




**Rush Building NOTES:**


- Maximum mineral over-production carried over = 10 minerals (*accumulated* minerals are never carried over and are lost instead)
- When strategizing number of minerals for *next* turn production box, be sure to consider future support costs and Social Engineering changes.
- Never purchase more minerals than the total number of minerals missing, since they are lost instead.
- If your base's mineral production is 10+X, never build more than the total number of minerals missing *minus* X.


**Example #1:**

Rush build to complete unit next turn by spending minimum energy

Missing Minerals=14  
 Base mineral production=6  
 # minerals to purchase=8  
 From table, partial build cost=22 ec

 Current unit build status


 Build status after partial rush building by spending 22 ec


 Build status for next unit/facility/SP on next turn. Note that zero minerals are carried over.

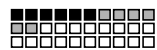
**Example #2:**

Rush build to complete unit next turn with *maximum* carry-over production

Missing Minerals=14  
 Base mineral production=6  
 # minerals to purchase=14  
 From table, total build cost=37 ec

 Current unit build status


 Build status after rush building by spending 37 ec


 Build status for next unit/facility/SP on next turn


**Example #3:**

Rush build to complete unit next turn using hybrid approach with limiting energy expenditure but considering future rush build

Missing Minerals=14  
 Base mineral production=6  
 # minerals to purchase=12 (i.e 8 remaining+4 to carry over)  
 From table, partial build cost= 32 ec

 Current unit build status

 Build status after partial rush building by spending 32 ec


 Build status for next unit/facility/SP on next turn. Note how we have secured a 10 mineral accumulation to minimize rush build costs for the *following* turn.


**Example #4:**

Rush build to complete unit next turn with maximum carry-over production while avoiding mineral loss when base mineral production >10

Missing Minerals=18  
 Base mineral production=13 (or 10+3)  
 # minerals to purchase=18-3=15  
 From table, partial build cost=44 ec

 Current unit build status

 Build status after rush building by spending 44 ec

 Build status for next unit/facility/SP on next turn

Note: If we purchased 18 minerals then 3 would have been *wasted*