# Taskmaster

# How to Play

## 1 Setup Phase

Each players will draw 2 task cards and recieve 8 money tokens. Players then decide who goes first and will become the Lead

## 2 Beginning phase

Each player then can choose one of their task cards in hand. Place it in the board face down below the Day 0 mark (only if it's empty). After that, open all face-down cards.

## 3 Distribution phase

The lead will recieve 5 (will incerase each full rotation) workers and can distribute it to whoever they like. If they have leftovers, other players can negotiate to the lead to convince them to give it to them. However, the lead is not obligated to give the resources to anyone and can even not give any if leftovers exist. The negotiation can be anything from bribing or promising something in the later turns.

## 4 Buy Phase

Each player have a chance to buy outsorce workers with the price of their money. With the price being $2 and multiplied for each addition (so $2 for one but $6 for 2 because $2 + $4). The player can then give those workers to any project they have in the board.

## 5 Resolution Phase

Each player sees all their projects on their board and move any task that has it's worker requirements fulfilled to the next day. If there are any task that has completed enough amount of days as noted in their cards, the card will be put in a discard pile and they receive money noted in the card. If there are cards that have insufficient resource, the card does not move. After moving all the cards, all the reources are then reset so no resource are seen in the board.