

MECHS SETUP

Lorem ipsum



Spin the Start Player token and give it to the player that the center middle tip of the M points to.

1

Remove any green cards with rivers on them then shuffle the 4 Bonus card decks separately. Count out cards from each deck equal to the number of players to form 4 decks.

Give 1 deck to each player. Some players may get more than 1 deck in 2 and 3 player games.

Each player chooses 1 card and passes the rest to the player to their left until all players have 1 card from each deck.

2

If playing with fewer than 4 players remove some Passenger tokens from the game:

Players	Remove
4	none
3/1	3 of each color
2	5 of each color

3

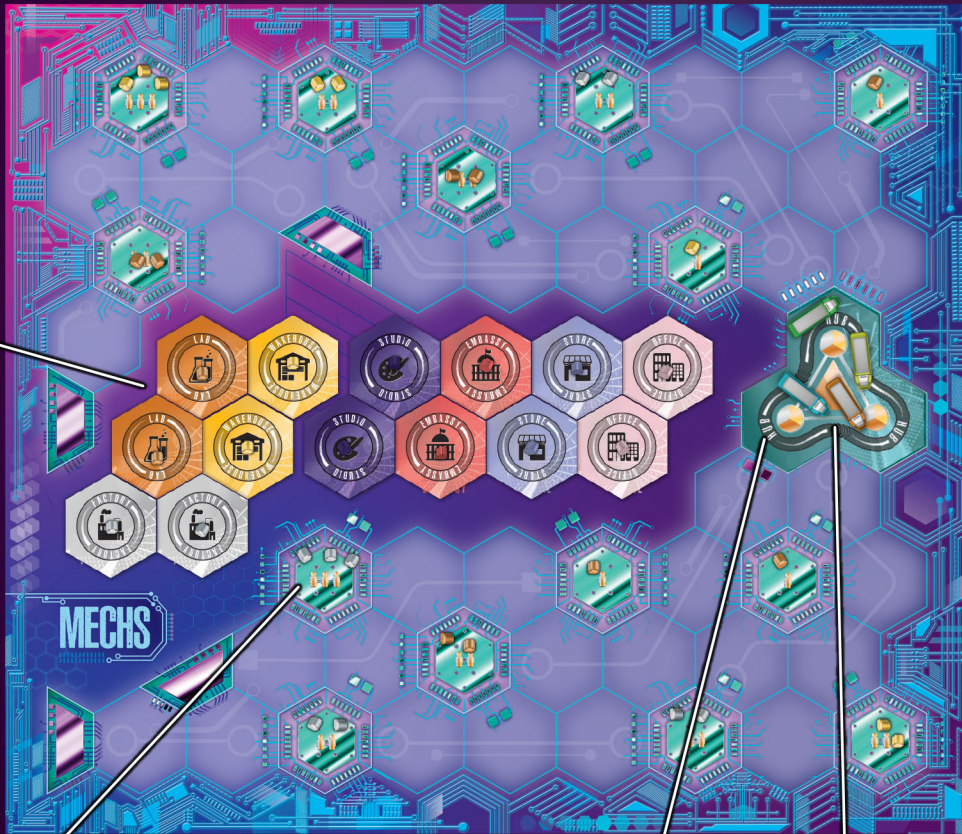


EACH PLAYER TAKES

- 1 Train
- 1 Mech Hub
- 2 Mechs
- 1 Mechs Guide
- 18 Track tiles
- 1 Player board
- 1 Steel robot
- 1 Gold robot
- 1 Copper robot
- Player 4 gets 1 extra robot of their choice

Place all 14 stations in their spots in the center of the map and place 1 passenger of the corresponding color on each station.

5



Place the remaining steel, gold, and copper robots in the cloth bag.

6

Draw starting robots from the bag and place them on the empty station spaces.

Each station must have robots of the same color as indicated on the board.

You can do this easily by filling the 3-robot stations first, then the 2-robot stations, and finally the single-robot stations.

7



8

Sort the remaining commuters next to the board.

9

Place the Hub on the board.

10

Place your train on the Hub.

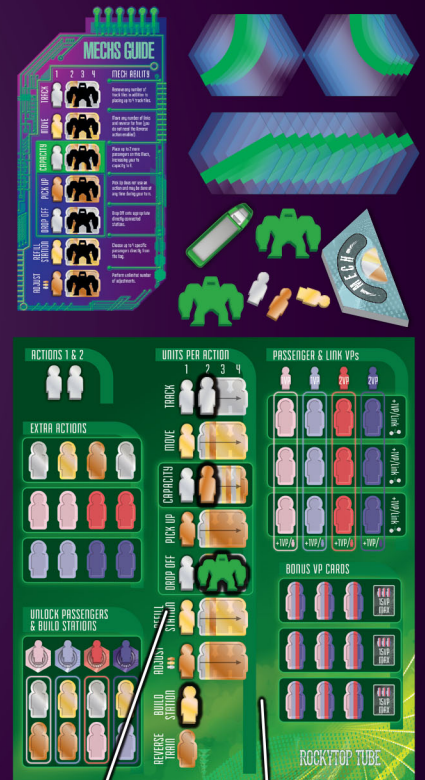
11

Place 1 mech on any triple-wide action space.

12

Place your starting robots on your player board.

4



ON YOUR FIRST TURN

MECHS RULES

Mech Hubs

- Use **Build Station** to place your Mech Hub on an empty half hex where your track ends.
- After placing your Mech Hub, take your 2nd Mech and place it on any empty triple-wide action space. You may not build a Mech Hub if you don't have an empty triple-wide action space.
- Each player may only build 1 Mech Hub.
- Mech Hubs behave exactly like the Hub, except they can only hold 4 passengers (instead of 8).
- Any player may use any Mech Hub to which they are connected.

Mechs

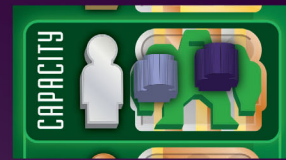
- Mechs may only be placed on empty triple-wide action spaces.
- Each Mech maximizes units for that action.
- Use the **Adjust Robots** action to adjust Mechs for 1 unit.
- Adjusted Mechs may only be placed on already empty triple-wide action spaces.

Game End

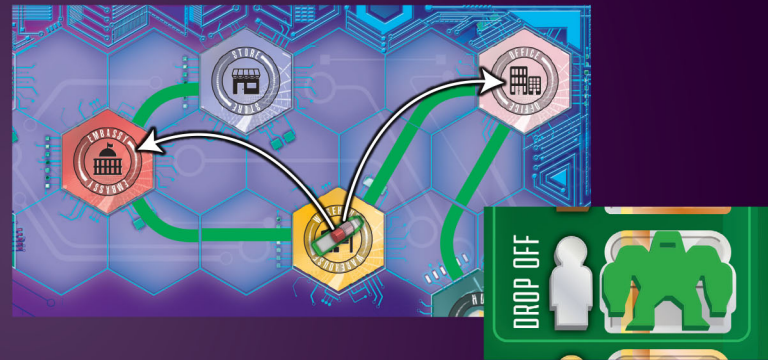
- Game end is triggered when at least 1 station of each of the 4 commuter colors is built and the bag contains no passengers at the end of any player's turn.
- After game end is triggered, finish the current round and play 1 more round.

Mech Ability Clarifications

- Each Mech provides a special ability for that action (see the Mechs Guide for more details).
- The **Capacity** Mech ability allows you to carry 4 passengers on your train and 2 more placed on the Mech on your Player board.
- Passengers may be moved between the train and the Mech at any time when the **Capacity** Mech ability is active.



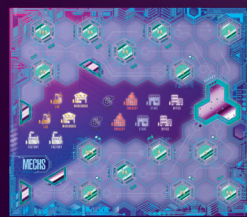
- The **Drop Off** Mech ability allows you to **Drop Off** multiple passengers to different stations to which you are directly connected in a single action.



CONTENTS



1 Rulesheet



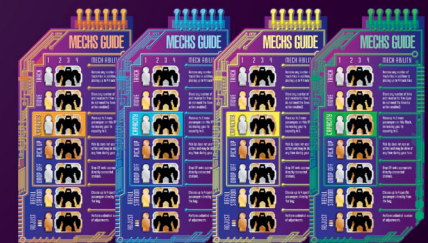
1 Mechs Map



4 Mech Hubs



8 Mechs



4 Mechs Guides

CREDITS

Game Design: Ted Alspach

Graphic Design/Illustration: Alanna Kelsey



©2022 Bezier Games, Inc. Maglev Metro, Bezier Games, and the Bezier Games logo are registered trademarks of Bezier Games, Inc.

Warning: This product contains small parts that can be swallowed and may not be suitable for use by children under 36 months.

THIS PRODUCT IS NOT A TOY.

Made in Shenzhen, China.

Bezier Games, Inc., PO Box 730, Louisville, TN 37777. USA.
info@beziergames.com