

Mechanical Beast Print & Play (v1.7)

Thank you for downloading and trying [Deep Into and Back Out of the Belly of a Huge] Mechanical Beast Print and Play!

Your feedback is always welcome (good or bad!). If you have any questions, please send me an email (bmorayta@gmail.com). For feedback, you can also send an email, or answer the survey on: <https://forms.gle/SWNcoze6WQZV7Fc6>

If you have pictures or other content, or want to leave feedback there, you can also go to the game's page on BoardGameGeek: <https://boardgamegeek.com/boardgame/284118/mechanical-beast>

Game Mechanics

[Deep Into and Back Out of the Belly of a Huge] Mechanical Beast is a tile laying/manipulation puzzle, where you play as an engineer that must navigate the belly of a giant robot, by exploring new rooms, one at a time, or by actioning different gears to rearrange the layout of the rooms already discovered.

Your first goal is to find and activate the control room's OFF button. Then you should try to get out of the beast, while it's collapsing around you, before it shuts off, trapping you forever within its bowels.

To aid in your quest, you can send your reliable robot to tinker with the gears and rooms, should you get stuck, or you can activate the gears yourself to find a path amongst the chaos.

You win by getting yourself and your robot to the entrance door, and out of the beast.

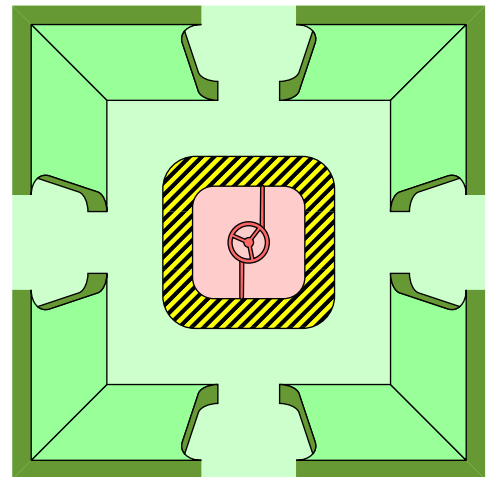
The game can be played solo, co-op, or competitively with up to 4 players. I haven't tested it with more, but you're welcome to try it!

What you need

- One meeple per player, each in a different color.
- One extra meeple for the android, in yet another color.
- For the Rescue Variant (recommended) you need about 20 tokens of any kind (cubes, discs, smaller meeples, etc)
- For the Competitive Variant, you need 2 meeples (same color) per player, instead of 1, and no android.

Instructions

- Print all 6 pages of the room cards on cardstock, and cut them out (pages 2-7 of this document).
- Optionally, print the backs of the cards, 1 copy of page 8, and 5 copies of page 9. The backs for all rooms are the same, except for the Entrance room from page 2, which must be matched to the closed door on page 8.
 - o Even though the rooms line up, they don't have any "bleed", so I don't guarantee they will line up correctly on a dual printer.
 - o You can instead print the cards and backs, and sleeve them together on 2.5"x2.5" sleeves.
- If you don't print the backs, you can instead print this page on cardstock and cut this room out – it's used ONLY in the EXTREME mode and in the competitive game, so if you're planning a solo or co-op play, you shouldn't need it. You can always print it later.
- That's it! Enjoy the game!!



To UPGRADE from version 1.5

- Print ONLY PAGE 5 of this document (where all 11 *linear* gears appear) using the same method you used before.
- You will NOT need the 12th room (with the *center* gear), and you can discard it.
- Find and take OUT the following rooms (you're eliminating 11 rooms from the deck, and replacing with the new 11):

