MONORAILS SETUP

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

2 Each player takes 1 *Loop* and 1 *Passenger on Train* card instead of other track and passenger Bonus cards.

Shuffle the red and black Bonus card decks separately and count out cards from each deck equal to the number of players to form 2 decks.

Give 1 deck to both the last and 2nd to last player.

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

3 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

EACH PLAYER TAKES

4
- 1 Train
- 1 VIP (placed in train)
- 18 Track tiles
- 1 Player board
- 1 Steel robot
- 1 Gold robot
- 1 Copper robot
- Player 4 gets 1 extra robot of their choice

5 Randomly place 3 starting robot stations on the gate spaces at the top of the map (do not place any robots on these stations).

6 Place the remaining stations in their spots around the edges of the map and place 1 passenger of the corresponding color on each station.

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

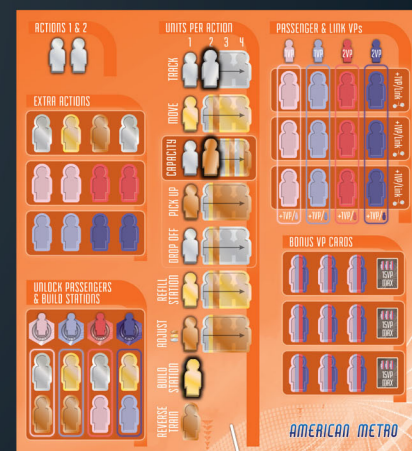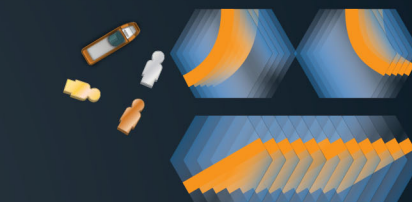**8** Draw starting robots from the bag and place them on the empty station spaces.

9 Place 1 VIP for each player into the bag.

10 Sort the remaining commuters near their stations.

11 Place your train (with a VIP in it) on 1 of the 3 starting gate stations.

12 Place your starting robots on your player board.

ON YOUR FIRST TURN

MONORAILS RULES

VIPs

- If you draw a VIP from the bag during a **Refill Station** action, it is placed on your current station like any other passenger.
- You may **Pick Up** VIPs if you have capacity.
- You may **Drop Off** VIPs at any station:
  - Take a passenger from the bag that matches the color of that station when you **Drop Off** a VIP.
  - Place the VIP back in the bag.
  - If no passengers are in the bag of that color, you may not **Drop Off** the VIP there.
  - You may **Drop Off** VIPs at stations you have not unlocked (allowing you to place passengers on your player board that you have not unlocked).
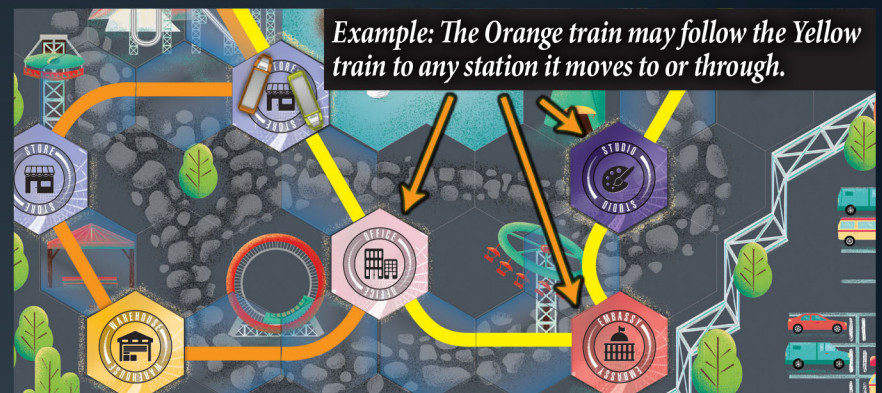
Refills

- Only **Refill** at the 3 gate stations.

New Bonus Cards

- These are treated like any other Bonus card; score only your highest Bonus card unless you have unlocked additional ones on your player board.
- *15/Loop* Gain 15 VPs if your only track on the map forms a connected loop at the end of the game.
- *4/Passenger on Train* score 4 VPs for each passenger on your train at the end of the game.

Connected Trains

- When another player's train leaves or passes through the station where your train is, you may follow them to any station they **Move** to or through on their turn, regardless of whether you have track there or not.
- If you don't have track at your new station, you must build it to your station from existing track in order to **Move** from that station (or you can wait to follow another train that **Moves** from or through your current station).

Example: The Orange train may follow the Yellow train to any station it moves to or through.

Game End

- The game end is triggered when at least 1 station of each of the 4 commuter colors is built and the bag contains no commuters (pink, coral, lilac, or purple passengers) at the end of any player's turn.
- There may be VIPs and/or robots in the bag at the game end.
- After the game end is triggered, finish the current round and play 1 more round.

CONTENTS

| 1 Rulesheet | 1 Monorails Map | 8 VIPs | 4 *Loop* Bonus cards | 4 *Passenger on Train* Bonus cards |

CREDITS

Game Design: Ted Alspach

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