MAGLEV METRO

MAGNETIC LEVITATION RAIL

Here in the near future, robots do a lot of labor, cities are green and open, and electric runabouts have taken the shine off underground public transport. Crowded, stuffy, aluminum tubes in the dark seem so... 20th century.

But thanks to all this cheap, clean energy, affordable magnetic levitation is within reach! Fast, quiet, safe, bright—the very thing for a public transportation renaissance!

Luckily, you're just the meta-modern rail tycoon to build it. Too bad these other companies had the same idea, though. Show the city your best plan. Build the most efficient transport to be the hero of a new century!

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104 Passenger Tokens

54 Robot Workers



18 Steel Builder Robots



18 Gold Organizer Robots

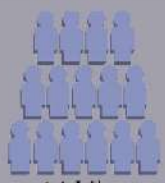


18 Copper Tech Robots

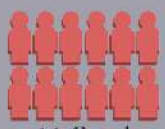
50 Commuters



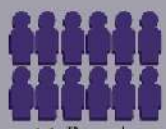
14 Pink Professionals



14 Lilac Salespeople



11 Coral Diplomats



11 Purple Artisans

14 Station Tiles



2 Factories



2 Warehouses



2 Labs



2 Offices



2 Stores



2 Embassies



2 Studios



1 Hub



1 Cloth Bag



1 Scorepad



4 Player Boards



4 Trains



1 Start Player Token



1 Double-sided Map



1 Rulebook



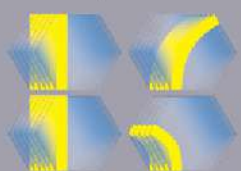
4 Decks of 52 Bonus VP Cards



18 Green Track Tiles



18 Orange Track Tiles



18 Yellow Track Tiles

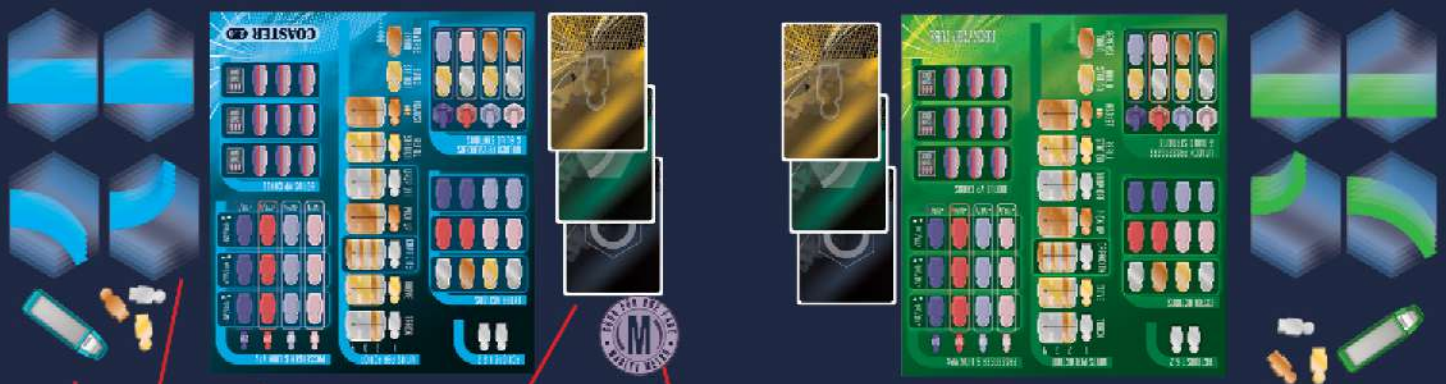


18 Blue Track Tiles

Use your fingernail to gently peel the protective film from each of the track tiles before playing your first game.

PLAYER SETUP

Complete player setup first, before placing a map on the table to begin map setup.



1

Each player takes 1 train, 18 track tiles, and 1 player board in their color.

2

Shuffle the four bonus card decks separately. (Each deck has a different back.)

Each player draws 1 card from each deck.

For your first game, don't use the red cards.

Put the rest of the cards back in the box.

3

Choose a start player and hand them the Start Player token.

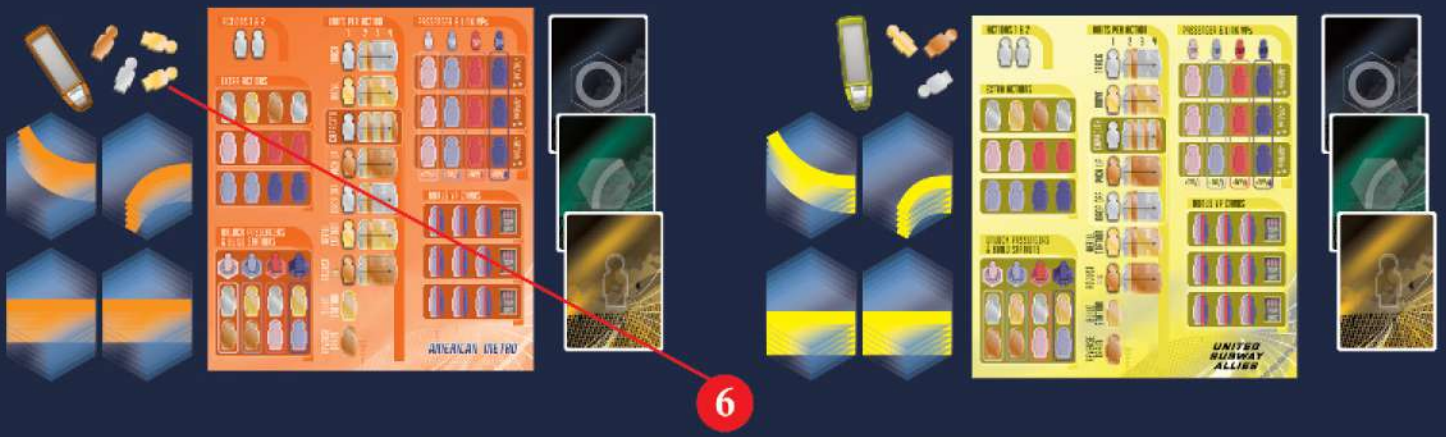
4

If playing with fewer than four players, remove some Passenger tokens from the game during setup.

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

5

Each player takes 1 steel builder robot, 1 gold organizer robot, and 1 copper tech robot and places them near their player board.



6

In a 4-player game, the fourth player gets one extra robot of their choice, for a total of 4 robots prior to the first turn.

CHOOSING A MAP

The two maps in *Maglev Metro* play differently! Before you start, read over the notes below to choose a map that works well for your group.

Each map also has an individual setup, so check the following two pages for specific setup instruction.





Berlin Metro Background

In the 1980s, West Berlin built the world's second maglev metro line to replace part of the existing metro that was then in East Berlin. Once Berlin reunified in 1991, the maglev line was shut down to reconnect the main metro to the previous line. In the near future, some stations have shifted (Jannowitzbrücke is south of the river!), and new stations have been created.

How the Berlin Map Plays

Initially, players try to develop a unique route that doesn't overlap other lines, yet remains efficient in moving passengers to stations. Creating a loop that reaches at least one of each station type can be very effective, and timing when to switch from engine building to delivering passengers and scoring is key.

Who will Like the Berlin Map

Gamers who like more strategy and thinking ahead several turns might prefer the Berlin map. Getting stations, passengers, and your train in the perfect location is challenging, but a flawlessly executed plan is particularly satisfying here.

Manhattan Subway Background

Manhattan has one of the world's oldest subway systems, complicated by two different track widths in the system (numbered lines are narrower than lettered lines). While it would be expensive to retrofit Manhattan's subways to driverless maglev trains, long term savings make it worth serious consideration.

How the Manhattan Map Plays

Due to the large Hub tile in Grand Central, players can quickly build their train capabilities, resulting in a slightly faster game. Tracks may not be built in Central Park, and the game starts with more robots on the map, with clusters of them in the furthest stations. This map enables you to make quick, tactical moves while monitoring the progress of your opponents and the locations of new passengers on the map.

Who will Like the Manhattan Map

More casual players may find Manhattan to their liking. The map is more forgiving and provides more opportunity to score with Bonus VP cards.

BERLIN SETUP

Place the map in the middle of the table.

1

BERLIN ONLY

Randomly place 3 starting stations (Factory, Warehouse, and Lab) in the Schillingstraße, Märkisches Museum, and Jannowitzbrücke spaces on the map (any of the stations may be placed in any of the 3 spaces).

2

Place robots on the starting stations as shown here.

3

2 players

3 players

4 players



4

Place the stations in their spots on 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

Choose 1 random robot from the bag for each 3-color robot shown on the gameboard.

7

Sort the remaining commuters (professionals, salespeople, diplomats, and artisans) in piles next to their stations.

MANHATTAN SETUP

Place the map in the middle of the table.

1

MANHATTAN ONLY

Place the Hub on the large Grand Central Station space in the middle of the map. Do not place any passengers on the Hub.

2

Refer to page 14 for details on how the Hub works, and how it differs from regular stations.

3



4

Place the stations in their spots on 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

Choose 1 random robot from the bag for each 3-color robot shown on the gameboard.

7

Sort the remaining commuters (professionals, salespeople, diplomats, and artisans) in piles next to their stations.

THE PLAYER BOARD

The player board defines what you can do on your turn. Passengers placed on your player board unlock abilities and improve capabilities on each turn.

When you drop off passengers at their destinations, place them in empty slots that match the passenger's color. The three-color slots in the **UNITS PER ACTION** section (column 2 and all slots in **CAPACITY**) can accept any robot passenger. The four-color slots in the **BONUS VP CARDS** section can accept any commuter passenger.

For the most part, place passengers in any matching slot. However, robots in the **UNITS PER ACTION** section must be placed in ascending order, from left to right (always slide robots in these rows to the left to close gaps).

Capability in actions is measured in units. More units allow you to take actions more efficiently.

The image below provides a summary of the functions of the player board. For more info, read the sections below that cover each section in more detail.

ACTIONS 1 & 2: You may always take two actions on your turn.

EXTRA ACTIONS: Take one additional action on your turn for each full row.

MOVE: Move your train. One unit for each station you move to.

CAPACITY: Passengers your train can carry at once. One unit for each passenger.

PICK UP: Load passengers from the station to your train. One unit for each passenger.

DROP OFF: Unload passengers of the station color from your train to player board. One unit for each passenger.

UNLOCK PASSENGERS & BUILD STATIONS: Fill a column to be able to place a station of that color on the map, and pick up and drop off passengers of that color.

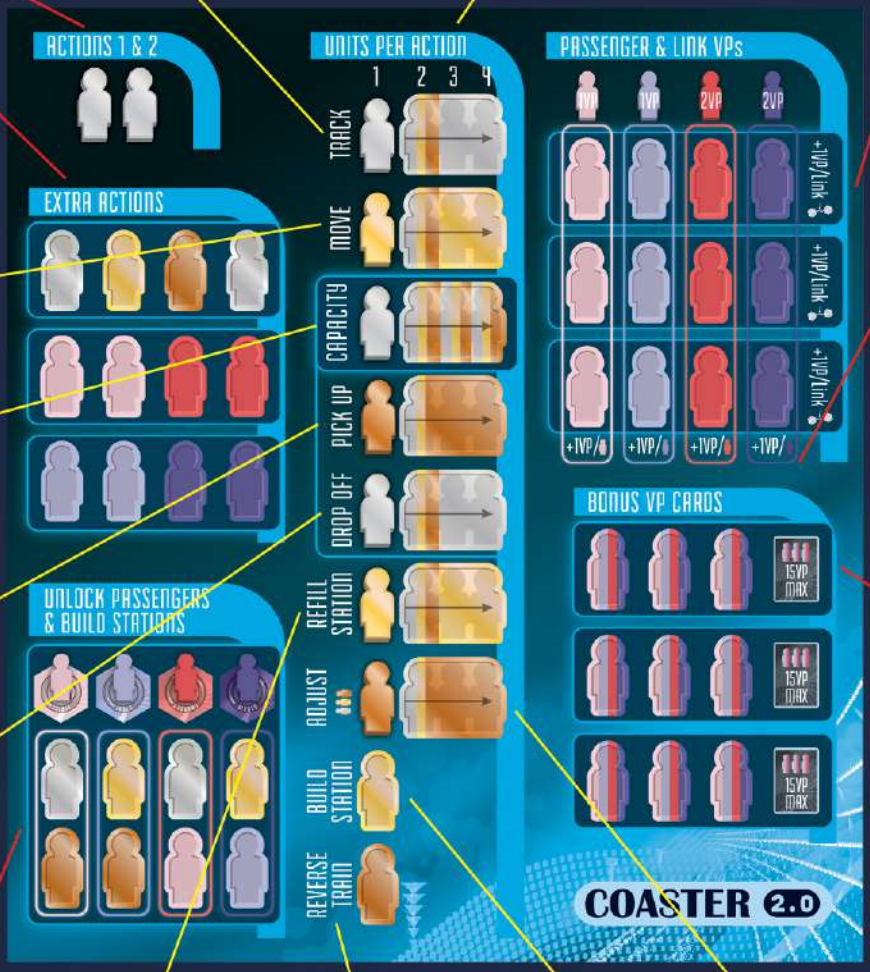
TRACK: Build or remove track. One unit for a land hex, two units for a river hex.

REFILL STATION: Draw passengers from the bag and place them on the station with your train. One unit for each passenger.

REVERSE TRAIN: Change train direction at a station as an action.

BUILD STATION: Place a station in a recessed hex where you track ends as an action.

UNITS PER ACTION: Identifies units available for use in an action. A virtual robot occupies the first column for most actions. Add robots to the left or right in a row to add units.



LINK VPs: Each filled row scores 1 VP for each of your track links at game end.

PASSENGER VPs: Each filled column scores 1 VP for each passenger of the column's color on your player board at game end.

BONUS VP CARDS: Each set of 3 commuters allows you to score 1 additional Bonus VP card.

You may only score 1 of your Bonus VP Cards without any of these completed.

ADJUST: Reposition robots on your player board. One unit for each robot. You may reposition robots from the left or right of a row. Never reposition commuters on your player board.

GAMEPLAY

Beginning with the Start Player, take turns clockwise. On your turn, take two or more actions in any order. You may take the same action multiple times.

Your player board marks the units you can use in an action and other capabilities you have during your turn. The first column of the UNITS PER ACTION section is filled for you—you get 1 unit free. You can then fill the second column with any robot.

First & Second Turns: Berlin

On turn 1, in turn order, place your train on one starting station. Then take a robot from that station. (Players may share stations.)

On turn 2, place your robots (the three or four you started with and the one you just picked up) on your player board and take your actions.

First Time in Berlin?

For a good start in your first game, try these placements on your player board.

Players 1–3 place:
1 robot in column 2 of TRACK,
1 robot in column 2 of CAPACITY,
1 robot in BUILD STATION,
and 1 robot as you wish.

Player 4 places:
1 robot in column 2 of TRACK,
1 robot in BUILD STATION,
2 robots in the pink or lilac column of UNLOCK PASSENGERS & BUILD STATIONS,
and 1 robot as you wish.



First Turn: Manhattan

On turn 1, in turn order, place your train on the hub. Then place your robots on your player board, and take your actions.

First Time in Manhattan?

For a good start in your first game, try these placements on your player board.

Players 1–3 place:
1 robot in column 2 of TRACK,
1 robot in column 2 of CAPACITY,
and 1 robot in BUILD STATION.

Player 4 places:
1 robot in column 2 of TRACK,
1 robot in BUILD STATION,
and 2 robots in the pink or lilac column of UNLOCK PASSENGERS & BUILD STATIONS.

Sample First & Second Turns in Berlin

1. Yellow is the Start Player. On turn 1, Yellow places their train on the starting Factory station (1a) and takes a gold robot from it (1b).
2. On turn 2, they place a steel robot in column 2 of TRACK. This allows them to place 2 units of track on the map with one action.
3. Next, they place a copper robot in column 2 of CAPACITY. This allows them to carry up to two passengers in their train.
4. Then, Yellow places a gold robot in the only slot of BUILD STATION. This allows them to build a new station as an action. Without this unit, Yellow cannot build stations!
5. After that, Yellow places the gold robot they took from the Factory station on column 2 of REFILL STATION. This allows them to draw two passengers from the bag instead of one when putting out new passengers as an action.
6. Finally, they take their first two actions! (See the following sections for more examples.)

Track

You may build and/or remove your track tiles as an action. Each tile only on a land hex costs 1 unit. A tile on a hex with a river in it costs 2 units of a single action (even if the track doesn't touch the water).

To build, place tiles on the map based on the units of TRACK filled in on your player board. You must build track at an end of your line (initially, only from the station where your train is located). You can build only one of your tiles in a hex, but different players' tiles may coexist (or overlap) in the same hex. Each player may only build track out of two sides of a single station.

Removing track costs the same as building it. Like building, you may only remove tiles from an end of your line. You may remove track that connects your line to a station, but you may not break up your line so that you can't access part of your track from your train.

You may remove and build in the same action, as long as you have enough units to pay for them separately. For instance, you have four units in TRACK. As one action, you spend two units to remove two tiles on land hexes connecting to the last station on your line. As part of the same action, you spend your remaining two units to build two tiles to another station.

You may build to a station that doesn't exist yet. You may not build through (or from) a recessed hex where there is no station. You may not build from a station where you don't already have track (except for the first track you build in the game).

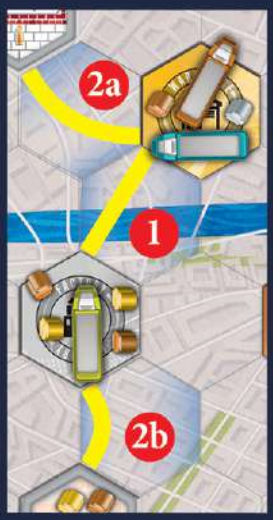
If your track forms a loop, you can remove any one tile in your line for the normal cost and then build on the new ends as usual.

Track may not be built on the black areas around the edge of the map or in Central Park (Manhattan map).

If you wish to build or remove track when your track has formed a loop, you may remove any one track tile (even if that track is not directly connected to a station) as its cost (1 for a land space, 2 for a river space), and then build or remove track at the new ends of your line as usual.

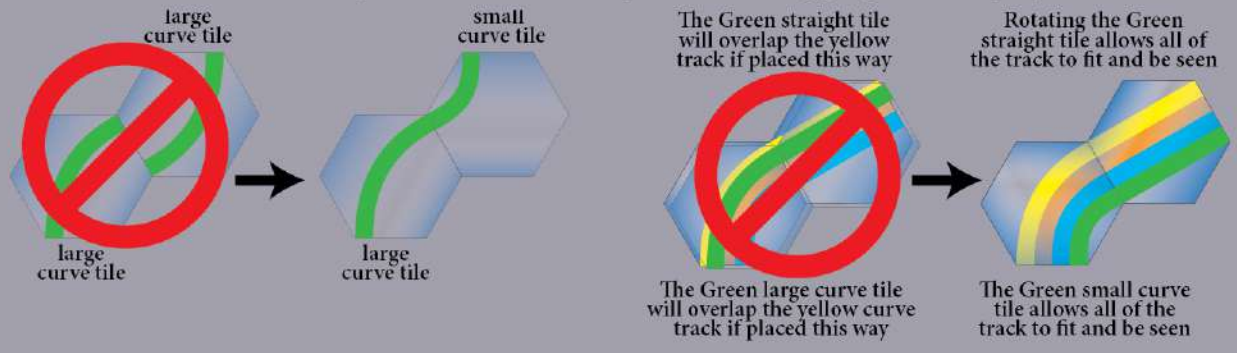
Your available track is finite. If you run out of a specific track shape (10 straight and 8 curved tiles) and want to build more of it, you must remove it from one end of your line to build at the other end.

Yellow built three track tiles in two actions. A robot in column 2 of TRACK *on their player board gives them two units to work with. Yellow built across a river hex* 1 *on the first action (costing two units). Then on the second action, they built on two separate land hexes (one unit each) on opposite ends of their line* 2a 2b.



Aesthetic Curved Track Tiles

Each player has two types of curves: one is smaller than the other. This is for aesthetic reasons; the curves are functionally the same. You may freely swap your small and large curve tiles with each other to ensure your track matches (when creating an "s" curve), or to prevent overlapping another player's track.



Move Your Train

You may move your train from station to station as an action. One unit of MOVE allows you to travel to the next station on your line. You may move your train as many stations as you have units in MOVE.

A set of track tiles connecting two stations is called a link. If your track ends where there isn't a station, you can't travel on that track section.

Any passengers in your train move with your train.

If you reach the last station on your line and you have unused units of MOVE, you may turn your train around and move back up your line with the remaining units.



Always keep your train pointed in the direction it is moving. If you end your turn at the last station on your line, leave the train facing toward the end. If that station is still the end of your line when you take an action to MOVE again, your train automatically turns around without requiring an action. If you built track to another station in that direction before you move again, continue in that direction.

Your MOVE action ends if you take another action such as PICK UP, DROP OFF, REVERSE TRAIN, or TRACK, even if you have unused units in MOVE.

Only change direction of your train in the following circumstances:

1) You take an action to REVERSE TRAIN.

2) You take an action to MOVE when your train is at the end of your line.

3) You have unused units of MOVE during an action after you reach the end of your line.

Yellow took an action to MOVE *1 unit from the Factory station to the Warehouse station* 1.

Capacity

Units of CAPACITY determine how many passengers your train can carry at once. You do not take an action with it.

If you reduce CAPACITY and find you have more passengers than your train can carry, remove passengers of your choice from your train and place them at your current station. If the station matches the passenger color, this is not a drop off! Return those passengers to the bag. (This does not change game end conditions if it was already triggered.)

Pick Up Passengers

You may pick up passengers at a station as an action. Your units in PICK UP equal the number of passengers you may load into your train. You may load only robots at first. You must fill in columns in UNLOCK PASSENGERS & BUILD STATIONS to pick up commuters.

PICK UP is different than CAPACITY. What you can load and what you can carry might not match. If your train is full but you wish to load different passengers, remove passengers of your choice from your train and place them at your current station. If the station matches the passenger color, this is not a drop off! Return those passengers to the bag. (This does not change game end conditions if it was already triggered.) Then load new passengers.

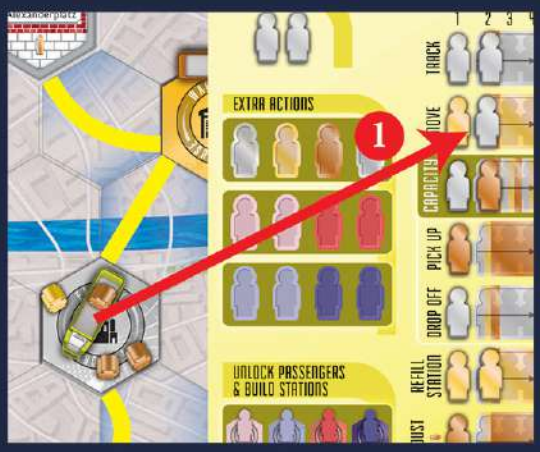
Yellow has a robot in column 2 of CAPACITY, *but only the default one unit in PICK UP. No problem! They use two actions to* PICK UP *twice,* 1 2 *loading both passengers onto their train.*



Drop Off

You may unload passengers that match the color of your current station as an action. Each unit of DROP OFF allows you to unload one passenger.

Place unloaded passengers in any corresponding slot on your player board. When placing robots in UNITS PER ACTION columns 2–4, you may place them to the left or right of existing robots, as long as all robots match the color beneath them.



When you place a passenger on your player board, you receive any benefit on your next action. For instance, if you had two units in MOVE, and your first action was to DROP OFF two gold robots, you could place them both in MOVE. This gives you four units in MOVE, allowing you to move four stations down your line if your second action is to MOVE.

If you fill a row in EXTRA ACTIONS, you may take that new action on the same turn.

If you unload a robot as an action and place it in a DROP OFF slot, the change in units does not take effect until your next action.

Yellow took their first action to MOVE *to the Factory station. For their second action, they unloaded a steel robot (all they can unload) with* DROP OFF, *and placed it in column 2 of* MOVE 1.

Refill Station

You may draw new passengers from the bag and place them on the station where your train is as an action. Each unit of REFILL STATION is one passenger drawn from the bag.

If a drawn passenger matches the station's color, set it aside and draw again. After you finish drawing, put all set aside passengers back in the bag.

A station can hold a maximum of 8 passengers (not including passengers loaded onto trains).

If you have more draws than passengers left in the bag, draw as many as you can. If the bag is empty at the end of your turn, this triggers game end.

If all passengers in the bag match the color of the station you are refilling, place all drawn passengers back in the bag, cancel the REFILL STATION action, and take a different action instead.

You may look in the bag at any time to see what passengers are in there (but you may not look when you are drawing out passengers).

With two units in REFILL STATION, Yellow drew two gold robots from the bag as an action and placed them on the Factory station 1a 1b. *If Yellow had drawn a steel robot, they would have set it aside and drawn until both draws were not steel robots. Then they would have put any steel robots drawn back in the bag.*



Adjust

You may shift robots to different slots on your player board as an action. Each unit of ADJUST allows you to shift one robot to a different slot.

You may shift robots to EXTRA ACTIONS to gain an additional action during the same turn. You may never move a commuter on your player board.



To adjust, first remove the robots you wish to move from your player board, then put them all back on in any order you choose (they must be placed in a slot of their color).

When adjusting from or to the sliding slots in UNITS PER ACTION, you may take robots from the left or right of those slots, and add to the left or right of those slots, as long as the new robots you add match the colors underneath all robots. All robots in these sliding slots align to the left edge of the slot.

With one unit in ADJUST, *Yellow shifted a copper robot from* CAPACITY *to* REVERSE TRAIN 1. *Yellow can now carry only one passenger, but can turn around at any station instead of traveling to the end of the line to turn around.*

Build Station

You may place a new station in a recessed hex on the map as an action if you have one unit in BUILD STATION.

To take this action, you must have already built track to a recessed hex on the map, and you must have filled the column of UNLOCK PASSENGERS & BUILD STATIONS for the color of station you want to build. (Note that Factory, Warehouse, and Lab stations are always unlocked.)

Recessed hexes contain some number of robots even before a station gets built there. Place those robots on the newly-built station, unless their color matches the station. Matching robots go back in the bag.

When you build a station, it comes with a passenger. Place it on your player board immediately.

The first time a player builds a station with a color that isn't in the game yet, add all commuters of that color to the bag immediately (except for the commuter on the station. That goes on the builder's player board.)

Yellow places a new Lab at one end of the yellow line for their first action 1a. *They put the copper robot that was waiting on the unbuilt station in column 2 of* CAPACITY 1b.

For their second action, Yellow does a BUILD STATION *again. They build a Warehouse station at the other end of their line* 2a. *They put the gold robot that was waiting on the unbuilt station in column 2 of* PICK UP 2b. *Unfortunately, there was a gold robot waiting in the recessed hex before the Warehouse was built. It can't go on the station, so Yellow puts it in the bag for later* 2c.



Reverse Train

You may turn your train to run in the opposite direction at any station as an action if you have one unit in REVERSE TRAIN. You may not take a REVERSE TRAIN action during a MOVE action.

Yellow is at a station in the middle of their line, but wants to turn around. They use a REVERSE TRAIN action to change facing 180 degrees. Without this, Yellow would have had to continue moving down to the end of their line before being able to turn around and go up again 1.



UNLOCK PASSENGERS & BUILD STATIONS

This section opens the ability to take an action to PICK UP, DROP OFF, or BUILD STATION for commuters of a specific color. Even if you haven't yet filled a column here for a given color, you may still build track to a station of that color to load commuters of colors you have unlocked.

If you take an action to ADJUST and remove a robot from this section so that you re-lock a passenger color that you are currently carrying, you must place passengers of that color in your current station. If they match the station color, place them in the bag, not on your player board.

EXTRA ACTIONS

Each row filled in EXTRA ACTIONS grants you an additional action each turn. You may have up to three extra actions, for a total of five actions per turn. Extra actions may be used just like your normal two actions.

When taking an action to DROP OFF or ADJUST, you might place passengers in slots to fill a row of EXTRA ACTIONS. You may use any newly added actions in the same turn.

PASSENGER AND LINK VPS

The VP value of each commuter on your player board is shown at the top of this section. Each column you fill with commuters scores a 1 VP bonus for each of those commuters on your player board.

Each link is worth 1 VP at the end of the game. Each row you fill with commuters scores a 1 VP bonus for each link you have on the map.

BONUS VP CARDS

You may place any commuters here. For each completed set of 3 commuters, score 1 additional Bonus VP card (from the 4 you started with) at the end of the game.

GAME END

The game end is triggered when at least one station of each of the four commuter colors is built (pink, lilac, coral, and purple) and the bag is empty at the end of a player's turn.

Finish the current round (until you reach the Start Player). Then play one more round. Then the game ends.

SCORING

Score 1 VP for each pink and lilac commuter on your player board. Score 2 VPs for each coral and purple commuter. Each commuter scores an additional 1 VP if the appropriate column is filled in PASSENGER & LINK VPS.

Each track link that connects two stations (regardless of the number of track tiles used) scores 1 VP. Each link scores an additional 1 VP for each row filled in PASSENGER & LINK VPS.

Score your highest Bonus VP card. For each row filled in BONUS VP CARDS, score an additional Bonus VP card.

The player with the most total VPs is the winner. If one or more players tie for the most VPs, the tied player with the fewest *robots* on their player board wins. If that results in a tie as well, all tied players play another game of *Maglev Metro* to determine the winner; there are no ties in the near future!



BONUS VP CARDS

Bonus VP cards can provide a variable amount of extra VPs at the end of the game. Cards max out at 15 VPs each; any VPs beyond 15 VPs for a single card are not counted. For instance, if you have four direct connections worth 4 VPs each, you'd score 15 VPs. One Bonus VP card is always scored at the end of the game. For each row filled in the BONUS VP CARDS section on your player board, score your next highest Bonus VP card. In this way, it is possible for a player to score all four Bonus VP cards.



Direct Connection

Direct connections between two specific stations of your track, with no stations between them. May be scored multiple times.



Passenger

Certain passengers on your player board, individually or in sets.



Track

Track tiles that have been placed on the map or remain in your supply.



Player Board

Unique configurations of passengers on or off of your player board.

Advanced Game: Drafting Cards at Setup

Once you're familiar with the game, you can draft cards at the start. Each player takes all cards of one color. Choose one, and pass the rest to the player on your left. For 2-player games, each player takes two colors. For 3-player games, the third player in turn order takes two colors.

THE HUB (MANHATTAN ONLY)

The Hub is a drop off point for all robots. You can unload different colored robots in the same action, up to the units in your DROP OFF.



Unlike normal stations, you can build any number of tracks out of the Hub. You still cannot build two of your track tiles in the same hex.

Your line can only directly connect from the Hub to a given station once. You cannot build track from one part of the Hub to another part of the Hub.

Your train can leave the Hub on any of your track. It does not need to be at the end of your line or take a REVERSE TRAIN action.

When taking a REFILL STATION action at the Hub, set aside all robots drawn and return them to the bag after placing only commuters on the station.

The Hub counts as a Warehouse, Factory, and Lab for all Bonus VP cards.

COMMONLY MISSED RULES

Track may never branch at a station (only two track tiles from each player may extend from a single station). If you discover a player has done this a few turns after it happens, the player must use future actions to remove illegal track as soon as possible, being certain not to strand their train (you might need to take an action to MOVE your train to a legal part of your line before removing illegal track).

Commuter passengers on your player board (pink, lilac, coral, and purple) cannot shift to a new slot after you first place them. However, if you discover a player has done this a few turns after it happens, the player must use future actions to ADJUST as soon as possible to shift them back (as if they were robots).

The number of passengers on a train cannot exceed units in CAPACITY. If you discover a player has done this, the player must immediately return excess passengers to the station where they were illegally loaded on. If no one can remember, return excess passengers to the bag.

If you have not unlocked a color with UNLOCK PASSENGERS & BUILD STATIONS, you may still build track to a station of that color. You may also move to and through that station, and pick up passengers of colors you can legally load there.

If you have other questions, please check the FAQ on the *Maglev Metro* page at beziergames.com.

PLAYTESTERS

Gage Alspach, Toni Alspach, Thomas Bass, Daniel Betat, Richard Bethany, Jay Bloodworth, Taylor Bogle, Dan Calhoun, Anne Churchill, Curt Churchill, Chris Comeaux, David Corbin, Tyler Cornell, Angela Chuang, Jennifer Daily, Charlie Davis, Jim Evers, Jason Finley, Jonathan Franklin, Ally Gold, Angela Godel, Lila Godel, Trip Godel, Tony Grappin, Aaron Greene, Casandra Hadley, Evan Hale, Michael Hall, Lucas Hedgren, Greg Hoch, Joe Huber, Shelly Hwang, Mark Jackson, Cynthia Landon, Andrew Letezia, Jenny Letezia, Ian Mackey, Nathan McKeehan, George Michaels, Karen Miller, Ben Mora, Shiela Morton, Mark Noseworthy, Tery Noseworthy, John Palagyi, Ryan Post, Mary Prasad, Ravindra Prasad, Tyler Putman, Mike Randolph, TC Reynolds, Manny Rodriquez, Matt Ryan, David Satterfield, Lindsay Schlesser, Matthew Sherrod, David Sidore, Captain Mark Sliwoski, Mark Smith, James Nathan Spencer, Brett Stoia, Mike Tavares, Terry Taylor, Sean Walsh, Steph Walsh, Chris Wray, Craig Vollmar, Dale Yu, Ryan Yu, and many more.

SINGLE PLAYER RULES

To play as a single player:

Single Player Setup Changes

Remove 3 passengers of each color.

Draw 2 Direct Connection (gray) Bonus VP cards, and place them to the side of the map faceup.

If playing on the Berlin map, place robots on the starting stations as shown to the right.



Don't forget that your first turn in Berlin is placing your train and taking a robot from that station, and your second turn is to place the robots on your player board and take your actions.

Single Player Gameplay Changes

Before each turn (including your first turn), draw 1 passenger from the bag and put it next to the map. These passengers will not be used until final scoring.

You may not directly connect the pairs of stations shown on the 2 Direct Connection cards.

Single Player Game End Changes

The game ends immediately when you cannot draw a passenger from the bag before your turn.

Use the Single Player Scoresheet on the back of the normal scoresheets for scoring the single player game. When scoring, count the passengers drawn from the bag and put aside. Enter that on –Turns line of the scoresheet, subtracting those VPs from your score.

Scoring Table

Do you have what it takes to be an Entry Level Engineer?

Manhattan	Berlin	Rating
< 0	< 0	Last Words: "This 3rd Rail?"
0–10	0–10	Loud Phone Talker
11–20	11–20	Empty MetroCard Hoarder
21–30	21–30	Platform Shoemaker
31–40	31–40	Out of Service Sign Maker
41–50	41–50	Rudimentary Pole Hogger
51–60	51–55	Casey Jones Memorial Visitor
61–70	56–60	Door Blocker
71–80	61–65	Mass Transit Tax Lobbyist
81–90	66–70	Pupil of Max Eisenhardt
91–100	71–75	Turnstile Jumper
101–105	76–80	Dirk Henn Groupie
106–110	81–85	Sandwich Artist
111–115	86–90	Prophetic Word Wall Writer
116–120	91–95	Petitioner for Times Square Station to be Included in *Maglev Metro's* Manhattan Map
121–125	96–100	Fan of *The Taking of Pelham One Two Three* (1974 version)
126–130	101–105	Intermediate Gap Minder
131–135	106–110	Passenger-in-training
136–140	111–115	Descendent of Alfred Ely Beach
141–145	116–120	HO Scale Model Train Jr. Engineer
146–150	121–125	Garbled Announcement Translator
151–155	126–130	Train Yard Janitorial Professional
156–160	131–135	Dining Car Service Attendant
161–165	136–140	Train Operator Manual Contributor
166–170	141–145	Train Conductor Intern
>170	>145	Entry Level Engineer

GAME DEVELOPMENT BY DALE YU

Dale has been involved with game development since 2001 and has developed many other awesome Bezier Games, Inc. games including *Suburbia, Castles of Mad King Ludwig, Subdivision,* and *The Palace of Mad King Ludwig*. Previous projects include being part of the development team for *Dominion* as well as refining the solo game for *Agricola*. He also was part of the design team for the 2014 Kinderspiel des Jahres finalist, *Flizz&Miez*. Since 2010, he has served as the editor-in-chief for OpinionatedGamers.com.

GAME DESIGN BY TED ALSPACH

Ted Alspach is the designer of many boardgames, including *One Night Ultimate Werewolf, Castles of Mad King Ludwig, Silver, Ultimate Werewolf, The Palace of Mad King Ludwig, Suburbia,* and the 2019 Spiel des Jahres finalist, *Werewords*.



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