



TECHNIC

MIGHTY MACHINES



What you need



A minimum of 2 players



At least 3 cards and matching vehicles per player

Aim of the Game

It's time to put your LEGO Technic Mighty Machines to use. Every time you complete a job you collect another LEGO Technic Mighty Machine. The player who has collected the most vehicles at the end of the game is the winner!

Getting Set up

Got all your vehicles and cards and got a group of friends together? You're good to go.



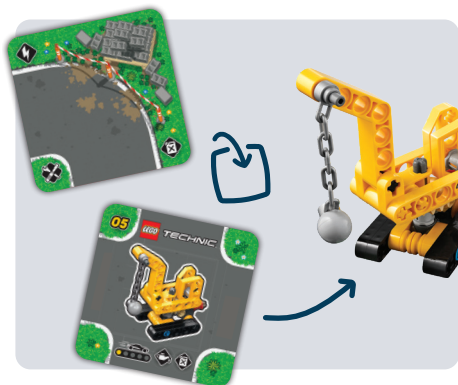
Place the vehicles to one side and shuffle the cards.



Put the cards in a pile with the vehicle side facing down and then take turns to place a card down and build a road map. Before you place a card make sure the roads on it can connect to all cards next to it.



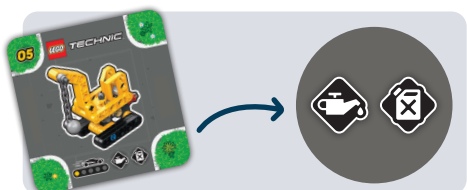
Once all the cards are placed down, you're ready to play.



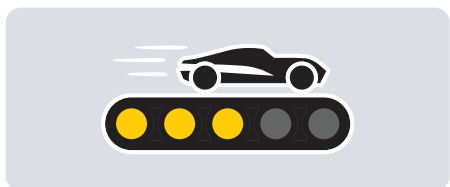
Ready to rebuild

Take turns to choose one card and flip it over to reveal a vehicle. Take the matching vehicle and place it on the card. All remaining cards have jobs that need to be done by you and your friends, represented by the icons on the card.

Once everyone has a LEGO Technic Mighty Machine on the road, you can get to work!



On your turn look at the card you flipped over. The icons on your card identify which type of jobs your vehicle can do. To get points your vehicle needs to get to a section of road which has at least one matching icon and has a job to do.



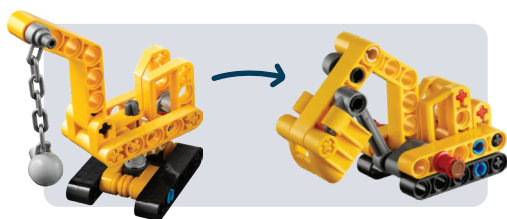
The speed-bar on the starting card indicates how far your vehicle can move per round (for example 3 dots mean you can move up to 3 spaces per round, but less if you like).



There can be only one vehicle on each section of road, it has to follow the road when moving and you can't jump over vehicles that are blocking the road.



When you land on a section of road with a job your vehicle can do, flip over the road card, remove your vehicle from the road and keep it in front of you. It is out of the game from now on and counts as a point.



Replace it with the new vehicle shown on the card you just flipped and end your turn. This is your new vehicle which you will start using on your next turn.



What if I'm blocked by another vehicle?



It is possible to exit the road system at an open end (a card where the road is leading to the table) and to re-enter somewhere else at an open end in your next turn. To do this, you must end your movement on a section of road with an open end and one move to spare. Then take your vehicle off the board and place it at the open end where you want to enter on your next turn.



The winner is...

When there are no more jobs left that your current vehicle can do, you can't earn anymore points. Put it aside (this vehicle does not count as a point) and wait for the other players to finish. When all the jobs have been done, or when there are no more jobs that match any players current vehicle icons the player who has collected the most LEGO Technic Mighty Machines wins!

All set? Engines on? Now get to work!

