GAMER GUIDE

RUST EDITION

the need to know you didn't know you needed

Esports Central

NIBBLE

WHAT IS IT?

INTRODUCTION

Rust is yet another game inspired by the Arma 2 mod Day-Z. In fact, it was developed as a clone of the mod! In 2013, Facepunch Studios released the game into Steam Early Access, described by CEO Garry Newman as a blend of Day-Z, S.T.A.L.K.E.R, and Minecraft. As a multiplayer survival sandbox game, *Rust* is all about player creativity - and the players delivered! Within two weeks the game had sold over 150,000 copies, and in two months they hit the million mark.

The developers worked consistently on the game, releasing frequent patches and updates, eventually launching the game out of Early Access in 2018.

But the real peak for the game came in 2021 with streamers and YouTubers playing the game online and inspiring a flood of new players. But why is it so popular? Everything wants you to die.

Fierce wildlife, attack helicopters, environmental hazards, starvation, other players - pick your poison! The sandbox style of the game means you can embrace your own survival tactics and see where they take you. It might be to your doom, but we're going to do our best to give you a fighting chance with this guide.

So grab on for dear life and let's go!

BREAKDOWN THE BASICS

Mechanics

You spawn into the game completely naked and you should be very afraid. There's no tutorial, no directions, just your survival instincts. What do you need to know to make it?

Servers: Where you choose to play will have a huge influence on how you experience the game. You can even join specialized servers to explore specific features. Choose wisely:

Official Servers - This is the quintessential *Rust* experience. Want the experience the developers intended? This is the place to go. Just be aware that these servers are usually very busy and the players here are not very friendly either!

Modding Servers - The base version of *Rust* is very "grindy". If you want to play, but don't have a lot of time on your hands then look for "x2" servers that multiply the number of resources you gather.

PvE And Mixed Servers - PvE (player vs environment) servers are great if you don't crave violence or want to get used to the game. If you relish the idea of slaughtering fellow players on occasion then you can join servers where PvP (player vs player) is only active in certain zones.

There are over 10,000 servers currently (at the time of writing this guide), which means you are spoiled for choice. Pick by region, map size, number of players, and more. Remember that all servers in *Rust* are reset, or "wiped", around the first Thursday of every month. A map wipe means that they will simply install a new map. A force wipe additionally resets any blueprints you have learned. Check server rules and settings so you know what to expect.

BREAKDOWN THE BASICS

BEGINNER'S TIP

Play on an empty server or test server to get an idea of what to expect in the game before you choose a server to put some time into.

Character: You spawn into the game in your birthday suit and in a compromised state:

- ± 60 health points **(out of 100)**
- ± 40 hunger points **(out of 500)**
- ± 50 thirst points **(out of 250)**
- a Rock
- a Torch

Your appearance is assigned to your Steam ID and will persist through all servers you play in. If your health drops to zero you become "wounded". In this state, you cannot move and your inventory is freely accessible to other players. Nearby players can help you up if they're so inclined, or mortally wound you which will result in death. At this point, you have two options - respawn at a random location OR at a Sleeping Bag/Bed that you've placed in the world. While it sucks to die, you will get to see some cool stats about your character.

You live and die by status effects. Pay close attention to what your character is experiencing:

- **Bleeding** - caused by certain types of damage, results in health loss over time.
- **Building Privilege** - player is permitted to build and upgrade blocks and place deployables in a restricted area.
- **Building Blocked** - player is completely restricted from any building-related activities and needs to request authorization.
- **Too Cold** - when body temperature drops below 5°C the player will take damage over time.
- **Too Hot** - when body temperature rises above 40°C the player will take damage over time.
- **Comfort** - applied in proximity to comfortable items, this effect grants the player faster health regen, reduced hunger, and Radiation Poisoning has less effect.

- **Starving** - when hunger bar drops below 40 the player slowly loses health and will die without food.
- **Dehydrated** - when thirst bar drops below 25 the player begins to lose health until they drink water or eat hydrating food.
- **Poison** - this is the only status effect that does not have a display bar. Applied when the player consumes raw or spoiled food, it can be removed by using healing items.
- **Radiation Poisoning** - when players enter an irradiated zone they will hear a Geiger Counter and begin taking damage. There are ways to prevent this status.
- **Wet** - the longer the player spends in water, the wetter they become resulting in a drop in body temperature.
- **Drowning** - a fully submerged player with a Wet bar at 100 will begin to take health damage if they don't get to the surface.

Crafting & Research

Crafting is a huge element in the game, something that gives players a lot of freedom.

Rust really wants to make you work for it! There are two ways to craft:

1. Learn items that you've collected using a Research Table and the required amount of Scrap.

2. You can also use the Tech Tree section of the Workbench, although this has some disadvantages. You'll need to unlock all the items that come before the item you're currently trying to craft. This will cost a lot of resources and time!

BUILDING
BUILDING
BUILDING

Building

It's a survival game and what better way to improve your chances than by building a shelter? Building requires a hammer and building plans - the hammer rotates, removes, upgrades, and repairs structures and all you need to make it is wood. You'll need a lot of wood so when choosing a spot to build you should consider how much is in the surrounding area. Pay attention to the topography as well. Stability is a factor in your building; the more stable, the less likely it is to fall apart. You can see a stability percentage while holding your hammer and if it reaches zero, it will break instantly upon placement.

This isn't Extreme Makeover so your base doesn't need to be pretty. It is recommended to build no bigger than 2x2 foundation blocks and be sure to include an "Airlock" - a triangle foundation with two door frames and a wall. This prevents players from just jumping into your base because by opening one of the doors you automatically block the other doorway.

Consider adding these fixtures as soon as you can:

Sleeping Bag
This sets your spawn location.

Tool Cupboard
This is one of the biggest security elements. Once built and authorization has been set, it ensures that no one else can build in your area and your traps work effectively. You can store the resources necessary for upkeep as well as show you the requirements to prevent decay (natural degradation over time).

Key Lock/Code Lock
If you play solo then craft a key lock for both your Tool Cupboard and your entrance. Don't craft a key! Someone could loot you and have full access to your base. If you have a team, use a code lock instead. Once you have entered the code you can move freely without entering it again.

Raiding & Combat

Rust combat mechanics are pretty standard. The one thing that does differentiate it from other games is raiding. On many servers raiding is a major element of gameplay, focusing more on "conquering" the map than on pure survival. Infiltrating bases can be costly and time-consuming so players who want to raid successfully will need to invest in things like C4 and rocket launchers to speed up the process.

Environment & Movement

Maps

Rust maps are (for the most part) procedurally generated, which is great for keeping things interesting. There are two premade map options if you enjoy familiarity:

- Hapis Island
- Savas Island

BIOMES - Regardless of the map, there are a variety of biomes and topography that influence your gameplay.

BEGINNER'S TIP

Avoid the areas with large monuments in the beginning.

BIOMES

Arctic - As you'd expect this region is very cold! Ore nodes are more prevalent here and outside of a few snowy forests, you won't find much wood. The low temperatures mean players need clothing to protect themselves.

Arid - The hot desert region is your go-to for mineral rocks, barrels, and cacti. Expect high temperatures during the day, and like IRL (in real life) the temperature drops at night requiring a heat source to survive. Animal spawn rates are higher.

Temperate - The most popular of the biomes (for obvious reasons), it has sub-regions of Grassland Plains, Grassland Hills, and Forest. Resources are plentiful, the topography is great for building, and temperatures are moderate.

Monuments - Monuments aka landmarks are structures that cannot be destroyed. These locations provide consistent loot. Some are irradiated which will require special precautions by players to avoid damage and death.

Airfield | Bandit Camp | Harbor | Junkyard | Large Oil Rig | Launch Site | Lighthouse | Military Tunnels | Oil Rig | Outpost | Mining Outpost | Power Plant | Sewer Branch | Satellite Dish Array | The Dome | Train Yard | Train Tunnel Network | Water Treatment Plant

BEGINNER'S TIP

The Bandit Camp and Outpost are safe zones where you cannot take damage. They also have recyclers which you will need to break down valuable components.

Vehicles - Travelling around the map is much improved by the use of vehicles and in *Rust*, there are three main categories: air, water, and land. They're also susceptible to decay, like buildings.

CAR DECAY:
8HRS OUTSIDE / 36HRS IN BASE

Modular cars are the most accessible vehicle but will still require some work to get running. It requires at least one of each of the following: a crankshaft, pistons, spark plugs, valves, and a carburettor. These parts have quality levels and they determine how well a car handles and how fast it can go.

MC DECAY:
8HRS OUTSIDE / 36HRS IN BASE

Mini-Copters are cheap to acquire but can only carry two players and are also vulnerable to gunfire.

HELI & BOAT DECAY:
3HRS OUTSIDE / 6HRS IN BASE

The Scrap Heli is a much larger vehicle with seats for two players as well as a flatbed in the rear where other players can move around and use weapons. Boats spawn all over the map and are quite accessible.

Items

As the game is all about creativity and crafting, the list of items is extensive! We can't cover all of them, so instead, we're going to look at the categories:

WEAPONS
Ranging from a Water Pistol to a Rocket Launcher, there are weapons for every player's taste and style!

BEGINNER'S TIP

Great starter weapons include the Stone Spear, Hunting Bow, and Revolver.

RESOURCES
These are items you'll need to build and craft. They include such things as bone fragments, fertiliser, scrap, wood, and stone. There's plenty more so thank goodness for blueprints, right?

BEGINNER'S TIP - Early on you'll need large quantities of Stone, Wood, and Hemp.

ATTIRE
Clothing, armour, and protective gear all fall under attire

BEGINNER'S TIP - Craft yourself a set of Wood Armour in the beginning. It's easy to make and will provide some protection until you can obtain better gear.

TOOLS
Your tool collection will grow to include many useful items. Binoculars, Chainsaws, Jackhammers, and even Smoke Grenades will form part of your kit eventually.

MEDICALS & FOOD
Medical items heal the player and also remove radiation. Food is essential to keep your character from starving, but also provides benefits like curing poison, increased harvesting quantities, and more.

CONCLUSION

Even with all the info packed into this guide, you still have so much to learn and explore. That's the beauty of *Rust*!