

AUFRUHR!

DAS RUHRSTADT SPIEL

Game instructions for 4 – 6 mayors

THE IDEA OF THE GAME

In AUFRUHR!, the player assume the mayor's offices of the great Ruhr cities and set out to cooperate with their competitors in order to promote the idea of the RuhrCity. At the same time, they try to extend the area of influence of their own city. The aim is to claim the Title of Lord Mayor for them and decide on where the City Hall of the future RuhrCity will be built. This balancing act of parish-pump thinking on the one hand, and the superior RuhrCity Idea on the other, puts the player in a permanent dilemma, not to speak of in AUFRUHR!! AUFRUHR! is fiery and a lot of fun! It is a communication game in which almost everything is possible as well as negotiable, as long as it takes place in public. Debates are held, polemics are exchanged, intrigues are schemed, deals are made, bribes are paid, and sometimes even scandals are played off. In this game, it is almost impossible to not antagonize someone. But at the same time, it is tough to make sure of long-lasting friendships. Strategic politics are needed in order to score in this permanent change of constellations.

THE GAME INCLUDES

- 1 Game board with the great Ruhr cities highlighted in color to be put together
- 1 Lord Mayor's hat as a foldout map
- 6 Mayor's sets in the color of the great Ruhr cities, consisting of:
 - 13 Project markers, 1 City treasury (cloth bag), 1 Bribe folder with 6 Bribe tokens, 5 Election dice
- 60 cards for Municipal and RuhrCity projects that are assigned to 4 categories (Education, Culture/Sports, Nature/Tourism, and Economy)
- 13 Payout cards
- 20 Event cards + Construction panel with positioner
- Money in units of 10, 20, and 50

Project Categories:



a) Education



b) Culture/Sports



c) Nature/Tourism



d) Economy



Payout cards



Event cards

THE PREPARATION OF THE GAME

- The game board is put together.
- The mayor's hat is folded.
- Every mayor chooses a city for his work. With 4 players, the selection consists of the cities of Duisburg, Essen, Bochum, and Dortmund. With 5 players, the city of Recklinghausen is added. With 6 players, the city of Hagen is added.
- Each mayor gets
 - his mayor's set (see "THE GAME INCLUDES")
 - seed money of 3 money units of 50, 3 of 20, and 3 of 10
- Each mayor marks the two initial projects in his city with a project marker of his color.
- Each mayor gets an election dice of each of his competitors (He does not need an election dice of his own color because he cannot vote for himself!).
- The construction panel "HERE THE RUHRCITY HALL WILL BE BUILT" is taken out of the pile of event cards. It is mounted to a plastic stand and put aside. The rest of the cards are shuffled and 14 are placed face down in a row next to the game board. Each event card marks one game round. If the players choose a shorter game version, fewer cards are placed. The rest of the cards are put back into the game box.
- The payout cards are shuffled and placed next to the game board face down.
- The project cards are divided into the categories: Education, Culture/Sports, Nature/Tourism, and Economy. The four piles are shuffled and each is placed face down next to the game board.
- Each player needs a pen and a paper.



Construction panel for the City Hall

NOTE: Each mayor should keep his money units in the city treasury and should always hide it from his competitors

THE COURSE OF THE GAME AT A GLANCE

The game starts with the election of an interim Lord Mayor (I.), who is elected by the mayors. His first legal act is to distribute EU Subventions (II.) to all cities, including his own. Next the Lord Mayor declares his Intention (III.). He may put up Municipal or RuhrCity Projects (III.a) for auction which the mayors then can use to extend their area of influence and collect victory points. Or he may have a Payout (III.b) organized that can be used to refund existing projects. The remaining mayors may use their Bribe folder (IV.) to try and influence the Lord Mayor's decision by making him Attractive offers (IV.a) or they may use a Scandal (IV.b) to give him a pointer.

At the end of each game round, RuhrCity projects may be realized. Finally, an Event card (V.) is placed face up and executed right away. Then, Reelections take place

The game ends after 15 election periods. The player who has the most victory points at that time wins the Title of Lord Mayor and decides on the site of the future City Hall of RuhrCity (VI.).

I. ELECTION OF LORD MAYOR

At the beginning of each game round, the players elect a Lord Mayor. It is not allowed to vote for oneself. That is why they have to elect one of their competitors, whether they like it or not. In a secret ballot they pick the election dice of one of their competitors and show them on the count of three at the same time. The one mayor who has the majority of votes is appointed Lord Mayor of that particular game round and gets to wear the mayor's hat.

II. THE DISTRIBUTION OF EU SUBVENTION

At first, the Lord Mayor distributes EU Subventions in the amounts of 40, 30, 20, and 10 units of money to all mayors, including himself (If there are five or six players, plus 50 or 60 units of money.). The Lord Mayor decides which mayor gets which amount of money and withdraws the corresponding amount from the bank.

HINT: AUFRUHR! is a communication game in which debates are held, polemics are exchanged, intrigues are schemed, and deals are made. Almost everything is possible as well as negotiable, as long as it takes place in public! Use campaign pledges to try to convince the other players that you are just the right Lord Mayor! Try somehow to convince the Lord Mayor that he shovels the most EU Subventions on to you! Try to make the other players vote for you! To start up communication right away, make up a campaign slogan. For instance: "Bochum- for a strong central Ruhr!" Or: "Duisburg- connecting Ruhr and Rhine!" It is about YOUR City!

III. DECLARING INTENTIONS

Now, the Lord Mayor chooses an action to take and declares his intention loudly and clearly to give the other player the chance to react with their bribe folders, if necessary. Now the Lord Mayor has two options:

- a) **place 3 project cards face up and put them up for auction**
- b) **play one payout.**

III. A) PLAYING PROJECT CARDS

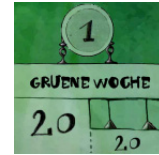
If the Lord Mayor declared to offer projects for auction, he loudly and clearly announces the categories (Culture, Education, etc.) of the three projects (The cards do not necessarily have to be from different categories. He may also choose three of the same category.). Now, he places the corresponding top cards face up, if none of the player tried to intervene with their bribe folders. The pile of project cards holds municipal and RuhrCity projects. The Lord Mayor decides on the order in which he wishes to put up the projects for auction.

NOTE: In case of a tie before the first game round, re-elections take place. In all the following election rounds, the previous Lord Mayor remains in office for another game round, if he is involved in the tie. If he is not involved (if, for example, two tokens are allotted to two other candidates), a run-off is held in which the players have to vote for one of the tied candidates.

- The Auction of Municipal Projects:** Municipal projects do not score many victory points, although, they are interesting for the mayors, as they are useful to extend their area of influence and help to make money for the city treasury. All mayors including the Lord Mayor, who runs the auction, submit a sealed bid, in order to be awarded the project. They withdraw a seemingly reasonable amount from their city treasury (or at least pretend to!) and show their secret bids on cue at the same time. The free market makes the price- the minimum purchase price only is set: small municipal projects (1 victory point) sell for at least 20 money units, big municipal projects (2 victory points) sell for at least 40 money units. The highest bidder pays the corresponding amount directly to the bank and may realize the project right away. The unsuccessful bidders take their money back into their city treasury. Should all bids be below minimum purchase price, the project remains unrealized and is to be removed into the discard pile. Should there be more than just one highest bidder, the Lord Mayor decides who is awarded the project. There is a good chance that you can influence his decision!



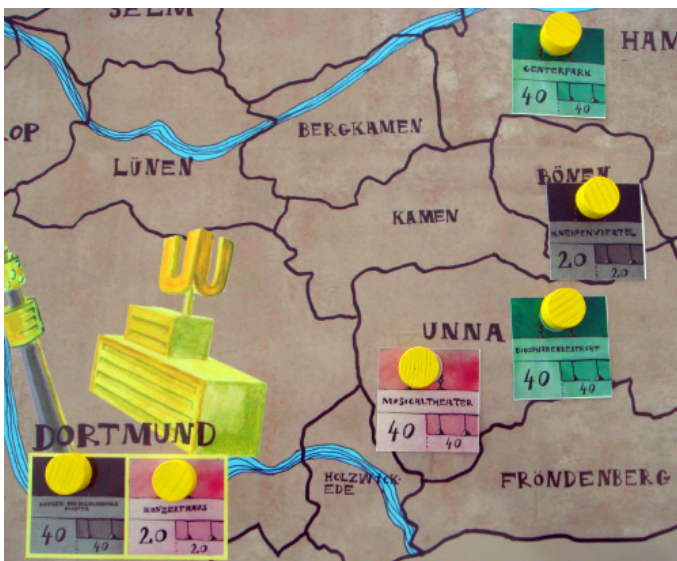
Big municipal project of the category education: 2 = victory points 40 = minimum purchase price and payout value



Small municipal project of the category nature/ tourism: 1 = victory point 20 = minimum purchase price and payout value

RULES OF CONSTRUCTION FOR MUNICIPAL PROJECTS:

Municipal projects can only be realized in such communities that are directly or indirectly connected to the great Ruhr city (They are indirectly connected to the great Ruhr city when they border a community in which an own project has already been realized.). The project card is placed onto the game board into the community. A project marker of the own color is placed on it in order to mark who was the initiator of the project. You may only initiate two municipal projects per community. That is to say only two mayors may work in one city. It is not allowed to realize more projects in the great Ruhr city because they already start out with two initial projects.



Example: The two big municipal projects musical theater (culture) and the biosphere reserve (nature/tourism) in the city of Unna **directly** border the great Ruhr city Dortmund. The bar area (economy) in the city of Bönen and the center park (nature/tourism) in the city of Hamm are **indirectly** connected to the great Ruhr city Dortmund via the city of Unna and the city of Unna via the city of Bönen.

CHARACTERISTICS OF MUNICIPAL PROJECTS: Municipal projects help to make money for the city treasury. For example: if there is a payout in the culture category (see III.b), all mayors, who invested in culture, will receive money units for their culture projects in the amount indicated on the card. Small municipal projects are worth 20, big municipal projects are worth 40 money units.

HINT: It might prove reasonable to pursue somewhat balanced politics when strategically organizing the city. Players, who are the only ones that monopolize in a certain category such as education, should take into consideration that their competitors will not elect them Lord Mayor again. At the same time, it is highly unlikely that one of their competitors will voluntarily suggest a payout for education.

- AUCTION OF RUHRCITY PROJECTS:** RuhrCity projects are more expensive than municipal projects as not only the purchase price, but also the building license has to be paid. For that reason, it is more difficult to realize them. On the other hand, they are of more importance for the region because they upgrade whole areas and form new nuclei of population. In addition to that, they score many victory points! Initially, the same auction rules as for municipal projects are to be applied to small and big RuhrCity projects. The free market makes the price- however, small RuhrCity projects sell at least for 60 and big RuhrCity projects at least for 120 money units. However, other than municipal projects, RuhrCity projects may not be realized directly upon purchasing. They can only be initiated at the end of an election period, after having paid the building license, which is 120 money units for small RuhrCity projects and 300 money units for big RuhrCity projects. Small RuhrCity projects must be realized by one mayor only and score 5 victory points. However, big RuhrCity projects may be cooperatively initiated. In that case, each project partner gets 10 victory points. Should one player only realize a big RuhrCity project, he receives 15 victory points.

COOPERATION: At any time the buyer may make a deal with a competitor to realize a big RuhrCity project together (before purchase, upon purchase or in a following game round). Deals are sealed per handshake; however, they are not binding, as long as the RuhrCity project has not been realized yet.

RULES OF CONSTRUCTION FOR RUHRCITY PROJECTS:

RuhrCity projects can only be realized at the end of an election period, after having paid the building license, which is 120 or 300 money units. They have to be placed alone in one city and have to form new nuclei of population. Other than municipal projects, RuhrCity projects do not have to be connected to the center of the own city, but may be placed anywhere, if the city has not been covered with projects yet. The project card is placed onto the game board and tagged with 3 project markers. Has it been initiated cooperatively, both players each contribute a project marker. From now on, the initiators may use it as new nucleus of population and realize municipal projects around it.



Small and big RuhrCity project: The points in the middle (5 or 10/15) indicate the victory points. The lower number shows the minimum purchase price (for small RuhrCity projects 60 and for big ones it is 120.). The higher number indicated the amount necessary to pay for the building license (for small RuhrCity projects 120 and for big ones 300). The small RuhrCity project belongs to the category nature/tourism and the big one to the categories culture/sport as well as nature/tourism.

NOTE: The conditions of cooperation are a matter of negotiation. RuhrCity projects are a powerful factor. Have your competitors pay good money for a share in the victory points. And make other players pay you well for upgrading a certain region. **All negotiations take place in public and are by word of mouth.**

CHARACTERISTICS OF RUHRCITY PROJECTS:

RuhrCity projects do not earn you any money at payout. However, they upgrade bordering municipal projects of the same category and double their earnings!

Example: If the mayor of the city of Essen has the chance to realize a big RuhrCity project of the category culture and education, he will place it so as to upgrade as many of his own municipal projects of the categories culture and education as possible. Small municipal projects that usually would make 20 money units at payout will now be worth 40 and big municipal projects will now be worth 80. Municipal projects of the categories economy and nature cannot be upgraded.

EXCEPTION - THE NEGATIVE RUHRCITY PROJECT: The event cards, which are played and directly executed at the end of each game round, contain two negative RuhrCity projects, too. For the “Nuclear Waste Repository” and the “Waste Incinerating Plant” the same applies as for small RuhrCity projects. The difference is that they have a negative effect on all directly bordering municipal projects (and not only of one category) and cut payouts in half. Now small municipal projects only earn 10 and big ones only 20 money units ...

CHARACTERISTICS OF RUHRCITY PROJECTS AT A GLANCE

Small RuhrCity projects	Big RuhrCity projects
Minimum purchase price 60 money units	Minimum purchase price 120 money units
Have to be realized alone	Can be realized alone or cooperatively
Building license 120 money units	Building license 300 money units
5 victory points	15 or 10+10 victory points
Double “payouts” of bordering municipal projects of the same category. Negative RuhrCity projects cut payouts in half of all bordering municipal projects.	
Have to be placed alone in a city and form new nuclei of population.	



Example: The city of Essen and the city of Dortmund initiated an education and culture/sport RuhrCity project in the city of Gelsenkirchen. At the next simple payout for culture, the city of Essen gets paid for its Zollverein Coal Mine Industrial Complex (= 80 money units) and the city of Bochum for the Carnival of Cultures* in Herne (= 40 money units).

At a payout “education”, the city of Essen gets paid for its University of the Arts “Folkwang” (= 40 money units) and for the Academy of Arts in Gladbeck (= 80 money units). The city of Bochum gets paid for its Ruhr University (= 80 money units).

* The team of authors decided to replace the “Love Parade” project with the “Carnival of Culture” project because of the Love Parade disaster in 2010 in the city of Duisburg.

III. B PLAYING PAYOUT CARDS

If the Lord Mayor announces to have a payout in one of the four categories, he makes sure that there are no attempts at bribery of other mayors, before he turns around the top card. Now, usually payout takes place in which all projects of a category are paid once or double.

Example: At a payout “nature” with “double money units”, all nature projects are paid double and refunded by the bank. Bordering RuhrCity projects additionally double the earnings of the corresponding category. Even players, who are not involved in the RuhrCity project, get twice the amount for their municipal project of the corresponding category if it is located in a directly bordering community.

EU Commission: The pile also holds bothering EU Commission inspections. If this card is drawn, the Lord Mayor is in for it, should he just have accepted a bribe from any mayor’s bribe folder. In that case, he unfortunately, has to pay the little treat over to the EU (The card is played and placed into the game box.) and right away loses his title of Lord Mayor. Reelections are held and the impeached Lord Mayor may not be reelected for the following game round.

IV. THE BRIBE FOLDERS

A) BRIBES: The bribe folder is an important tool that is best used to influence the acting Lord Mayor and other players. It offers a great variety of options that might seem useful to tamper with the Lord Mayor’s decisions. For instance, if you wish to convince him of announcing a culture payout instead of an economy payout, note down that demand on a piece of paper and put it into the bribe folder together with any number of bribes.

The acting Lord Mayor may view the different offers of his colleagues and pick the most attractive one. However, he may also refuse all attempts at bribery and stick to his decision. In that case, the bribe folders are returned to their owners. They are not allowed to raise their initial offers.

If the Lord Mayor has decided to accept an offer, he takes the “donation” out of the bribe folder and puts it in front of him, but covers it, before he returns the bribe folder to his owner. Only when he passes on the title of Lord Mayor after reelections, he may include the bribe into his own bribe folder and hand it on, if necessary! If possible, it should remain a secret what gift has just changed hands. The other competitors should just be able to take guesses what made the Lord Mayor change his mind!



Bribe Folder of the city of Essen

NOTE: At the end of the game, the stars on the bribe tokens that were received during the game are added (Bribe tokens of the own color do not count!). The one player, who managed to receive the most bribes, gets an extra two victory points. The player in second place gets one additional victory point. For that reason, it should be considered carefully, if it is wise to pass on the bribes you receive.

HINT: The bribe folder may be used in other situations, too. For example, in the situation of a tie when the Lord Mayor decides which city is awarded the job for a certain project etc. A creatively used bribe folder may be a powerful tool!

B) THE SCANDAL: In addition to bribes, the bribe folder holds a highly effective scandal, too. It is to be used just like a bribe. The difference is that it leaves the receiver no choice: the scandal must be accepted and the demanded action must be taken, whatsoever. If the Lord Mayor has received a scandal, he takes it out of the bribe folder and puts it in front of him on the table, but covers it, just like a bribe token. Only when he was voted out of office, he includes it into his bribe folder, but may not use it again! Should there be any EU Commission inspections before the end of the election period of the affected Lord Mayor, the scandal is made public (The card is played and placed into the game box.) and reelections are held right away. The impeached Lord Mayor may not be reelected for the following game round.

V. THE END OF A GAME ROUND

A game round ends when the Lord Mayor finished his actions and all three projects were sold or a payout took place. Now is the right time to realize RuhrCity projects. Is there more than one project to be realized at the same time at the same location, the acting Lord Mayor decides which project he prioritizes. As a final act, the Lord Mayor plays an event card at the end of a game round. The card is executed right away. The two negative RuhrCity projects are auctioned off at an instant. Following, reelections are held.

VI. END OF GAME AND SCORING

The game ends after the last event card was played. Now, the last game round is played and the last projects are realized. Following, scoring is done. All players add their victory points from finished projects and reveal their bribes. The one player, who received the most bribes, gets an extra two victory points. The player with the second-most bribes gets one additional victory point.

The player, who scored the most victory points, is awarded the title of Lord Mayor and may decide where the city hall of the future RuhrCity is to be built. Following, he places the construction panel "The RuhrCity city hall is built here" accordingly.

NOTE: It is advisable to use the scandal in an emergency situation only. It might prove to be a sheet anchor in a desperate situation as it forces the competitors to act according to your orders.

The game was invented during an Architecture study project at the Berlin University of Arts under the direction of Turit Fröbe. It was the objective to design an instrument for city marketing and PR, in which the debate about the transformation of the Ruhr into a RuhrCity is reproduced and made playable, in view of the Capital of Culture RUHR.2010.

Publisher: Turit Fröbe

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AufRUHR! is published by the games magazine "Spielerei" (www.spielerei.de) and can be ordered at aufuhr@spielerei.de.

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**ANY DOUBTS ABOUT THE GAMING INSTRUCTIONS?
EVERYTHING IS A MATTER OF NEGOTIATION**