

# TOP STOP



## RULEBOOK

AGE  
7+

2+

30-60  
MIN

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## GAME COMPONENTS

- **1 TOP STOP BOARD** CONSISTING OF 26 LETTERS AND A SPINNING ARROW
- **4-PIECES SCOREBOARD** TO BE ASSEMBLED AROUND THE MAIN BOARD
- **32 LEVEL CARDS**
- **32 BA OOSSEE CARDS**
- **20 COLORED SCORING TOKENS**
- **1 NOTEPAD**  
(1 SCORE SHEET FOR EACH PLAYER)
- **6 PENS**
- **1 "TOP STOP RULES" BOOKLET**



# OBJECT OF THE GAME

The object of the game is to score the highest number of total points by writing **5 WORDS** starting with the Target Letter for each round.

In the **ADVANCED VERSION**, **LEVEL** & **RA CoSes** cards are at your disposal to make the game more challenging, providing an extra layer of complexity and strategy.

## CAN YOU HANDLE THE UNEXPECTED TWISTS?

### TIP

**AGES 7-11 YEARS**  
Base Game

**AGES 12-15 YEARS**  
Base Game + Level Cards

**AGES 16+ YEARS**  
Advanced Game

## SETTING UP TOP STOP

1. Place the Top Stop board at the center of the table.
2. Assemble the 4-pieces scoreboard around the main board.
3. Each player takes  
a score sheet  
a pen  
a scoring token which is placed face up  
on the **TOP STOP** mark on the scoreboard.
4. Agree on the language you want to play in.  

5. Consult the Scoring Table (in **WINNING THE GAME**, page 8) to determine the required winning score based on the number of players.



# STARTING THE GAME

Each player spins the arrow on the board, obtaining a letter.

The player who lands on the letter closest to the beginning of the alphabet is the first Spinner.

Play proceeds clockwise around the table, each player spinning the arrow one turn at a time until the game ends.

*\* There are two versions of Top Stop; the Base Game and an advanced version. The main rules are covered in the part that follows. For the Advanced Game, refer to page 7.*

## BASE GAME

Each Top Stop round includes four phases:

**THE SPIN, WRITING, WORDS REVEAL** and **SCORING**.

*\*The Spin concerns the Spinner of the round. All other phases concern all players.*

### THE SPIN

- Spin the arrow.
- Once it stops, announce the Target Letter “**Ⓛ**” out loud. This is everyone’s **TOP!**: Your cue to begin **WRITING**.

*\* The Target Letter determines the letter all written words should begin with, unless otherwise specified on Level Cards (Advanced Game only).*

*\*\* If no letter is clearly pointed to, spin again.*

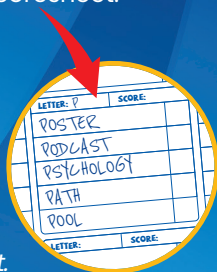
*\*\*\* The same Target Letter may be played multiple times.*

### WRITING

- Write down the Target Letter “**Ⓛ**” in the allocated space on your scoresheet.
- Come up with **5 WORDS** beginning with the Target Letter “**Ⓛ**”, as fast as you can.
- Avoid writing invalid words (Refer to Invalid Words, page 6)
- The first player to finish writing 5 words (Player X) shouts “**STOP**”, signaling the end of the writing phase. All players should stop writing and are not allowed to add any extra words.

*\* You may complete a word you started writing before **STOP** is called out.*

*\*\* Abbreviations and Proper nouns (including names of people, countries, states, cities, landmarks and brands) are not allowed.*



# TIP

## DON'T WASTE PRECIOUS POINTS!

To avoid a penalty, check if your list is complete before rushing to signal everyone else to stop

more details in **SCORING**, below!

## WORDS REVEAL

Starting with Player X and moving clockwise

- Reveal your words out loud.
- Players who have written down the same word(s) should announce it.
- Cross out all common **AND/OR** invalid words in all lists.
- Keep only the words that are unique.

\* A word is considered **COMMON** if it's written by two or more players in the round.

In this case, it's invalid and is crossed out for all players.

\*\* A revealed word is only allowed once in the game.

It may not be used again by any player in later rounds; otherwise it's considered a **DUPLICATE** and is crossed out.

LETTER: P	SCORE:
POSTER	0
PODCAST	1
PSYCHOLOGY	1
PATH	1
POOL	0

## SCORING

Words Reveal and Scoring may be done simultaneously.

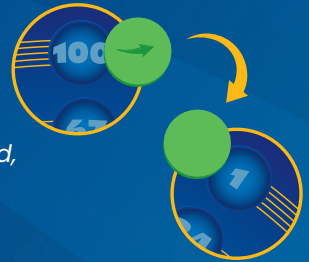
LETTER: P	SCORE: 5
POSTER	0
PODCAST	1
PSYCHOLOGY	1
PATH	1
POOL	0

- Score **1 POINT** for each valid word on your list.
- Move your token on the scoreboard according to the total of points you have earned.

\* Scoring Tokens have two sides.

Use the marked side for scores up to 100.

When you need to move beyond **100** on the scoreboard, flip the token to the blank side for easier scorekeeping and proceed to **1**



## PENALTY

If a player calls out **"STOP"** without providing 5 words as required, they lose **1 POINT** the first time, **2 POINTS** the second time, **3 POINTS** the third time, and so on.

Tokens are moved accordingly.

**ONCE ALL PLAYERS HAVE REVEALED THEIR WORDS AND MOVED THEIR SCORING TOKENS, THE PLAYER ON THE LEFT BECOMES THE SPINNER AND THE NEXT ROUND CAN BEGIN.**

# INVALID WORDS

## A WORD IS CONSIDERED INVALID AND IS CROSSED OUT IF:

1. It's not found in the dictionary.
2. It doesn't start with the Target Letter (unless otherwise specified on Level Cards – Advanced Game only).
3. It's a proper noun (including names of people, countries, states, cities, landmarks and brands, unless otherwise specified on Level Cards – Advanced Game only).
4. It's an abbreviation.
5. It's commonly written by two or more players in the same round.
6. It's a duplicate; already written in any previous round by any player (the score of the player who wrote it first is not affected).

## TO MAKE THE GAME TRICKIER, ALSO CROSS OUT REVEALED WORDS IN THE FOLLOWING CASES:

7. Different variations of the same verb (Refer to Cases 1, 2 & 3 below).
8. Singular vs. Plural variations of the same noun (Refer to Cases 1, 2 & 3 below).
9. Homographs, or words with the same spelling but different meanings  
E.G. "CAN" (be able to) and "CAN" (cylindrical metal container)

*\* However, homophones, for example "See" and "Sea", are both counted as valid words and give 1 point each.*

### CASE 1 SAME PLAYER

If different variations are written by the same player, only one of them counts for 1 point. The others are invalid.

LETTER: D	SCORE: ?	
DO	1	
<del>DONE</del>	0	
DOING	0	
DOOR	0	
DOORS	1	
LETTER:	SCORE:	

### CASE 2 TWO OR MORE PLAYERS

If different variations are written by two or more players in the same round, all variations are invalid.

LETTER: D	SCORE: 1	
<del>DID</del>	0	
<del>DONE</del>	0	
<del>DOORS</del>	0	
<del>DARE</del>	1	
LETTER:	SCORE:	

PLAYER 1

LETTER: D	SCORE: 0	
<del>DO</del>	0	
<del>DID</del>	0	
<del>DOOR</del>	0	
LETTER:	SCORE:	

PLAYER 2

### CASE 3

If different variations are written by the same or different players in different rounds, Rule 6 in Invalid Words section applies.

# ADVANCED GAME

Let's kick things up a notch! Read on to know more about "LEVEL" and "BA OOSSEE" cards and learn how to utilize them. These new twists will change the course of your game. Use them wisely.

## GETTING STARTED

- Set up the game as usual.
- Shuffle the Level and Ba Oossee decks separately and place them face down in two piles next to the board.



### TIP

**CURIOUS  
TO KNOW MORE  
ABOUT THE CARDS  
BEFORE YOU START?**


Refer to page 10

 Play the first round normally as you would in the Base Game. No cards are drawn.

**ONCE THE FIRST ROUND IS OVER**, all remaining Top Stop rounds now start with **THE DRAW** (explained below) followed by the slightly modified four phases of the Base Game.

## THE DRAW

\* This phase concerns the Spinner of each round.

 For smooth gameplay, make sure to follow the sequence and rules below.

### STEP 1. DRAW A LEVEL CARD FROM THE TOP OF THE DECK.

**PLACE IT FACE DOWN IN FRONT OF YOU.**

Drawing a Level Card is optional. Spinners have the option of choosing whether to draw a card from this deck or not. If you choose not to, skip **STEPS 1** and **3** of this phase.

Be careful.

You can't change your mind once you proceed to **STEP 2**.

### STEP 2. DRAW A BA OOSSEE CARD FROM THE TOP OF THE DECK.

**READ AND FOLLOW THE INSTRUCTIONS IMMEDIATELY.**

Drawing a Ba Oossee Card is mandatory before every spin. If following the given instruction is not yet possible, hold onto your Ba Oossee Card for the moment. Play it **as soon as it becomes applicable**.

Each Ba Oossee Card applies for one round.

Once a card is played, it is no longer usable. Set it aside face up.

When all Ba Oossee Cards have been drawn, gather them from the discard pile(s) and shuffle them to create a new deck.

\* If it's your first time playing the Advanced Game, refer to Ba Oossee Cards section on page 13 for a detailed explanation for each card.

### TIP

**EACH SET OF  
3 LEVEL CARDS  
GRANTS YOU  
5 POINTS.**

### STEP 3. READ YOUR LEVEL CARD OUT LOUD TO ALL PLAYERS.

Depending on each Level,  
Target Letters will now be used differently and the new rule applies to everyone.

If a Level Card is drawn, the indicated Level is played for the current round and **remains in effect for all following rounds** – until another Spinner draws a new one.

*If, after the first round is over, the next Spinner(s) doesn't draw a Level Card, keep playing according to the Base Game (Spin & Write words beginning with the obtained Target Letter) until someone does.*

*\* If it's your first time playing the Advanced Game, refer to Level Cards section on page 10 for a detailed explanation for each card.*

## PHASES MODIFICATIONS

The following phases are similar to those in the **BASE GAME**, with a few modifications.


### THE SPIN

- Spin the arrow to obtain a Target Letter **AFTER** The Draw.

### WRITING

- Come up with 5 words following the rule associated with the Level in action. This concerns all players.
- The number of words to write may vary depending on specific Ba Oossee Cards.

### WORDS REVEAL

- Proceed normally as you would in the Base Game, crossing out all invalid words.
-  Those now **INCLUDE** all words that do not conform to the Level-in-action rule.

### SCORING

- Proceed normally as you would in the Base Game.
- A player is awarded **5 POINTS** for each set of **3 LEVEL CARDS**. Once collected, move tokens accordingly **THEN RETURN THE CARDS TO THE BOTTOM OF THE DECK**.
- Points are immediately added or deducted according to Ba Oossee Cards instructions.
- No additional points are rewarded for collecting Ba Oossee Cards.

## WINNING THE GAME!

The first player to reach the required winning score **CLAIMS VICTORY**.

NUMBER OF PLAYERS	WINNING SCORE
2 - 3 - 4	50
5 - 6 - 7 - 8	100
9+	150



# TIEBREAKER

For both versions of the game, in case of a tie between two or more players, **the tied players** compete in additional rounds until a clear winner is determined.

For the Advanced Game, no Level or Ba Oossee Cards are drawn.

**LEVEL X (THE STAIRCASE)** applies to all additional tiebreaking rounds.

Players competing to determine a clear winner play as many rounds as necessary using this Level exclusively.

## FAQs

### 1. DO CROSSED-OUT WORDS AWARD ANY POINTS?

No. Crossed-out words are considered invalid. They do not grant any points.

### 2. WHAT HAPPENS IF NONE OF THE PLAYERS CAN FIND ANY WORDS TO WRITE IN A SPECIFIC ROUND?

If none of the players can come up with any word starting with the Target Letter, the Spinner can spin the arrow again. The call has to be unanimous for the decision to go into effect, meaning if at least one player can find words to write, the round is played normally.

### 3. WHAT HAPPENS IF THE ARROW STOPS ON THE SAME TARGET LETTER MORE THAN ONCE?

The round is played normally. Be careful not to repeat any words from the previous rounds, though. If your opponents catch you, you will have to cross them out!

Also, we know it gets increasingly tricky as the letter is repeated more frequently. Good luck!

### 4. IS THERE ANY CASE WHERE VARIANTS OF THE SAME WORD BOTH COUNT (SINGULAR AND PLURAL/VERBS...)?

No. However, players are allowed to defend their case for words such as "Can" (verb - be able to) and "Cans" (noun - cylindrical metal containers). If they are able to define them differently, both words are valid. If they give out the same explanation, both will be crossed out (e.g. cylindrical metal container - singular vs. plural).

Similarly, for words such as "die" and "dying" which may seem like variants of the same verb, if a player defines their word as being a noun (die - singular form of "dice"), both will count.

\* The other players play the judge in this case.

\*\* You are not allowed to modify your words (including adding that "-S" sneakily) during Words Reveal to make them count.

### 5. WE'RE PLAYING THE ADVANCED GAME. THE FIRST ROUND IS OVER BUT THE NEXT SPINNER DOESN'T WANT TO DRAW A LEVEL CARD. WHAT DO WE DO?

Keep playing according to the Base Game (Spin and Write words beginning with the obtained Target Letter) until a Spinner draws a Level Card.

### 6. CAN I CHANGE MY MIND AND DRAW A LEVEL CARD AFTER A BA OOSSEE CARD?

Unfortunately, there's no turning back once you draw a Ba Oossee Card, as players are clearly instructed to draw a Level Card first if they choose to. Drawing a Level Card after is only possible in one case: when a Ba Oossee Card states it.

### 7. I DREW A LEVEL CARD, A BA OOSSEE CARD THEN ANOTHER LEVEL CARD. WHICH LEVEL DO WE PLAY?

The second one. Keep both cards with you as an advantage to collect a set faster. Mabrouk!

### 8. HOW MANY POINTS DO I GET FOR AN INCOMPLETE SET OF LEVEL CARDS?

None. If a player has less than 3 Level Cards at the end of the game, they receive no extra points.

### 9. WHO SPINS THE ARROW IN TIEBREAKERS?

Follow the regular sequence of play before the tie occurred. The Spinner whose turn was next spins the arrow for the tied players.

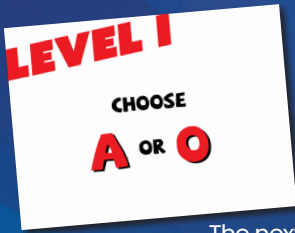
### 10. WHY CAN'T I FIND LEVEL VIII AND LEVEL IX?

Don't panic. They will be included in the new Level and Ba Oossee extensions. Stay tuned!

# LEVEL CARDS

## ELEVATE THE CHALLENGE

Spinners, the choice is yours. Drawing is optional but must be done **before** drawing a Ba Oossee Card *and* spinning the arrow.



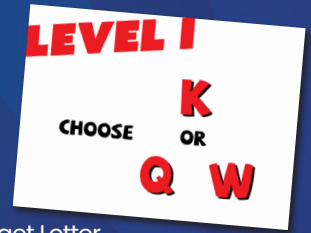
### LEVEL I

Do not spin the arrow.

**CHOOSE** one of the indicated letters and announce it to everyone.

This will be the Target Letter and all words should **BEGIN** with it. Once this card is played, discard it.

The next Spinner spins the arrow to obtain a Target Letter and gameplay resumes as usual.



**FOR THE REMAINING CARDS,  
SPIN THE ARROW TO OBTAIN A TARGET LETTER THEN FOLLOW THE CARD'S INSTRUCTIONS.**



### LEVEL II

**Choose** one of the indicated letters to serve as the Second Letter.

All words should now **begin** with the **TARGET LETTER + SECOND LETTER COMBINATION**, otherwise they are not valid.

LETTER: PO	SCORE: Z
Poster	1
Podcast	1
Psychology	0
Path	0

\* If neither of the indicated Second Letters can be combined with the Target Letter, spin the arrow again until you find a suitable match.

e.g. The Target Letter is **P**.  
The Second Letter is **O** (~~or S~~).  
All words should begin with **PO**...



### LEVEL III

Only three-lettered words beginning with the Target Letter are valid.

Shorter or longer words are crossed out.

LETTER: T	SCORE: Z
TOP	1
TEA	1
<del>TO</del>	0
<del>TOUR</del>	0
<del>SEA</del>	0

**LEVEL IV**  
 WORDS  
 WITH A MINIMUM OF  
**4 LETTERS**  
 Ⓢ \_\_\_\_\_

**LEVEL IV**  
 Only words beginning with the Target Letter that consist of **AT LEAST 4** letters are valid. Shorter words are crossed out.

LETTER: S	SCORE: 2
STOP	1
SUCCESSFUL	1
<del>SAY</del>	0

**LEVEL V**  
 WORDS  
 WITHOUT  
 THE TARGET LETTER  
 \_\_\_\_\_

**LEVEL V**  
 The Target Letter should not appear in any word. Words containing the Target Letter are invalid.

LETTER: O	SCORE: 1
APPLE	1
<del>ORANGE</del>	0
<del>TOP</del>	0

**LEVEL VI**  
 WORDS **ENDING WITH**  
 THE TARGET LETTER  
 \_\_\_\_\_ Ⓢ

**LEVEL VI**  
 All words should **END** with the Target Letter. Words ending with any different letter are invalid.

LETTER: E	SCORE: 3
<del>ELEPHANT</del>	0
GAME	1
ELITE	1
SENSE	1

**LEVEL VII**  
 Only words beginning with the Target Letter that belong to the indicated category are valid, otherwise they are crossed out.  
 \* For certain categories, specific Target Letters are excluded (\*except for).  
 If the arrow stops on one of them, spin again.

**LEVEL VII**  
 VERBS  
**ONLY**  
 \* EXCEPT FOR X - Z

All forms / tenses are valid. (e.g. "Go" and "Went" are both accepted, each for its respective target letter)

**LEVEL VII**  
 CAR BRANDS  
**ONLY**  
 \* EXCEPT FOR O - Q - U - X - Y

All brands, makes and models **ARE VALID.**

**LEVEL VII**  
 COUNTRIES  
**ONLY**  
 \* EXCEPT FOR O - Q - W - X - Y - Z

Cities, States and Continents **DO NOT COUNT.**

\* Rule 7 in **INVALID WORDS** still applies.

# LEVEL VII

## FIRST NAMES ONLY

LETTER: M	SCORE: 1	
<del>MICHEL</del>		0
MANDY		1

PLAYER 1

LETTER: M	SCORE: 0	
<del>MICHELLE</del>		0
<del>MARK</del>		0

PLAYER 2

The same name appearing in a different spelling in the same/multiple lists is invalid. All entries are crossed out.

LETTER: M	SCORE: 1	
MICHAEL		1
<del>MARC</del>		0

PLAYER 3

# LEVEL VII

## LOCAL CITIES ONLY

LETTER: B	SCORE: 2	
BEIRUT		1
BYBLOS		1
<del>BOSTON</del>		0

PLAYING IN LEBANON

LETTER: B	SCORE: 2	
BORDEAUX		1
BESANCON		1
<del>BRUMMANA</del>		0

PLAYING IN FRANCE

Depending on the country in which you are playing.

# LEVEL X

## THE STAIRCASE

### LEVEL X

This level is the trickiest of them all and spelling is crucial! Following a staircase pattern, players write words with the Target Letter appearing first in the first word, second in the second word, third in the third word and so forth.

LETTER: A	SCORE: 5	
APPLE		1
GAME		1
TEA		1
RADAR		1
SAUNA		1

CASE 1

LETTER: A	SCORE: 4	
APPLE		1
GAME		1
TEA		1
<del>ORANGE</del>		0
SAUNA		1

CASE 2

LETTER: A	SCORE: 4	
APPLE		1
RADAR		1
TEA		1
<del>RADAR</del>		0
SAUNA		1

CASE 3

- \* In **Case 2**, the third word is Tea. It contains the Target Letter "A" in the third position. Orange is invalid as it also contains A in the third position written by the same player.
- \*\* **Case 3**: Players cannot use the same word containing the Target Letter in multiple positions as more than one entry ("Radar" can either count as second or fourth word).

# BA OOSSEE CARDS

## DOUBLE THE TROUBLE

\* **BA OOSSEE** is an exclamation used in Lebanon.

It's a term said suddenly to surprise or amuse someone, like children in a game of **"PEEK-A-BOO"** – or **BA OOSSEE**.

All spinners are required to draw a card from this deck **before** spinning the arrow and must play it immediately.



Choose one player and force them to sit out this round.



Sit out this round. You still spin the arrow to determine the "@" for your opponents. If you drew a Level Card, it still applies.



During this round, your words count even if they are common or duplicates. All other players cross them out from their current list.



Choose one player and steal one of their Level Cards to complete a set of your own faster!



Choose one player. Deduct the indicated number of points from their score and add them to your own. Move both of your tokens on the scoreboard accordingly.



Choose one player and give them the indicated number of points from your score, moving both of your tokens on the scoreboard accordingly.



Choose one player to support with 7 points. This card has no impact on your score.



Time to unwrap some birthday fun!

Each player reveals their birthdate. As the party host, the game creator would like you to deliver his gift of 10 points to the player with the closest birthday to today.

Don't forget to pick up a sweet 2-point delivery tip!

If that lucky player happens to be you, grab the gift but leave the tip.



Deduct the indicated number of points from each player's score and add the total to your own. Move your token forward and theirs backward accordingly.

When you draw one of these cards, you either win 3 or 5 points. Move your token on the scoreboard accordingly.

### “MABROUK”

is a word that is commonly used to express congratulations or best wishes in Lebanon, similar to “Congratulations” or “Well done” in English. It acknowledges someone's achievements, happy occasions or good news.



These cards decide whether the player to your left or the one to your right loses 5 points. Move their token on the scoreboard accordingly.

When you draw one of these cards, you immediately lose either 4 or 6 points. Move your token on the scoreboard accordingly.



You write 6 words for this round while all other players must write 10, either giving you a speed advantage, or them the advantage of earning additional points. Use 2 grids on the score sheet.



You write 10 words for this round while all other players must write 6. If you're fast enough, you could have the advantage of earning additional points! Use 2 grids on the score sheet.

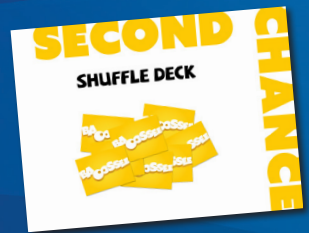


You are required to draw a Level Card, whether you've already done that or not. If you have, play this round according to the new one.

Keep both Level Cards with you.



You get a second chance. You can either choose to draw another Ba Oossee Card or opt for a Level Card instead. If you've already drawn a Level Card, the new one is put into action.



When you draw this card, simply take the Ba Oossee deck, shuffle it and place it back. Before shuffling, you may reveal the top card to find out what the next Spinner would have gotten.



These cards count for either 1 or 2 Level Cards.

Add them to your Level Cards stack to complete a set of 3 cards faster and earn extra points.

Once collected, discard them and return Level Cards to the bottom of the deck.



Spin the arrow and play the round normally.

After the Scoring phase, play proceeds counterclockwise, robbing the player to your left of their turn and their chance to draw a Level and/or Ba Oossee Card. Hard luck!

# THANK YOU! FOR CHOOSING TOP STOP

We're thrilled to be a part of your gatherings and hope you enjoy countless hours of laughter and banter with the game that spells out fun!

**DON'T FORGET TO TAG US IN YOUR MEMORIES ON OUR SOCIAL MEDIA PLATFORMS.**



@TopStopGame



@TopStopGameLB

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[www.topstopgame.com](http://www.topstopgame.com)

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