Mayor rush

## The game in short

Mayor rush is a game where you are one of the four mayor candidates for a new town. Your goal is to feed your people as long as possible. Each 2 turns you get 5 new workers that want to work for you. You can use them to work for different resources. Those resources are needed to build the town hall. You can send your workers to get different resources, but each job has its risk. You can rush to get more resources by going for high risk card. There you can get the most resources but can lose your workers because of accidents. Will you take the chance to get your resources as fast as possible or are you going to play it save.

## Goal of the game

Survive the longest or build the town hall first.

## The game contains

* Wood cards
* Stone cards
* Worker cards
* Food cards
* Low risk cards
* Medium risk cards
* High risk cards

## Preparation

Put each resource cards in another pile faced up. Put each risk card in different piles faced down. Each player gets 10 workers to begin with.

## Game rules

Each risk pile needs to be reshuffled. To get resources you can send 5 workers to get 5 points of resources of choice.

You can send your workers on risk taking work. Low risk cards needs at least 5 workers, this go up with 5 each, so high risk cards starts with 15 workers.

At the next of each turn, if you have used workers on a risk card, that risk card becomes 1 worker more expensive. So at the start low risk cards cost 5 workers. If 1 or more players uses that risk card, the next turn it will cost 6.this only occurs for the card that got used.

The next turn you can re-use your workers wherever you want.

Starting form turn 4 each 2 turns you need to pay for your workers food. Food payment is 1 food for 1 worker.

You lose workers for those you can’t pay for their food. If you have 0 workers at the end of your turn you will lose.

To win the game you will need to be to only working Mayor or finish the Townhall first.  
To finish the town hall you will need 200 Wood and 150 Stone.

## Another game option

You can play the game by playing for 20 turns, the Mayor with the most resources gets a point for each resource. If it is a tie then the one with the most workers gets a point.

The mayor with the most points wins.

**Note:** You can only send 2 work groups in total. So either you send 2 workers for risk cards or 2 groups for resources. But 1 resource group can be up to 15 workers and get 1 chosen resource for 1 worker