



TICKET RUSH is a thrilling, **fast- paced family game** where
players compete for the best
seats at a top artist concert. The
game **captures** the excitement
and frenzy of fans scrambling to
snag prime spots!

Targeted players: Teens / young adults

Components: 47 cards, 94 half-size

cards, 1 sand timer (10")

Mechanics: Push-Your-Luck, Set Collection, Variable Card Costs

Why is different?

- Thrilling Gameplay: Experience the rush of securing event tickets with non-stop action and a surprise ending.
- (iii) **Highly Adaptable:** Low-cost, customizable, and language-independent components ideal for various licenses.
- 4 Perfect Complexity: Easy to learn, engaging to play. Every move is exciting and impactful.

Strategically select the tickets to maximize your concert experience.
Score points by securing the best views (visibility), creating fun group gatherings, and becoming the ultimate Ticket Master. The player with the highest total score wins!



Tickets & Influencers

Tickets require Preparations and <u>NUMBER</u> of Influencers.

4 different Prep types: Time, travel, perfect outfit and your cat's permit



Visibility gained from 1 to 5

Number of influencers

Influencers shift between players based on likes; more likes mean higher prestige.



Influencers tire and **use likes** for tickets. **Rotate** to show their changing prestige.

Game Overview:

On your turn, choose one action:

- 1. **Draw a Card:** Draw from the preps or likes deck. Preps used to get tickets; likes bring influencers or boost their prestige.
- 2. **Discard a Crisis Card** (within the decks): Avoid losing all preps and likes if you draw **a second** crisis card.
- 3. **Get a Ticket:** Use preps and influencers to get tickets. Also, bring new influencers or use the hacker to trade two cards for one needed preparation or like.

If a player **slows down** the game, activate the **ten-second sand timer**. If Player does not act in time, loses their turn.

Game Fun Highlights:

Aligned Theme and Mechanics: Perfectly matched with the target audience.

Interactive Gameplay: Direct and indirect interactions through influencers and available tickets.

Strategic Decisions: Numerous small but impactful choices, including which deck to draw from, managing crisis cards /influencers, selecting visibility tickets and using the hacker. **Surprise Ending:** Winner unknown until the final count.

