

# MARS SETUP



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

1

Remove the black Bonus cards that have Embassies or Studios on them and place them in the box.

Shuffle the 4 Bonus card decks separately and count out cards from each 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



Players Remove

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

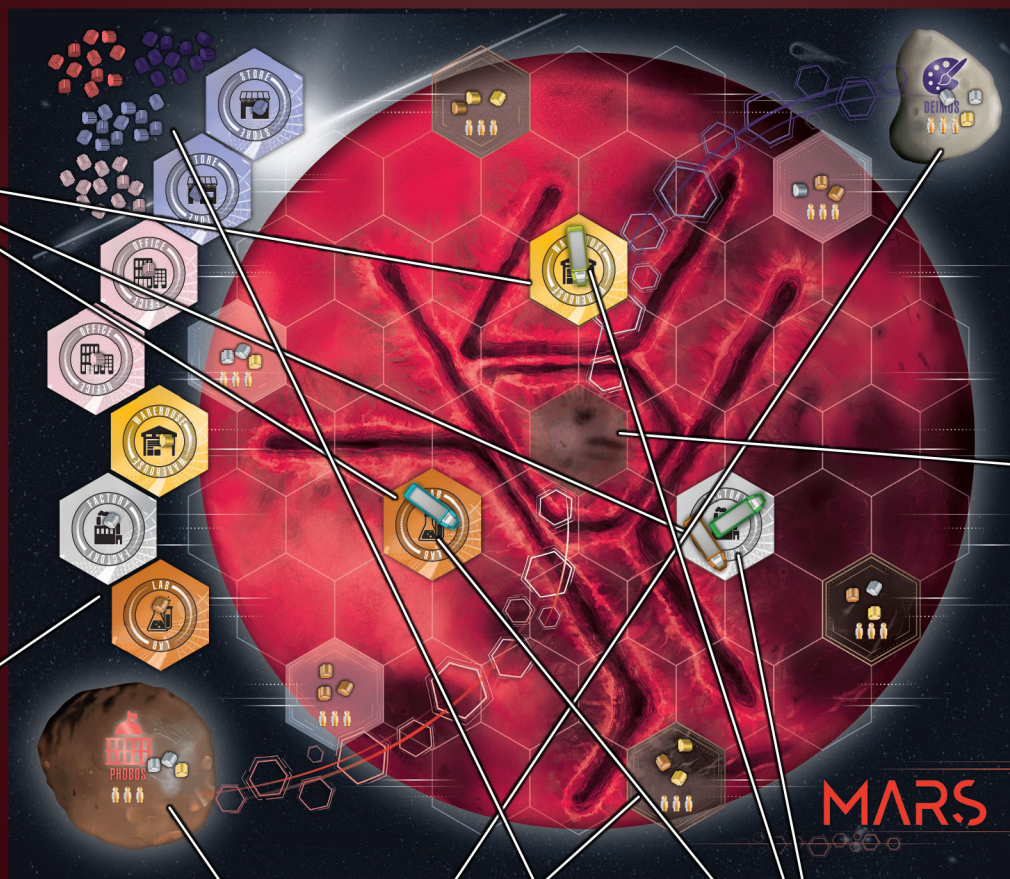
3

## EACH PLAYER TAKES

- 1 Train
- 1 Martian extension
- 18 Track tiles
- 1 Player board
- 2 Steel robots
- 2 Gold robots
- 2 Copper robots
- Player 4 gets 1 extra robot of their choice

Place a Factory, Lab, and Warehouse randomly on the 3 starting station spaces.

5



4

Nothing goes on the center "launch" station space at the start of the game, though a station may be built there during the game

14

Remove the Studio and Embassy stations and put them in the box.

6

Place the remaining stations in their spots on the left side of the map and place 1 passenger of the corresponding color on each station.

7



12

13

8

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



9

Draw starting robots from the bag and place 3 of them on Phobos, Deimos, and each station space with 3 robots printed on them.

10

Sort the remaining commuters in the upper left corner of the board.

11

Place your train on one of the 3 starting stations.

Place your Martian extension on the Reverse Train action space on your player board.

Place your starting robots on your player board.

## ON YOUR FIRST TURN

# MARS RULES

## Canyons

- **Track** costs 1 additional track unit per canyon in each hex with 1 or 2 canyons.

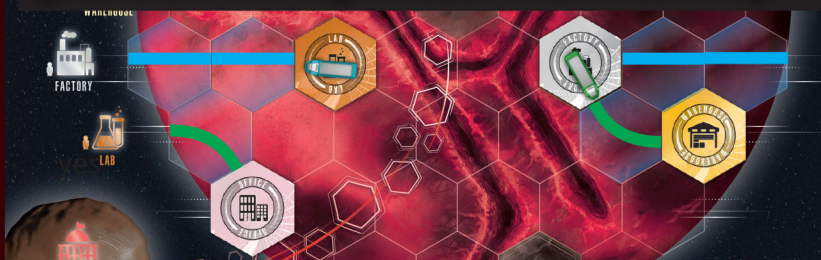


- Canyons count as rivers for Bonus cards.

## Wrap Horizontally

- Track wraps horizontally around the planet.
- No additional movement unit is required for wrapping.

*Green track wraps to connect the Factory to the Warehouse to the Office, and blue track wraps to connect the Lab to the Factory.*



## Move Backwards Action

- Your train never changes direction (except when returning from Phobos or Deimos).
- **Move Backwards** action moves your train backwards without turning it around.

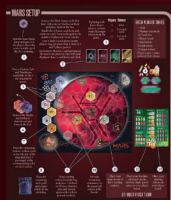
## Phobos & Deimos

- Use **Launch** when at the center station to go to Phobos or Deimos.
- Use **Launch** when at Phobos or Deimos to return to the center station.
- Position your train in any direction when you **Launch** back from Phobos or Deimos.
- You do not need to unlock Coral or Purple in order to **Launch**, but you *do* need to unlock them in order to pick up those commuters.
- Place the Coral commuters in the bag when the first player arrives at Phobos, and place the Purple commuters in the bag when the first player arrives at Deimos.
- **Drop Off** Coral commuters on Phobos.
- **Drop Off** Purple commuters on Deimos.
- You may not **Refill** on Phobos or Deimos.

## Game End

- Game end is triggered when the bag has been previously filled with each of the 4 commuter colors, 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.

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1 Rulesheet



1 Mars Map



4 Martian extensions

# CREDITS

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