Game Rules

Rush for the web is a game on web-monetization that educates players around the basics of the concept by simulating some practical examples of monetizing content over the web through its gameplay.

In this game, players assume the role of a creator persona and attempt to release a project and monetize it simultaneously over the web. The simulation navigates players through a series of situations where they have to make critical decisions that have a lasting impact over their monetization journey.

Game Design

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Illustrations

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Game Components

Rush for the Web includes different sets of cards and credit chip tokens. The cards can be distinguished by the different card backs.

Credits

Credit chip tokens are available in 1 and 5 denominations. The amount of credits is not limited. If you run out of credits, replace them with other objects. At the end of the game, the player with the most credits wins the game.

Persona Cards

Persona cards represent the different types of persons or occupations in the game. Every player chooses one persona card at the beginning of the game and keeps it until the end of the game. Every persona card gives the owning player a unique special effect.
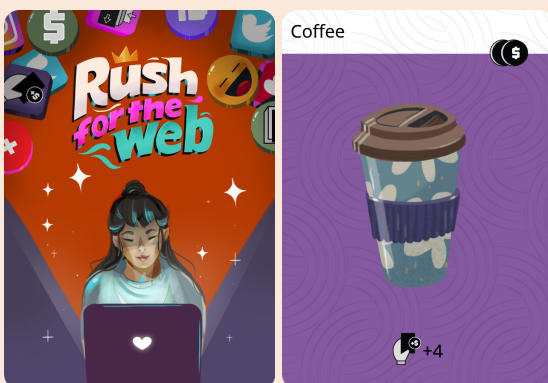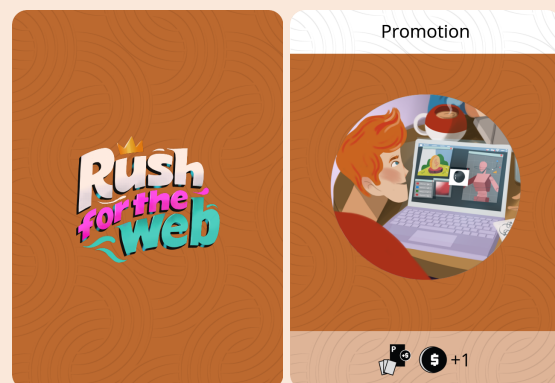

Example Persona Card Back and Front
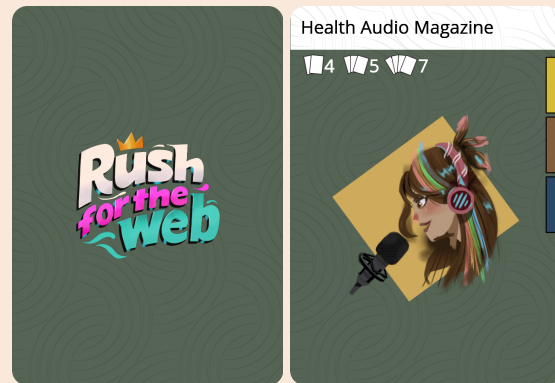
Example Project Card Back and Front

Project Cards

Project cards represent the different projects players work on throughout the game. Project cards can be media projects, software projects or anything else that needs resources to be built. At some point in the game, players can sell projects to gain credits. Project cards have a set of allowed resource colors on their right border. Resource cards need to match one of those colors when added to the project. Project cards also have a sell table that represents the credit value of the card when selling it with 2, 3 or 4 resource cards attached to it.

Example Resource Card Back and Front

Example Event Card Back and Front

Resource Cards

Resource cards are the components that build a project. Players play resource cards to project cards to build up the value of the project being worked on. Playing resources cost credits and may activate a special effect.

Event Cards

Every turn, the first player draws a new event card that has an effect throughout the entire round. The game ends after the 12th round when the event card stack is empty.

Game Overview

In "Rush for the Web", players assume the role of creators struggling to succeed in the competitive web marketplace. They try to create content and gain credits along the way while being challenged by an ever-changing marketplace and volatile technology. After 12 rounds, the player with the most credits wins the game.

As the game progresses, players acquire project cards, pay and add resource cards to them and wait for the perfect moment to sell the projects on the marketplace. While doing so, players negotiate, exchange cards and credits and try to be collaborative while being competitive enough to win the game.

Setup

Players follow the following setup steps in order:

1. The resource, project and persona cards are shuffled and placed face down on the table.

2. Put the credits tokens on the table, forming the credits pile.

3. The event card "**Expansion**" is removed from the event cards. The remaining event cards are shuffled and 11 cards are drawn. "Expansion" is added to the 11 cards and shuffled, forming an event stack of 12 cards that is put face down on the table. The remaining event cards are removed from the game and put back in the box.

4. One resource card is drawn and put face up on the table, forming the pool stack. The pool stack will grow while playing the game. It is **not the resource discard stack**, which is formed separately!

5. Each player draws a persona card and puts it face up near their play area. The remaining persona cards are removed from the game and put back in the box.

6. Each player draws 3 project cards, chooses 2 of them and shuffles the remaining one back into the project card stack. Players then put the projects face up into their play area, keeping space besides them for resource cards that are added later.

7. Each player takes 3 credits from the credits pile.
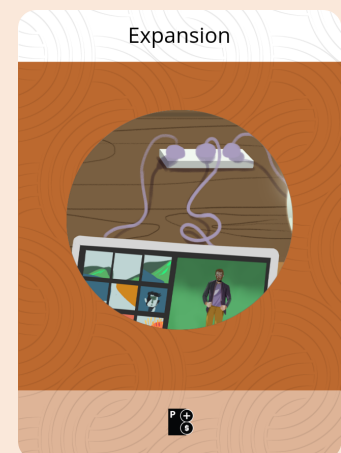
8. Each player draws 3 resource cards and puts them into their hand, hidden from the other players.

9. The player that last uploaded a video to the internet is the starting player.

10. The starting player draws and reveals an event for the first round.

The game can now start with the starting player's first turn.

Gameplay

Rounds and Turns

The game is played in rounds. In every round, each player has a turn where he can do actions. The game ends after 12 full rounds, when the last event card has been played for a round and there are no more event cards left in the event card stack.

In a player turn, the player has mandatory and optional actions, see below. At the beginning of each new round, the starting player draws a new event card and puts it face up on the table. That event card's effect applies to all player turns in that round until a new event card is revealed.

The Player Turn

If the current player is the starting player, draw and reveal a new event card. The event card effect is applied to all player turns this round.

The player then acquires a new card. For this there are two options from which exactly one must be chosen:

1. **Draw a card from the resource stack.**

2. **Get the topmost face up card from the pool stack.**

The acquired card is added to the player's hand. There is no hand limit.

After that, the player **must** play a card. for this, he has the following options and needs to choose exactly one of them:

1. **Play a resource card to a project**
   A card is added to one of the project cards that are owned by that player. The color of the resource card needs to match one of the allowed colors of the project card. To add a card to a project, the player needs to pay the cost of the resource card that is noted on the top right of the card. The credits go back to the credits pile and the card is put next to the project card. **After playing the resource card, effects noted on it may be taking effect.** See below for a table of effect icons and their meaning.

2. **Discard a resource card to the pool**
   A card from the hand is put face up on top of the pool stack. Then the player takes 1 credit from the credit stack. **The effect of the resource card is ignored.**

After applying all effects from played resource cards, the player may now sell a project. Selling a project is optional and only a single project can be sold in each player's turn unless a card effect says otherwise. **Selling a project requires at least 2 resource cards being attached to**

the project to be sold. When selling a project, the player runs through the following steps in order:

1. Note any applying effects from the selling player's persona card and/or the current event card and calculate the selling price by referring to the sell table on the top of the project card. The sell table has a credits value for 2, 3 or 4 resource cards attached to the project. The player takes the resulting amount of credits from the credits pile.

2. The player puts the project card into the project discard stack, and the resource cards to the resource discard stack. Note that a player has sold a project on a piece of paper, this may be needed to resolve ties at the end of the game. Don't keep the project card for noting a sold project!

3. The player draws 2 new project cards from the project stack, chooses one and shuffles the other one back into the stack. The new project card replaces the sold card.

Vegan Recipes	Editor	Writing Software
4 6 8		

Example:
Selling this project with 2 resource cards attached to it results in a sell price of 4 credits.

If the player adds another resource card to it before selling it, the sell price would be 6 credits.

After the optional step is completed, the next player takes a turn. The game progresses until the last round (with the last event card from the event stack) has completed, at which point the game ends.
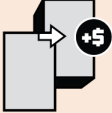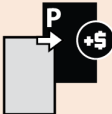
Negotiation & Trade

During the player's turn, players may freely negotiate and exchange credits and cards. Exchanging credits and cards can happen during, before or after player actions, but can only happen between the current player and one other player. Players that are not on their turn can not trade with each other.

Icons & Effects

Event and resource cards may have effects on the round or the player's turn. Event effects apply to an entire round and all player turns while effects on resource cards only apply to the current player. Usually, events are taking effect immediately unless otherwise noted.

The following effect icons may appear on event or resource cards:

	You may immediately play another resource card or discard a resource card to pool. If you do, draw a new resource card so your hand size does not change. If you discard to the pool, you also get the one credit bonus for doing so.
	You get a credit bonus when selling a project. The bonus may have color conditions. If there are colors given, only take the bonus when the project sold has at least one resource card **attached** with each of the given colors.	**Example:** +2 This card will give you a +2 credits bonus on selling projects that have blue or green resource cards attached at the time of selling the project. If this appears on an event card, the bonus applies for projects sold on this turn by any player.
	You may take the current pool resource card. If you do, then discard one resource card from your hand to the resource discard. Effects on resource cards taken or discarded are ignored.
	You may take another resource card from the resource deck. If you do, then discard one resource card from your hand to the resource discard. Effects on resource cards taken or discarded are ignored.
	You may exchange one resource card from your hand with the current pool resource card. Effects on resource cards taken or discarded are ignored.
	This may appear on event cards. At the beginning of a player's turn this round, the player draws two new project cards from the project card deck, keeps one and discards one to the project discard. The new project forms a **third project** that is available to a player.
	Shows cost or bonus credits. This may appear as cost on the top of resource cards or on events to show credit bonus effects.	**Example:** This may appear on the top of a resource card and shows the cost of the card is 3 credits.
	This may appear on event cards. At the beginning of your turn, you get a one time credit bonus for each project you own with at least one resource card attached.	**Example:** +2 This card gives you an immediate one-time 1 credit bonus for each project you own that has at least one resource card attached at the beginning of your turn.

	This may appear on event cards. If you are discarding a card to pool this turn, you get a given bonus to the one credit bonus usually taken when discarding to the pool.	**Example:** +2 This card will give you a total of 3 credits (1 + 2 bonus) if you are discarding a card to the pool this turn.
	This may appear on event cards. When playing a resource card to a project this turn, you pay less than the cost of the resource card. This also applies to additional resource cards you play to project this turn from other effects.	**Example:** -2 When playing a resource card to a project this turn, you pay two credits less (to a minimum of free).

Ending the Game & Determining the Winner

The game ends after 12 rounds, when there is no event card left to draw by the starting player. Every player has exactly 12 rounds to create and sell projects. After the last round concludes, the player with the most credits wins the game. If there is a tie, the player with the most completed projects wins. If there is still a tie, the players share the win.