

In a quiet farming community on the outskirts of the capitol city, a community of peasants makes an incredible discovery: beneath their fields lay the ruins of an advanced society. All of this commotion quickly comes to the attention of the Rusty King, the boisterous monarch of the land, whose love of riches knows no bounds. The king devises an ingenious plan to establish a great industrial empire: assemble the brightest minds across the continents, divide the rusty ruins of old industry among them, and pit them against each other to compete for a hefty sum of the profits. You play as one of the king's chosen entrepreneurs: buying buildings, trading with competitors, and upgrading your facilities to maximize your product output. Complete orders and clash with rivals to build your industrial empire from the ground up. The future of your company--and your new empire--depends on it!

Icons



Game Overview

You will have to build and upgrade buildings to create economy. You need it to fill orders and export goods to score points at the end of the game. Trade with others by getting money for your goods or exchange them. In Rusty Industry, you are encouraged to trade by a special scoring system.

Game Order

1. Pick a starting player.
2. Take turns until you run out of export goods or orders.
3. Final round.
3. Final scoring.

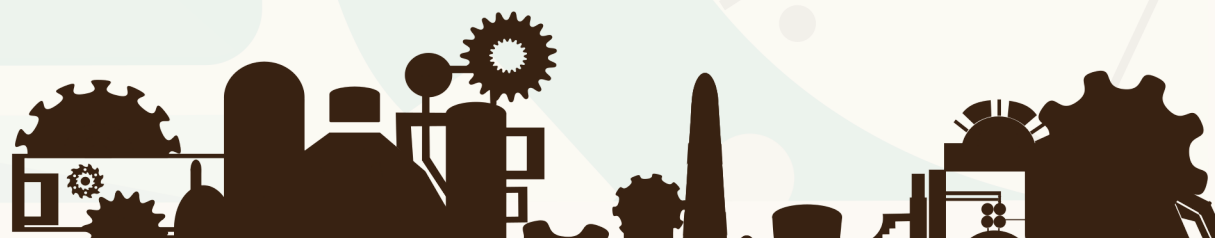
Turn Overview

- I. Invisible hand phase – replenish cards;**
- II. Industrial Phase**
 1. Production
 2. Warehouse check
 3. Generate pool
- III. Action Phase (order not important):**
 - Trade.
 - Upgrade buildings.
 - Purchase one building / get 5 gold.
 - Exchange goods for Export Crates.
 - Purchase a contract.



Contents

- 1 Rulebook
- 1 Main Board
- 1 Trade Board
- 66 Building Cards: (30 Auction Cards & 36 Basic Cards)
- 48 Order Cards
- 4 Character Cards
- 15 Wood Tokens
- 15 Clay Tokens
- 10 Food Tokens
- 10 Sulphur Tokens
- 10 Brick Tokens
- 10 Iron Tokens
- 10 Cog Tokens
- 24 Export Crates
- 20 level building tokens
- 4 pawns



Game Setup

- 1** Place the **main board** in the middle of the table and the trade board next to it.
Place all **resource cubes** on the appropriate spaces of the game board.
Place all coins on the main board.
- 2** Form 6 piles of the **basic buildings** of the same type (separate pile of sawmills, clay mines, iron mines, brick factories, warehouses, and markets).

The cards should be placed face up, and their cost in gold should be in ascending order (the cheapest cards on top). Place them on the board at 6 places for basic buildings.

- 3** Shuffle the **auction cards** and place the deck on the right side of the board.
- 4** Shuffle the **order cards**. Prepare a deck.
3 players: 24 order cards
4 players: 32 order cards
Place the deck next to the main board and the rest of the cards aside you may need the cards for final round.
- 5** Draw 5 cards and place them face up next to the contract deck.
- 6** Draw 5 cards and place them face up on the spaces for auction cards.

- 7** Prepare the Export Crates
3 players: 12 Export Crates.
4 players: 16 export crates.
Place them near the board.
Keep the rest of them aside.
You may need them for final round.

- 8** Give each player 1 wood and 1 clay.
1st and 2nd players get 5 gold.
3rd and 4th get 7.

Give each player a character card.
You can deal them randomly or let them choose.

Each player receives a pawn for marking Economy Score and places it on 0.
The pawn will also indicate color of their area on the trade board.

Every player starts with 5 storage spaces in Warehouse and sell to Royal Warehouse limit of 2.

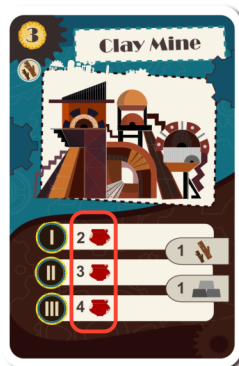


Card Description

- 1 Cost of the card
- 2 Level of the building
- 3 Function of the card at that level (you produce 2 clay at level I, 3 at level II and 4 at III)
- 4 Upgrade cost from level I to level II.
- 5 Upgrade cost from level II to level III.

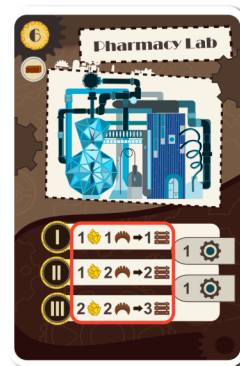


Production



Products goods shown on the card.

Manufacture



Using goods on the left side of an arrow produce goods shown on the right side.

Warehouse



Increase your storage space by the value shown.

Market



Increase your selling to Royal Warehouse limit by the value shown.

Player Turn

I. Industrial Phase

1. Production

1. Place **produced goods** on buildings, which produce them (i.e., wood on a Sawmill). Place back goods, which you used for producing bricks and cogs to the reserve.

2. Place **goods**, which you want to **process** in **Workshops** and **Brick Factories** on these buildings. They won't count in your warehouse limit. You can't use them for any purpose other than processing.

2. Warehouse Check

Check whether you have **enough space** in your **warehouse**. If you don't have enough space, you need to choose which goods you want to put back.

3. Generate Pool

Generate a **pool** from the resources, which you have **produced** and which you **bought** from other players. You can use them now.

II. Action Phase

Order of your actions isn't important. You can take as many of them as you want. You can buy only one building per turn.

Trade (unlimited per turn).

You can sell your goods to other players or place them on field of your color on trading board so that they can buy them outside of your turn. Once you place a good on the trading board you can only use it for trade or sell it to Royal Warehouse. You can't take it back to your Warehouse.

Prices for goods sold and bought from other players are negotiable. For every good, that you sell to other players, you get one point on Economy Track.

There are no rules restricting prices set among players. You can sell any number of them to other players.

You can sell up to 2 goods to the bank from your trading board or your resource pool. By building a market, you can increase this limit.

You can buy as many goods from the Royal Warehouse as you want. The price chart regulates transactions with the Royal Warehouse. For every good that you buy from the reserve, you lose one point on Economy Track.

Upgrade buildings

(unlimited per turn).

Pay cost shown in a circle between your current and next level of the building (right side of a card), that you want to upgrade.

Move the level marker one space down. This is now the new action of the card

Purchase a Building / Get 5 Gold (once per turn).

Take a building card and place it in front of you and pay for it. Instead of building a card, you can also take **5 gold** from the **reserve** (for not taking action).

Paying for a building:

Basic building:

Pay its cost in the top left corner.

Auction building:

Pay its cost in the top left corner and a cost shown in a circle above a space, that the card is on.

After paying for a building card place it in front of you. You can **upgrade** or **use** it the same turn. Remember, that it will produce **no goods** this turn. You can produce Export Crates the same turn.

Exchange goods for Export Crates.

You can exchange any number of **goods** for **Export Crates** according to the rate shown on the board. There are **2 tiers** of goods that you can combine. They can be of the same kind or different (i.e., 1 sulphur and 4 food). Place your goods into the reserve and take your Export Crates.

You can also use some of your buildings for exchanging goods for Export Crates, according to a rate shown on a building.

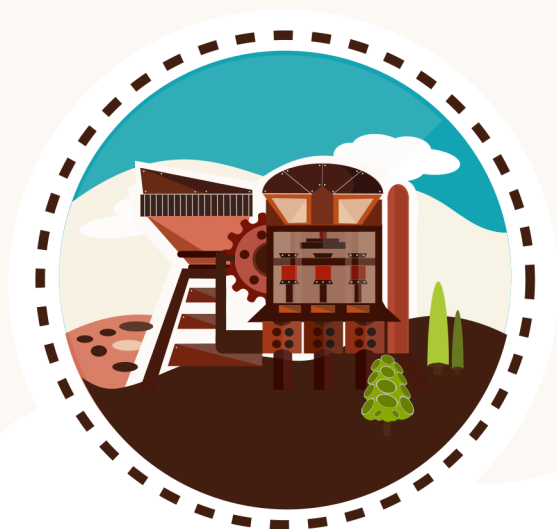
Fill an order

Place an order in front of you. Pay its cost. Keep your filled s **hidden**, so other players don't know how many and which of them you have.

III. Invisible Hand Phase -Replenish Cards

If the contract or the auction track is full, discard the leftmost card.

Check, whether there are any empty spaces on the auction track. If there are any, move all auction cards, which are on right side of empty spaces left, so they fill them. Draw as many cards, as there are empty spaces and place them at the end of the track in drawing order. Do the same for contract cards on the contract track.



FINAL ROUND & SCORING

Final Round

Running out of **Export Crates** or **Order Cards** triggers final round.

If there are **no more Export Crates or Order Cards**, take the ones that you put aside the board for the final round. You take turns until the **last player** takes hers or his. The game ends and you count your points to determinate a winner.

Export Crates

One point for each Export Crate.

Filled Order Cards

1 point for each card

Points for sets:

4 of the same +1.
5 of the same + 2.
1 of each colours
(4 different) +1.

Winner

The entrepreneur who scores the most points is a winner.

Economy Points

Competition:

1st place 2 points.
Last place -2 points.

Economy Points:

For each **3 Economy Points** you score **1 point**, for each negative **1 Economy Point** you lose **1 point**.

Resolving ties

All ties are won by a person who has the most of unique building types – types which only this person has built (sawmill and iron mine are types of buildings). Still a tie?

Then a person with the most of the unique buildings upgraded to level III wins. Still a tie?

A person with the most of unique upgraded buildings wins. Still a tie?

A person with fewer buildings wins (all buildings, not only unique ones). Still a tie?

A person with more resource cubes left wins. Still a tie?

A person with more gold wins. Still a tie?

We are out of options! Share a victory or flip a coin (don't tell me that it stands on its edge).