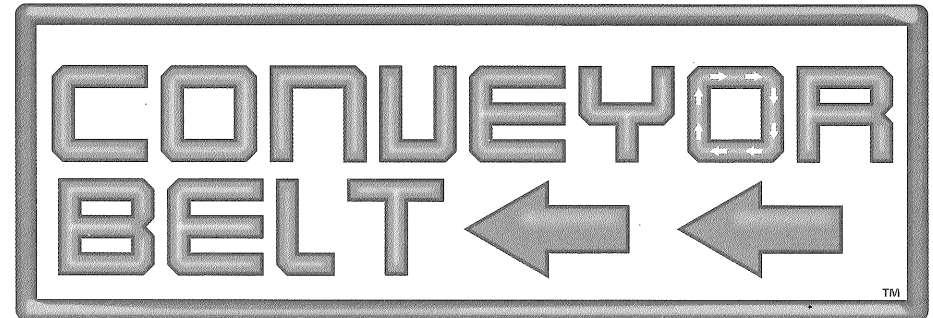


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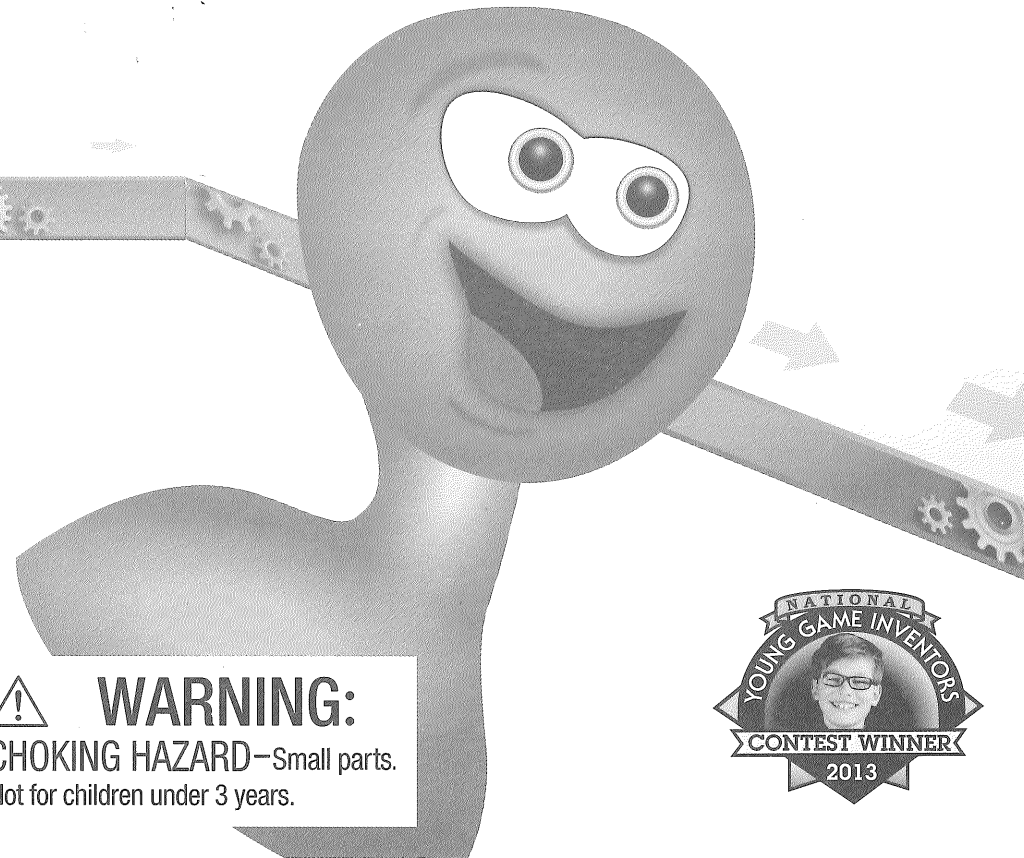


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 **WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.



# CONTENTS:

- 4 Moving Pieces
- 12 Belt Tokens
- 1 Die
- Game Board
- 4 Mini-Boards
- 2014 NYGIC Entry Form

## OBJECTIVE

Be the first player to land by exact count on the conveyor belt space in the bottom right corner of the conveyor belt grid, next to the long FINISH space, or to land on the space that has the FINISH Belt Token.

## SET-UP

1. Each player chooses a moving piece and places it on the long START space next to the top left corner of the conveyor belt grid.
2. Turn all of the Belt Tokens face-down and mix them up. Each player takes an equal number of tokens. Players may look at their own Belt Tokens, but should keep them hidden from other players.
3. Insert the four mini-boards into the play area in any order to form the conveyor belt grid.

## GAMEPLAY

The youngest player goes first. To start the game, the player takes his/her pawn from the START space and puts it on the adjacent conveyor belt space in the top left of the grid. Then the player rolls the die and moves the number of spaces rolled in any one of the directions indicated by the space. For example, if the player is on a space which has arrows pointing down and to the right, the player may pick one of those two directions, and move the number of spaces rolled in that direction.

A player may not change directions mid-move. The direction that a player moves is determined by the space that the player starts on at the beginning of the turn, not the spaces that are passed through while moving during the turn.

*Note: The exception to this rule is when players hit a wall. If a player runs into a wall and has more spaces left in his/her move, the player finishes the turn by moving in one of the directions indicated by the wall space. If the arrow on the wall space is pointing towards the wall, the player rebounds off the wall and moves in the direction opposite the wall instead.*

### Playing Belt Tokens

At the end of a player's turn, he/she may play a Belt Token face-up on the space on which he/she ends the turn. On his/her next turn, the player may treat a Belt Token with text as a four-way arrow and move in any direction. If the Belt Token that the player has placed on the board has one or more arrows, he/she

must follow the arrows. After that, any player who lands on the space with the Belt Token must follow the instructions shown on the token.

### Types of Belt Tokens:



**Arrows** – These tokens act just like normal spaces on the game board. A player who lands on one of these spaces may only move in the direction(s) that the arrow(s) indicate. These tokens may be played facing any direction.



**Go Again** – Players who land on this space by exact count can immediately take another turn.



**Lose Next Turn** – Players who land on this space by exact count lose their next turn.



**Go To Start** – Players who land on this space go immediately back to the long START space.



**Trade** – When this Belt Token is played or landed on, the player may trade it with any Belt Token that has already been played on the board. The player switches the positions of the Trade token and any other token that has been played, but does not move his or her pawn. This does not count as the player landing on the new token. Hint: Use the Trade token to move other tokens closer to your pawn!



**Finish** – This space acts as an additional FINISH space. If any player lands on this space by exact count (including the player who played the token,) that player wins the game. Players may still win the game by landing on the original FINISH space on the board.

*Note: A player cannot win the game just by playing a FINISH Belt Token on their space. They must leave the space and then return to it in order to win.*

## WINNING THE GAME

The first player to land by exact count on the conveyor belt space in the bottom right corner of the grid, next to the long FINISH space, or to land on the space that has the FINISH Belt Token, is the winner!

