



RUSTLE

Introduction

Each player takes the role of a farmer. The life of a farmer can be a constant challenge – in addition to looking after the animals on your farm you also have to protect them from predators and rustlers who are out to take them from you.

Even worse, rustlers are usually neighbouring farmers looking to increase the size of their own farm!

In Rustle, each farmer has one goal: collect the most points to win.

This is done by collecting animals; however, not every animal is worth the same amount of points. As such, you have to be strategic about the animals that you protect and the ones that you try to steal.

Rustle: the Card Game requires strategy and good timing to come out on top.

Players

Rustle: the Card Game is suitable for 3 to 6 players.

Contents

- Animal Deck (62 cards)
- Action Deck (90 cards)
- 1 Rulebook

Game Set Up

Shuffle both the Animal Deck and Action Deck and place them in the middle of the playing area. Deal two Animal cards to each player and two cards into the discard pile.

The Animal cards must be placed in front of you and should not be hidden from other players.

The player with the least amount of points goes first. If there is a tie then the youngest player goes first. Play will move to the left. For example, for a four player game the set up would be:



*suggestion – as you add more Animal cards to your farm organise them by value left to right and stack the cards of the same type so your farm is easier to manage. For example:



Each player is also dealt four cards from the Action Deck. This is your hand and is hidden from other players.

Turns

During each player's turn they must:

- Draw and play an Animal card. This goes straight into their Farm in front of them.
- Draw an Action card. Players must then either play an Action card or discard an Action card. Player's will always maintain four cards in their hand.

Each turn proceeds in this way, unless directed otherwise by text on cards.

Action Card Types

There are three types of Action cards in Rustle:

- Farmer cards –which tend to let you draw more cards or protect the cards that you have.

- Rustler cards –which tend to let you steal Animal or Action cards from other players.
- Predator cards – which tend to make a player discard Animal or Action cards.

The card that you choose to play (or not play) is the fundamental strategic decision you'll make each turn. If you try to stockpile Animal cards you'll make yourself a prime target for Rustlers and Predators. However, if you focus on playing Rustler and Predator cards you might not end up with enough points to win.

There are also cards which return cards from the discard piles to the game, so make sure you know what's been discarded!

Winning

The Animal Deck is also the timer for the game. Once the Animal Deck has been emptied the game ends. Players tally their points – whoever has the most points is the winner!

Variations

To play shorter games you simply need to remove cards from the Animal Deck.

Carl card: I have included an Animal card from the stretch goals. He is an Animal card with a special ability. If you want to include him, you can remove an English Leicester card.

Social media

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