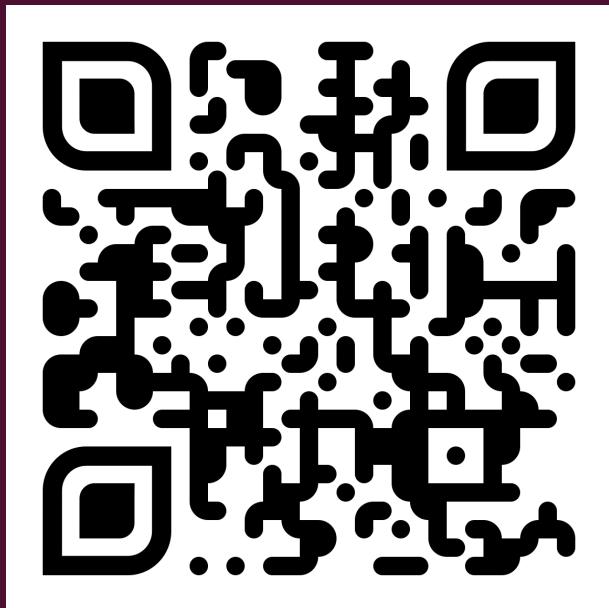

AI RUSH



MANUAL



Scan the QR code for a digital manual and more.

Design and Art by Séamus Fanning

3-9 players

8+ years

30 minutes

◆ INTRO ◆

Each player represents an **AI company**.

Each **company** has one goal: *deploy* as many **AI agents** in any given **sector** in order to own that market.

Careful, though – in an AI rush, slipups are no joke. Get too greedy and rush training and **agents** could go **ROGUE**, entering the market by their own accord – and not aligned with human goals. Plan your deployments carefully: your company could reshape the world, leading humanity towards a dystopic or utopic end.

Mechanically, you can think of this game as *turn-based gambling* with *territory claiming*.

◆ COMPONENTS ◆

- This rulebook
 - 2 dice
 - 1 BIO public sector board
 - 1 TECH public sector board
 - 1 POL public sector board
 - 1 Quarter Tracker
 - 10 bags of different colored AI Agent cubes
 - 9 Company agent training trackers
 - 1 ROGUE card
 - 30 Subsidy cards
 - 30 Tax Break cards
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◆ SETUP ◆

Set up the game as seen below, or in any convenient layout. For 3-4 players, add just 2 **Sectors**, not 3.



If undecided, the company *ELIZA* makes the first play.

◆ HOW A TURN WORKS ◆

1. Announce which Sector (the bigger boards) you're training for this Quarter (round). At the end of your Training Phase (turn), all AI Agents (the little cubes) gained that turn will go towards the Sector you chose.
2. Roll both Dice.
 - Place an **AI Agent** on the corresponding number on your **Company Card**. (EX: If you rolled a 3 and a 4, place your tracker on the 7th spot.)
 - *Add AI Agents* to a pile near your **Company Card** depending on how many times you've successfully *rolled* this turn.

1 roll	Add 1 AI Agent
2 rolls	Add 2 AI Agents (for a total of 3)
3 rolls	Add 3 AI Agents (for a total of 6)

And so on.

- If using **Abilities**, let any **Bonuses** play out. (Refer to the back of the manual for details on **Bonuses**.)

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3. *Decide* whether or not to roll again, or to end your turn. If you roll lower than the previous roll, you **Bust**. If you **Bust**, all **AI Agents** currently gained for your announced **Sector** will enter that **Sector** as **ROGUE AIs** (the little red cubes). Rolling the same value as the previous roll does NOT count as a **Bust**.
 - EX: You have 3 AI Agents from 2 successful rolls (you rolled for a total of 4, then 7). You decide to roll again, and roll a 6. Instead of adding 3 more AI Agents to your pile, replace the 3 AI Agents in your pile with 3 **ROGUE AI Agent Cubes**.
 4. *Add* all of this turn's **AI Agents** to the sector you announced at the start of your turn. If you decided to end your turn by not rolling again, the **Agents** you add will be your own color. If you busted, they will be red.
 5. *Betting* is optional. Once per **Quarter** (at any time during the **Quarter**) you may place up to one **Bet**. To do so, place an **Agent** in front of the **Company** you think will perform best. This has to be before their first roll that **Quarter**. However many **Agents** they introduce into whatever **Sector** that turn, you will do the same, on top of your own **Agents**. If they bust, you too will add however many **ROGUEs** they got.

The **Quarter** ends once everyone's turn is over.

NOTE: Be sure to keep track of the current **Quarter** using the **Progress Tracker**. If you're dealing with a group of scatterbrained CEOs, this is *ELIZA*'s duty.

Tax Breaks and **Subsidies** cards are distributed accordingly: companies with most **Agents** in a **Sector** get **Ventures**, and everyone else gets **Subsidies**. Each **Quarter**, Companies will get an additional card:

1 **Subsidy** or **Venture** card after passing **Q1**

2 **Subsidy** or **Venture** cards after passing **Q2**

And so on.

◆ LATE GAME ◆

- DOUBLE all AI Agents (INCLUDING ROGUE) added to Sectors during Quarter 4 (as reminded on the Progress Tracker)
- At the end of the Quarter 4, the game is over. The AI Agents with a lead in any given Sector will have enough of a technological lead to eventually emerge as Artificial Super-Intelligences with their own unique endings.
- If ROGUE AIs hold a majority in any sector, *nobody wins*.
- There may be one winner, multiple winners, or no winners (in the case of a ROGUE win).
- In the case of a tie, *both companies* win. If there is a tie with ROGUE, ROGUE wins.
- Winners may flip their company cards and scan the QR code on the back to log and read their unique ending. The same is true for a ROGUE ending.

◆ FINAL NOTE ◆

If you're an "if I can't win, nobody can" player, feel free to try to flood sectors with **ROGUE** AIs once all hope is lost.

On the flip side, if other sectors are **ROGUE**-heavy, you could contribute to the total company **Agent** count there - effectively sacrificing yourself to save the world, and allowing other companies to win.

Feel free to give in to your greed, too. Safer players can't stop their opponents' recklessness anyways. I've played in a game where the winner won on a 1/12 chance, where the 11/12 chance of a **Bust** would have resulted in a **ROGUE** ending.

However, if you think you can collectively agree to take the safer path, go for it.

Thanks for playing! GL, HF.

Séamus

BONUSES EXPLAINED



BIO Agent

Add 1 Agent to the NATURAL/BIOLOGICAL Sector



TECH Agent

Add 1 Agent to the TECHNOLOGICAL Sector



POL Agent

Add 1 Agent to the SOCIOPOLITICAL Sector



Re-Allocation

Choose any of your own Agents already in a Sector to move to a different Sector.



Agent of All Trades

Add 1 Agent to any Sector



Agents of All Trades

Add 2 Agents to any Sector



SUBSIDY

Draw 2 Subsidy Cards



Venture

Draw 2 Venture Cards



ROGUE

Place up to 3 ROGUE Agents in the Sector of your choice. Must place at least 1.



Data Theft

Choose 1 opposing Company's Agent in any Sector to replace with one of your own.



Reroll

On your next roll, you may reroll.



Investment

Choose any Company. Replace an Agent of yours with one of theirs. Whatever they get next turn, you'll get too, good or bad.



Kind of Lucky

Add up to 1 to your next roll.



Pretty Lucky

Add up to 2 to your next roll.



Lucky

Add up to 3 to your next roll.



Really Lucky

Add up to 4 to your next roll.