

MOONBASES SETUP



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 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



3

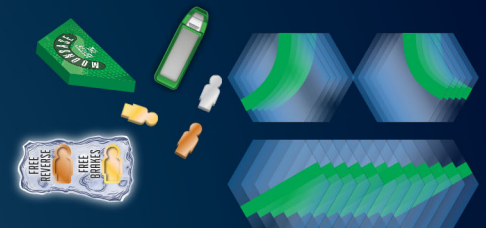
If playing with fewer than 4 players, remove some Passenger tokens from the game:

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

EACH PLAYER TAKES

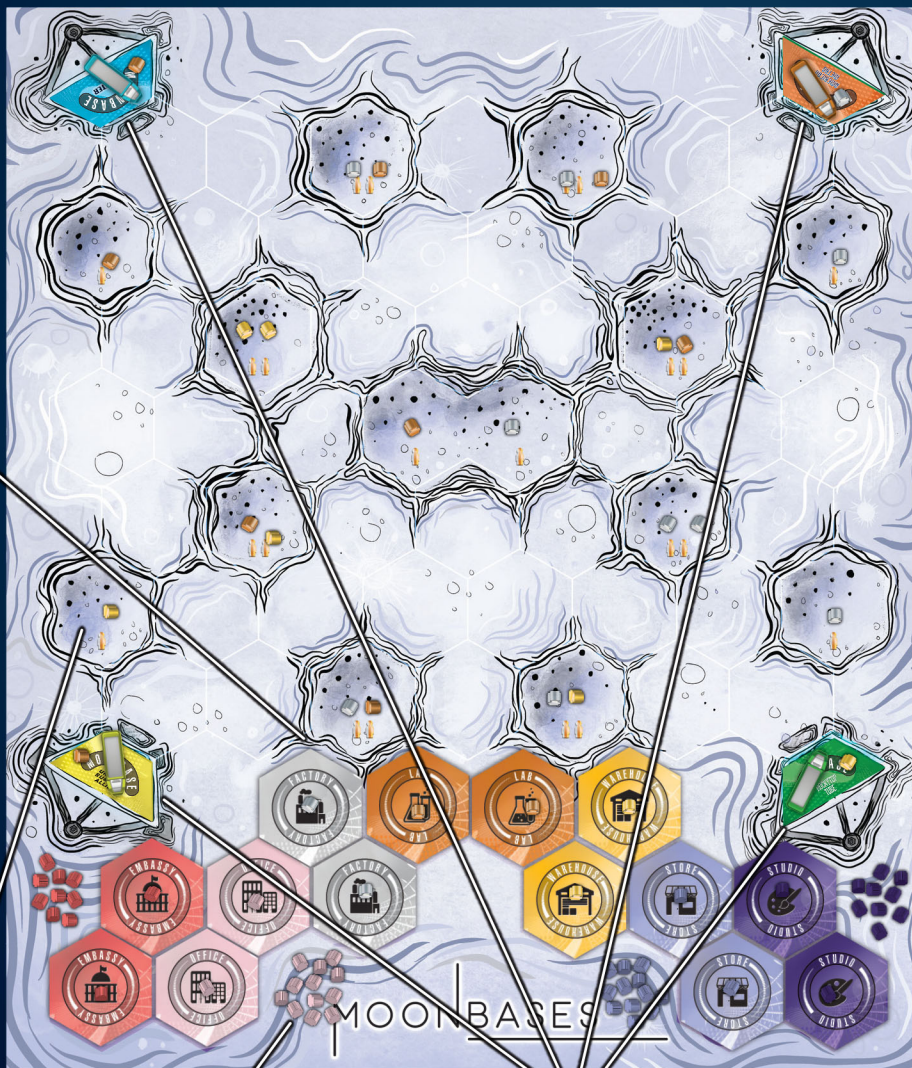
- 1 Train
- 1 Moonbase station
- 1 Moonbase extension
- 18 Track tiles
- 1 Player board
- 1 Steel robot
- 1 Gold robot
- 1 Copper robot
- Player 4 gets 1 extra robot of their choice

4



Place all 14 stations in their spots at the bottom 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



7

Draw starting robots from the bag and place them on the empty stations as indicated on the board, including the half-hex Moonbase station spaces in each of the 4 corners.

8

Sort the remaining commuters near their stations.

9

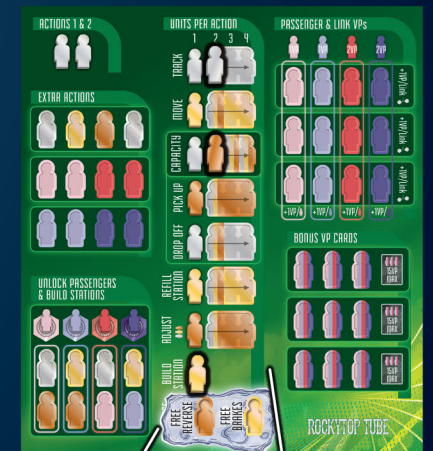
In reverse player order before the first turn, each player places their Moonbase on an empty Moonbase station space and places the corner's robot and their train on it. If playing with fewer than 4 players, remove any robots on unoccupied Moonbase station spaces.

10

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

11

Place your starting robots on your player board.



ON YOUR FIRST TURN

MOONBASES RULES

Move Action

- Trains **Move** 4 links per unit or to the end of the line (whichever is shorter); you may not be able to stop at stations in the middle of your line.
- Trains always stop at the end of your line (they do not turn around automatically within an action if you have not travelled all allowable links).

Free Brakes

- When enabled, you may stop sooner than a normal **Move**.
- **Free Brakes** do not cost an action.

Free Reverse

- **Free Reverse** may reverse your train when you **Move**.
- **Free Reverse** does not cost an action.
- **Free Reverse** may be used at the end of your line when you would otherwise have to stop.

Moonbase Stations

- Each Moonbase station can hold up to 4 passengers.
- **Refill** only refills at *your* Moonbase station regardless of train location.
- If you **Refill** when your Moonbase station is full, all 4 passengers go in the bag *before* you draw new passengers.
- You may connect your track to any Moonbase, regardless of player color, and **Pick Up** passengers there.

Double Station

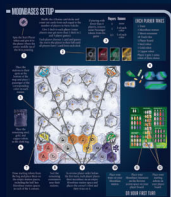
- The 2 central stations become 1 double station with 2 colors.
- To build the 2nd central station, you must have track connected to the 2nd empty station space.
- If a player has 3 or more tracks connected to the double station (because a station has been built there after they built their track), they must reduce those tracks to 2 connected to the double station before they take any other action.



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.

CONTENTS



1 Rulesheet



1 Moonbases Map



4 Moonbase Stations



4 Moonbase extensions

CREDITS

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