

A colorful illustration of a rustic landscape. In the foreground, there's a log cabin with a red roof and a small porch. A river flows through the middle ground, with a horse and a cow near the water. In the background, there's a white fence, a windmill, and a house with a green roof. The entire scene is framed by a decorative border of red and yellow flowers.

# Rust

Rulebook

**HARDY HOUSE**  

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**GAMES**



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# Overview

In the game Rus' [roos], Russia's king has fallen and there is no heir to the throne... yet. You might just be a lowly peasant now, but who's to say you aren't the late king's long lost child? Through strategy and deceit, rise from the dust to nobility and restore order to 1500s Russia!

To win, you must have the most royal points when the game ends. Easy, right? The game ends once any player purchases the king card or reaches 10 royal points. Continue the round until you reach the starting player.





- 1 In the center of the table, make a pile of building pieces, royal points, coins, and curses. This is referred to as the bank.
- 2 Separate the class cards into 3 decks (lower, middle, upper), shuffle each deck, and place them in the center of the table.
- 3 Set the king card next to the class decks, face up.
- 4 Shuffle and place the action cards in the center of the table, face down. Chaos deck cards are optional.
- 5 Distribute a property board to each player.
- 6 Each player randomly selects a character from the lower class deck. Look at this card, then place it face down in front of you.
- 7 Each player takes 5 action cards in their hand and keeps them hidden from their opponents.
- 8 Each player places 2 coins in the coin section of their property board and 1 crop piece on their field section.

*The play who most recently traveled outside the country goes first. Otherwise, whoever is reading this can go first.*



# Table Setup

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# Property Board





Moving clockwise around the table, each player takes turns, performing 4 phases during their turn:

1. Housekeeping
2. Character Ability
3. Action Card
4. Upgrade To Next Class

## Phase 1 - Housekeeping

Perform your building abilities in any order you wish during this phase. To place a building on your property board, you must either play an action card that gives you the ability to do so during the action card phase, or (more commonly) claim the building's associated character during the character phase.

For example, you may only place crops on your property board if you claim to have the farmer or if you play an action card permitting you to plant crops.

If you forget to perform a building ability during this phase, you may not perform it in subsequent phases during the same turn. You'll have to wait until your next turn.

**All building abilities can be found on page 10.**



## Phase 2 - Character Ability



Claim to have any character and carry out that character's ability. (all character abilities can be found on pages 8-9). You do not need to actually have the character you claim. Bluff away! You may only claim one ability per turn, even when you have characters from multiple classes.

After you claim a character ability, your opponents have 15 seconds (or at least a fair amount of time) to decide whether or not you are lying. Feel free to *politely* start counting out loud. Choose a key phrase that counts as an accusation (e.g. "lies!").

**If nobody makes an accusation** within 15 seconds, carry out the character ability and keep your character card. Do not reveal it.

**If an opponent makes an accusation**, reveal the character card of the class you claimed. Two possibilities can then occur:

*If you were telling the truth*, finish your character ability. The opponent who accused you then pays you according to their highest class card (lower class: pay 1 coin, middle class: pay 2 coins, upper class: pay 3 coins).\*

*If you were lying*, pay the accuser according to your highest class card (amounts as noted above). Do not carry out the character ability.

After revealing your character card, have an opponent shuffle it into its respective class deck, then draw a new character card at random from that same class deck.

**All character abilities can be found on pages 8-9.**

*\*If you do not have enough coins to pay your opponent, pay the remaining amount from the bank and take 1 debt token (-1) for each coin used from the bank. You may not bluff or make accusations until your debt is paid off. Debt is paid off immediately as you gain coins.*



## Phase 3 - Action Card

Select one of the 5 cards in your hand and carry out its action. Place it in the discard pile next to the action card deck. If it is an evergreen card, place it in front of you and do not use the ability until next turn. Draw another action card to replenish your hand back to 5 cards. **Action card details can be found on pages 14-15.**

If you do not wish to play any action cards, you may discard up to 3 and draw until you have 5 in your hand. Take 2 coins from the bank, regardless of the amount of cards discarded.



## Phase 4 - Upgrade To Next Class

Purchase the next class character card, keeping your existing class card. Keep it in front of you, face down. By upgrading, you may now have multiple character cards, but you may only have one card at a time from each class (i.e. you may not have two middle class cards). If you cannot afford the next class or prefer not to purchase the next class, skip this phase. **If you started your turn with an upper class card and 20 coins you must purchase the king card.**



1 x 8



1 x 12



1 x 20





## Gameplay Examples

### **Example 1 - Correct Accusation**

Tyler begins his turn by performing his housekeeping phase. He currently has crops, a monument, and a level 1 dacha, so he places an additional coin by his crops piece, advances his monument 1 step, and takes 1 coin from the bank for his dacha.

He then proceeds to his character ability phase in which he decides to claim his middle class card is a witch (a bluff). Jordan doesn't believe his bluff and exclaims, "lies!" Tyler reveals that his middle class card is actually the explorer. He does not perform any character action that turn, draws a new middle class card, and pays Jordan 3 coins for the correct accusation (Tyler's highest character card is upper class).

Tyler then proceeds to phase 3 in which he plays the bribe action card allowing him to exchange 6 coins for a royal point. He then draws an additional action card to replenish his hand back to 5 cards. He skips phase 4 of his turn since he does not have enough coins to afford the upper class.

### **Example 2 - False Accusation**

After completing his housekeeping phase, Jordan pretends he's lying and claims to have the farmer. Michael exclaims "lies!" Jordan reveals he actually does have the farmer, plants 1 crop, draws a new lower class card, and graciously accepts 1 coin from Michael (who's highest class card is lower class). Jordan then continues to complete phases 3 and 4 of his turn.





# Characters



## Farmer (Lower Class)

Plant a crop by placing a crops token on your property board. Crop abilities can be found on page 10.



## Builder (Lower Class)

Pay 2 coins to the bank and start a monument on M1. Monument abilities can be found on page 11.



## Shepherd (Lower Class)

Collect 3 coins from the bank. Keep 2, and give 1 coin to another player.



## Explorer (Middle Class)

Collect 2 coins from the bank and steal 1 coin from another player. You may not put a player in debt to steal a coin.





### Merchant (Middle Class)

Place a market building in an empty space on your property board. Market abilities can be found on page 10.



### Witch (Middle Class)

Curse a building of any player, disabling it for 1 turn, and collect 2 coins from the bank. Place a curse token next to the building. Curse abilities can be found on page 13.



### Knight (Upper Class)

Take one more action card (making that 6 in your hand) and 2 coins. Play 2 action cards during your action card phase.



### Princess (Upper Class)

Pay 2 coins to start a festival on F1. Festival abilities can be found on page 11.



### Nobleman (Upper Class)

Distribute 3 of your coins to any amount of opponents. Receive 1 royal point and begin a monument on M1.



### King

Upon gaining the king, end the game and gain 2 royal points. Continue play through the rest of the round (thus providing everyone an equal amount of turns).



# Buildings

Buildings are placed on your property board. If there are no vacant spaces, you must wait until there is space to place any additional buildings.



## Crops (Farmer Ability)



Crops may be placed by claiming to have the farmer. Crops yeild 1 coin per turn, starting with the turn after they are planted. During each housekeeping phase, stack 1 additional coin next to you crops piece. There is no limit to how many coins you may stack. "Harvest" the coins during any of your housekeeping phases. Once the coins are collected, remove the crops token. You may not spend coins from your crops until after they are harvested. You may only have 3 active crops tokens at once.



## Market (Merchant Ability)



Markets may be placed by claiming to have the merchant. "Set up shop" at the market by placing a market piece on your property board. The next housekeeping phase it is available (i.e. not cursed), you must remove the market and gain 4 coins. Unlike crops you may not hold on to the market in hopes of cashing it in later.





### Monument (Builder Ability)



Monuments may be started by claiming to have the builder. After paying 2 coins to the bank, place your monument piece in the monument starting space on



your property board (M1). Move it one space closer to completion during each of your housekeeping phases. When it arrives at M3, immediately place it in an empty building space on your property board and gain 1 royal point and 1 coin. If you have no space, leave the monument on M3. You may only cash it in once you have space on your property board.



### Festival (Princess Ability)



Festivals may be started by claiming to have the princess. After paying 2 coins to the bank, place your festival piece in the festival starting space on your



property board (F1). Move it to F2 on your next turn's housekeeping phase. At any moment in the game, you may remove it from F2 and gain 1 royal point and 3 coins. Unlike the monument, you do not need to place the festival in an empty building space on your property board.





## Dacha

The Dacha [dah-chuh] is a permanent fixture on your board once in play. It begins off board. It may be upgraded up to three times in the game, only once per housekeeping phase, starting on D1. Each housekeeping phase, take as many coins as indicated by the level of your Dacha at the beginning of the phase. Once your Dacha reaches level 3, take 2 royal points. *Note: while a level 3 Dacha yeilds 3 coins in each housekeeping phase, you only take the 2 royal points once.*



The prices to upgrade the Dacha are as follows:

Level 1 : 4 coins

Level 2 : 5 coins

Level 3 : 6 coins

Your Dacha yeilds the following amount of coins per turn:

Level 0 : +0 coins every turn

Level 1 : +1 coin every turn

Level 2 : +2 coins every turn

Level 3 : +3 coins every turn





### Curse (Witch Ability)

After successfully claiming the witch, curse any building currently in play. The curse lasts through the rest of that player's next turn, after which it is removed and returned to the bank. A building may not be cursed twice in a row such that its ability is never available. Any cursed building may not be empowered by evergreen cards. Each building behaves a specific way when cursed:

**Crops:** Do not gain a coin that turn. You may not harvest crops.

**Monument:** The monument stays in its current location and does not progress.

**Market:** The market stays in play and may not be exchanged for coins.

**Festival:** The festival stays in its current location and does not progress. It may not be exchanged for coins or royal points.

**Dacha:** The dacha stays in its current location and may not be upgraded to the next level. It does not yeild any coins during the housekeeping phase.

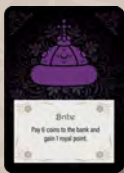


# Action Cards



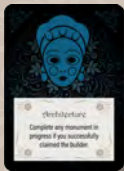
## Coin Cards

The simplest action card type, coin cards provide you opportunities to gain, well, coins.



## Royal Cards

Depending on the circumstances outlined in each card, royal cards provide you opportunities to gain royal points.



## Complimentary Cards

Complimentary cards provide perks in relation to your character ability phase. Each provides a unique ability if you successfully claimed a specific character within the same turn.







## Evergreen Cards

Unlike any other action card, evergreen cards are not discarded immediately. They remain in play next to your property board and provide passive perks until they are removed by a discord card.



## Discord Cards

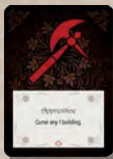
Discord cards have one purpose: to counter evergreen cards. Play them to remove or steal (chaos deck) any evergreen card currently in play.

## Action Card Gameplay Example

During Michael's action card phase, he plays the fertilizer card. Since it is an evergreen card, he does not discard it. Instead, he places it next to his property board in front of him. On his next turn, during his housekeeping phase, he leverages the fertilizer ability by placing 2 coins next to one of his crops instead of just 1, something he can do each housekeeping phase as long as he has the fertilizer card in play. He then proceeds to successfully claim to have the farmer in his character ability phase and plants another crop token. Finally, during his action card phase, he plays the scarecrow action card, a complimentary card that allows him to gain 1 royal point for having successfully claimed the farmer in his character ability phase.

Jacob, tired of Michael's reign of terror in the fields, plays the mob discord card during his action card phase, and immediately places both Michael's fertilizer evergreen card and his own mob discord card in the discard pile. Take that Michael.





## Attack Cards

Attack cards are only available in the chaos deck and specifically target your opponents. Ouch. Raid and arson uniquely target buildings. Each building reacts as follows:

### Raid (Steal 1 building from another player)

Crops: The owner takes half the coins rounded up and gives the rest to the attacker. The attacker then plants the crops on their board.

Market: The owner takes 2 coins and gives the market to the attacker. The attacker may now use the market on their next turn to gain the full 4 coins.

Monument: Place the monument on M1 of the attacker's property board. It may be stolen before completion (M1-M3) or after (placed). If stolen after completion, the victim still retains their royal point.

Festival: Place the festival on F1 of the attacker's property board.

### Arson (Burn up to 3 buildings belonging to 1 opponent)

Crops: The owner takes half the coins rounded up and returns the crops token to the bank.

Market: The owner takes 2 coins and returns the market token to the bank.

Monument: Return the monument token to the bank. If already placed, the owner retains the royal point.

Festival: Discard the festival and gain 0 royal points.

*Note: for the apprentice attack card, see witch abilities on page 13.*



The game ends when a player has either purchased the king card, or reached 10 royal points. The round continues through to until you reach the first player, thus giving everyone an equal amount of turns.

The player with the most royal points wins. If there is a tie in royal points, the player with the king card wins. If the king card hasn't been purchased, the first player to purchase the king card wins.

# Win Log

Player

Date

Player	Date