

# LONDON 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 3/Filled unlocked passengers player board sections and 15/Never unlocked coral or purple on your player board Bonus cards. 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

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 London Unlock Districts extension
- 18 Track tiles
- 1 Player board
- 1 Steel robot
- 1 Gold robot
- 1 Copper robot
- 1 Pink commuter
- 1 Lilac commuter
- Player 4 gets 1 extra robot of their choice

Place the Hub on the board. Each player places their train on the Hub.

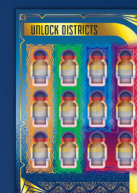
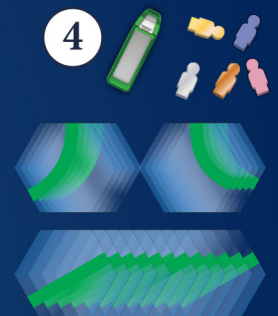
5



Place all 14 stations at the bottom of the map and place 1 passenger of the corresponding color on each station.

6

4



**ACTIONS 1 & 2**

**EXTRA ACTIONS**

**UNLOCK DISTRICTS**

**ROCK/TOP TUBE**

**UNITS PER ACTION**

**PASSENGER & LINK VPs**

**BONUS VP CARDS**



7

Place the remaining commuters and robots in the cloth bag.

8

Draw starting robots and commuters from the bag and place them on empty stations as indicated on the board.

9

Place your London Unlock Districts extension on the lower left of your player board.

10

Place your starting robots and commuters on your player board.

## ON YOUR FIRST TURN



# LONDON RULES

## Districts

- To build/remove track in colored districts or across district lines, those districts must be unlocked.
- Passengers of any color may go in each slot of the London Unlock Districts extension.
- Each space in the blue district contains a river (the lower right corner spaces without a river are not part of the blue district).

## Commuter Access

- Unlocks are not required to build any station or to Pick up or Drop off any passengers.

## 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 robots in the bag at the game end.
- After the game end is triggered, finish the current round and play 1 more round.

## Purple/Coral Districts

- Unlike the other 3 districts, the purple/coral districts are 4 distinct hexes with stations in them.
- Embassy & Studio stations may only be built in purple/coral districts (Baker Street, Hyde Park Corner, Bank, and Elephant & Castle).
- No other stations may be built in purple/coral districts.



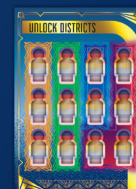
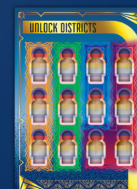
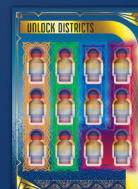
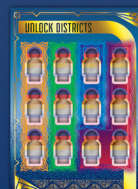
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4 London Unlock Districts extensions

# CREDITS

Game Design: Dale Yu

Graphic Design/Illustration: Alanna Kelsey



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Made in Shenzhen, China.

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