In a quiet farming community on the outskirts of the capital 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!

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

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
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.

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.

Shuffle the auction cards and place the deck on the right side of the board.

Shuffle the order cards. Prepare a deck. 3 players: 30 order cards 4 players: 40 order cards Place the deck next to the main board and keep the remaining cards handy. You may need them for the final round.

Draw 5 auction cards and place them face up next to the contract deck.

Draw 5 contract cards and place them face up next to the contract deck.

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.

Give each player 1 wood and 1 clay. 1st and 2nd players get 6 gold. 3rd and 4th get 8.

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’s color also corresponds to their area on the trade board.

Every player starts with 5 storage spaces in the Warehouse and a sell-to limit of 2 in the Royal Warehouse.
Player Turn

1. Industrial Phase

1. Production
   - Place any produced goods on the cards that created them (i.e., wood on a Sawmill). If any goods were used to produce bricks or cogs, return them to the reserve.
   - Place goods to be processed in Workshops or Brick Factories accordingly. They will not count in your warehouse limit. These goods will only be used for processing and nothing else.

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 you have produced and/or purchased from other players. You may use them now.

II. Action Phase

Take as many actions as you would like in whatever order. You may, however, only buy one building per turn.

Trade (unlimited per turn).
- You may sell your goods to other players or place them on the trading board square that matches your color. Other players may access your trading board goods on their turns. Once an item is on the trading board, it cannot be returned to your Warehouse—-it may only be used in a trade or in a Royal Warehouse sale.
- Prices for player goods are negotiable. For every good sold to other players, score one point on your Economy Track.

There are no restrictions set on player trades. Sell any number of items for whatever price you please.
- You may sell up to 2 goods from your trading board or resource pool to the bank. You can increase this limit by building a market.

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. The upgrade works from now on.

Purchase a Building / Get 5 Gold (once per turn).
- Take a building card, place it in front of you, and pay for it. Instead of building a card, you may take 5 gold from the reserve for not using the building action.

Paying for a building:

Basic building:
- Pay its cost in the top left corner.

Auction building:
- Pay the cost shown in the top left corner. Also pay the cost shown in the circle above the 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.
**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.

Additionally, some buildings have the ability to produce Export Crates from goods. The building card will show the required goods and output at each building level.

**Fill an order**
Place an order in front of you. Pay its cost. Keep your filled orders hidden so other players do not 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 to see if there are any empty spaces on the auction track. If there are any, 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.

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**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, grab the ones that were put aside and use them for the final rounds. Once you run out of Export Crates or Order Cards, finish up the turn order and end the game after your last entrepreneur plays.

**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 color (4 different) +1.

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

**Winner**
The entrepreneur who scores the most points is the winner.

**Economy Points**

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