6 tokens for the vending machine. Complete and ship toy parts or finish goals to earn vending machine tokens. Complete upgrades to defend against sabotage and gain addition gold/tools when shipping.

All players start with:

1 conveyor belt, 1 Tool box filled with 6 color cubes, 1 Parts Exchange card, 3 single supply, 2 double supply, 1 triple supply, 10 gold

Include blueprints based on number of players:

|  |  |  |
| --- | --- | --- |
| # of players | Include Skate Boards sets | Include Bikes sets |
| 2 | 2 sets | 1 set\*\* |
| 3 | ALL | ALL |
| 4 | ALL | ALL |

\*\*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 60 seconds (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. Use the clockwise/counter clockwise card to determine next player. First round is played clockwise. Players will continue to take actions until all players pass. Once you pass, you can no longer take actions. You must purchase 2 blueprints before you can pass. 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.

Factory Actions

* Purchase new blueprint from the available blueprints in the center area (including yo-yos). Replenish any missing cards so that there are 4 skateboards and 4 bicycles at all times (if possible).
* Purchase an Upgrade card. When buying an upgrade card, you also get 1 sabotage card. Save this card until the shipping phase.
* Trade in a completed Blueprint set for a vending machine token.
* Trade in a part from your own parts exchange for new Tool cube(s). The cube(s) must match one of the colors on the traded part (2 different colors for the “L” shaped part). Use it immediately on your blueprints or add to any open space in your tool box.
* Sell a blueprint for ½ the gold cost rounded up. You cannot sell yo-yo blueprints.

If you run out of money at any point during your turn and still need to purchase blueprints, you can take a yo-yo blueprint at no cost. This counts as a Factory Action.

Once everyone has passed begin the shipping phase again starting with the 1st player:

Shipping Phase

* Any completed blueprint will be shipped. Move these blueprints to below 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 down 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, leave these cubes on the tool chest for now. Tip: Keep finished blueprints until you finish a complete product (skateboard or bicycle) and then trade them in for a Vending machine token during one of your future Factory actions.
* Completed upgrade – Place shipping upgrade over sabotaged area on your conveyor to remove the sabotage card. Otherwise add to ANY conveyor open section (1 – 6 spots).
* Next remove all parts from the blueprints, flip them over to convert them into Tokens / Gold. Add up all the gold value from the parts. Add in value of extra tools (1 gold for Green / 2 gold for red/yellow / 3 gold for blue) for each tool that is on your tool box that is not put away. Return these extra tools to the supply. Take vending machine token(s) and gold to make up for all the income received from shipping. Example: you have 13 gold from parts and 2 gold from tools. Total is 15 gold. Next available token is 11 gold. Take the token and 4 gold from the supply.
* Add your new blueprints to your conveyor. Skip over any sabotaged areas. i.e. if you added 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.
* Use your Sabotage card earned this turn. Roll the sabotage die. Based on the number rolled, place a “X” sabotage card under the opponents’ conveyor that matches that number. If player already has a sabotaged conveyor on this spot or a shipping upgrade, discard the sabotage card. Player being sabotaged must adjust their conveyor AFTER they have completed their shipping phase.
* Get new supplies – Take max 3 parts from your Parts Exchange and discard the rest. Then take the missing parts you need (3 green, 2 yellow, 1 red) Cost is 6 gold.

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.

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 6 vendor tokens the game ends immediately.

**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!)