

THROW OF 6

Player must spin before taking move when throwing 6. However, if spinner permits 6 to be used, play would be as follows:

Move first Chassis forward 1 space	1
Enter second Chassis	Free
Assemble wheel base to first Chassis	1
Move WHOLE ASSEMBLY LINE forward 1 space	1
Enter third Chassis	Free
Assemble Motor to first Chassis	1
Assemble wheel base to second Chassis	1
Move WHOLE ASSEMBLY LINE forward 1 space	1
Enter fourth Chassis	<u>Free</u>

This completes throw of 6

If, with the above example (2 wheel bases and one motor) a throw of 6 was taken as above, the player cannot assemble or advance his line on subsequent turns until more wheel bases, more motors and also steering posts and bodies are brought up to their respective **ASSEMBLY STATIONS**.

THE **ASSEMBLY LINE** ADVANCES IN THIS MANNER according to the throw of the die until one player has assembled and moved three completed cars into the **SHIPPING** and **STORAGE DEPT.** Remember—no chassis may pass from an **ASSEMBLY STATION** until that part has been added to the Chassis and no automobile can be counted as fully assembled until the forward movement of the **ASSEMBLY LINE** moves it into the **STORAGE** and **SHIPPING DEPT.**



Manufactured by

SELCHOW & RIGHTER CO.

NEW YORK, N. Y.

Made in U.S.A.

DIRECTIONS FOR PLAYING

The Game of

ASSEMBLY LINE

Trade Mark

Assemble Cars Like The Motor Czars

Here are the highlights of **ASSEMBLY LINE**:

1. For 2, 3 or 4 players
2. Ages 7 and up
3. For sister, brother, dad and mother
4. Contains miniature plastic auto parts and bodies
5. Each player has his own **Factory** — collects parts, puts them together step by step, until finished cars roll off his **Assembly Line**

Whether you are child or adult, you'll find The Game of **ASSEMBLY LINE** entirely different and packed with excitement. As a player, you are in the Big Business of producing automobiles — not imaginary ones, but realistic miniatures. Like the real producers of cars today, you will encounter "Problems of Supply", "Crippling Strikes", "Competition" etc., etc., but you too will overcome these drawbacks and know the thrill of seeing your own **Assembly Line** in motion, with miniature chassis, wheels, motors, steering posts and bodies all moving into their proper places and finally rolling off "THE **LINE**" as finished automobiles.



Copyright 1953 by

SELCHOW & RIGHTER COMPANY

NEW YORK, N. Y.

Made in U.S.A.

CONTENTS

- 1 Playing Board
- 1 Spot Die
- 1 Spinner

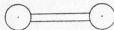
12 Auto Bodies



Ample Chassis



" Wheel Bases



" Motors



" Steering Posts



NUMBER OF PLAYERS

ASSEMBLY LINE is best played by four players so that general conditions for all players are equalized.

If only two persons play, then it is recommended that they use either

Chevrolet and Studebaker Assembly Lines
or

Plymouth and Ford Assembly Lines

thus sitting next to each other, rather than at opposite sides of the board.

If three persons play — they use any three Assembly Lines they wish, but players may not move any parts through the "Corridors" in a three player game.

EXPLANATION AND USE OF BOARD

FACTORIES: Each player's FACTORY consists of an ASSEMBLY LINE and the ASSEMBLY STATIONS on each side of the Line — in other words, the black and white area leading to the center of the board.

Each player selects a FACTORY as his own and sits so that his ASSEMBLY LINE is directly before him.

PARTS MFG. PLANTS: There are four of these — one in each corner

2 for WHEELS and STEERING POSTS

2 for MOTORS and BODIES

EN ROUTE AREAS: These are the colored areas to the right and left of each FACTORY, thru which automobile parts are moved "en route" from the PARTS MFG. PLANTS to the ASSEMBLY STATIONS.

*Note: The black and white checkered segments are "Barriers" separating a player's own "enroute areas" from those of his opponents' and are not to be used for play at any time.

CORRIDORS: These are passage ways from one player's "EN ROUTE AREA" to another's, which are used only in two and four player games. A player may (if he finds it to his advantage) move parts, on his throw of the die, from an opponent's "ENROUTE AREA" into his own, through these "CORRIDORS".

STORAGE AND SHIPPING DEPT.: This is the area in the center of the board. Only completely assembled automobiles may enter this area.

PARTS DISTRIBUTION

1. Place the parts in their proper manufacturing plants as follows:

Approximately half the Bodies and Half the Motors in each of the two diagonally opposite corners as marked on the board.

Approximately half of the wheels and half of the steering posts in each of the other two corners.

*Colors are varied to simulate regular automobile production, BUT HAVE NO SIGNIFICANCE IN THE GAME. A blue chassis may have red wheels, yellow motor, green steering wheels etc., etc., or any other combination of colors may be used.

2. Each player places 1 Chassis on the first space of his ASSEMBLY LINE (the space nearest the edge of the board) and the remaining chassis are set to one side for future use.
3. In playing, each player draws parts from the PARTS MFG. PLANTS to the right and left of his own ASSEMBLY LINE.
4. The spot die and spinner should be passed to each player as needed.

OBJECT OF THE GAME

The object of the game is to be the FIRST player to move three completely assembled automobiles off his ASSEMBLY LINE into the STORAGE AND SHIPPING AREA in the center of the board.

In attempting to do this, each player, on turn, moves the different parts according to the throw of the spot die, from the PARTS MFG. PLANTS located to his right and left, onto their respective ASSEMBLY STATIONS from where they are finally added to the moving chassis on the ASSEMBLY LINE. It is important that each player try out the EXAMPLE given under "Rule 7", so that he will understand how to move his parts from the ASSEMBLY STATIONS onto the moving ASSEMBLY LINE and how to move the whole ASSEMBLY LINE forward.

THE PLAY

1. Each player throws the die—high throw determines first player.
2. First player throws the die. When "6" is thrown, player must first use the spinner before making his play and follow whatever instructions are indicated by the arrow.
3. If 1, 2, 3, 4 or 5 is thrown, player selects from the PARTS MFG. PLANT the part he judges he will need first on his ASSEMBLY LINE and moves it out through the EXIT of the plant (exit is marked with an arrow pointing toward the player's assembly line) the number of spaces shown on the die and according to the "Rules" given below. Thereafter player selects parts in the order he judges his ASSEMBLY LINE will be in greatest need. Parts must arrive at their respective ASSEMBLY STATIONS (as marked on the board) alongside player's ASSEMBLY LINE.

RULES

1. A part may move along any selected path in a player's "EN ROUTE AREA" toward the ASSEMBLY LINE, except diagonally but a part can never cross the ASSEMBLY LINE.
2. Only one right angle turn (change in direction) may be made by a part in each sector, on any one move of the part. The turn made in passing through a "CORRIDOR" from one "EN ROUTE AREA" to another, or into an ASSEMBLY STATION, is not counted.
3. Only one part may be moved on a turn and the total number of spaces as shown on the die must be taken, or else the part cannot be moved, but the player must move some part and can choose one of the following alternatives:
 - a) Move a competitor's part through one of the "CORRIDORS" toward or into player's own ASSEMBLY STATION. (2 and 4 player game only).
 - b) Move the part of any competitor away from competitor's ASSEMBLY LINE even all the way back to the PARTS MFG. PLANT if the throw of the die permits. Thus any part in the "EN ROUTE AREAS" is fair game for a player.
4. A part may move across a space occupied by any other part, but it may not stop on an occupied space in the EN ROUTE AREAS.
5. In the ASSEMBLY STATIONS adjacent to the ASSEMBLY LINES, similar parts may be piled up to a total of 3 each. Parts may be stored only in their respective ASSEMBLY STATIONS. Parts in the ASSEMBLY STATIONS are SAFE and cannot be moved by any other player. A wise player will store up parts on the individual ASSEMBLY STATIONS before he starts moving his ASSEMBLY line and thereby eliminate the risk of being short necessary parts when they are needed.
6. A part may be moved through its Assembly Station right onto the ASSEMBLY LINE; provided the count on the die and the spaces to be moved correspond; provided a chassis is there to receive it; and provided less than 3 parts are on that ASSEMBLY STATION at that time.

7. MOVEMENT OF ASSEMBLY LINE:

Whenever a player wishes to assemble parts or move his ASSEMBLY LINE, he must be guided by the following ASSEMBLY LINE RULES:

- a) The total throw of the die must be taken — if this cannot be done, throw must be used in some other way.
- b) Each part moved from an ASSEMBLY STATION and assembled to a Chassis, counts 1 of the throw.
- c) A move forward one space of the WHOLE ASSEMBLY LINE counts 1 of the throw.
- d) When the WHOLE ASSEMBLY LINE moves forward, be sure to enter another Chassis. Entering a new chassis is "free" and does not count as part of the throw.
- e) At no time should the entering space of an ASSEMBLY LINE be without a Chassis; in this way there will be no break in the ASSEMBLY LINE, thus creating an endless chain.
- f) NO CHASSIS CAN LEAVE AN ASSEMBLY STATION UNTIL IT IS EQUIPPED WITH THE PART FROM THAT STATION.

Try out this example and the various throws given below:

EXAMPLE: Place 2 wheel bases and 1 motor on the proper ASSEMBLY STATIONS. Be sure a Chassis is on the starting space of your ASSEMBLY LINE. Now, move as follows:

THROW OF 1

Move first Chassis forward 1 space	1
Enter second Chassis	<u>Free</u>
This completes throw of	1

THROW OF 2

Move first Chassis forward 1 space	1
Enter second Chassis	<u>Free</u>
Assemble wheel base to first Chassis	1
This completes throw of	2

THROW OF 3

Move first Chassis forward 1 space	1
Enter second Chassis	<u>Free</u>
Assemble wheel base to first Chassis	1
Move WHOLE ASSEMBLY LINE forward 1 space	1
Enter third Chassis	<u>Free</u>
This completes throw of	3

THROW OF 4

Move first Chassis forward 1 space	1
Enter second Chassis	<u>Free</u>
Assemble Wheel Base to first Chassis	1
Move WHOLE ASSEMBLY LINE forward 1 space	1
Enter third Chassis	<u>Free</u>
Assemble Motor to first Chassis	1
This completes throw of	4

THROW OF 5

Move first Chassis forward 1 space	1
Enter second Chassis	<u>Free</u>
Assemble wheel base to first Chassis	1
Move WHOLE ASSEMBLY LINE forward 1 space	1
Enter third Chassis	<u>Free</u>
Assemble Motor to first Chassis	1
Assemble wheel base to second Chassis	1
This completes throw of	5