

MOONSHINERS

CONNECT WITH YOUR INNER HILLBILLY

Connect with your inner Hillbilly and make more moonshine than your competition! You and up to 4 of your friends can play this fun and easy to learn card game. Play time 20 minutes.

Objective

Each player picks a Hillbilly character that has a specific moonshine recipe. Gather the most supplies for your recipe and the first player to make 5 moonshine wins!

Components

(6) Player Deck Cards, (72) Item Deck Cards, (21) Moonshine Cards.

Setup

In Moonshiners there are a total of 3 decks. Shuffle the Player Deck and have each player pick one at random. Place that Player Deck card face up in front of you. This is your Hillbilly and recipe for the game. Discard any extra Player Deck cards.

Take the Item Deck, and take the 2 cop cards out. Shuffle well and pass out 7 cards to each player face down. Once this is done place the 2 cop cards back into the Item Deck and shuffle well. Then place the Item Deck face down where all players can reach.

Place Moonshine Cards where all players can reach.

Before game play starts, the person who has the least amount of syllables in their real name goes first. In the event of a tie, the least amount of letters in your name goes first. *Remember, you are a Hillbilly now and having an easy to say and spell name is important.* Play then continues clockwise (*Aka the person to your left*) to complete one round of play.

Starting The Game

All players can choose **ONE** of the following to do on their turn:

Make Moonshine: If what you have in your hand matches your recipe then you can make moonshine. Discard the 4 items for your recipe and pick up a Moonshine Card. Place the Moonshine Card next to your player card and pick 4 new cards from the Item Deck in the middle of the table.

Trade In Card(s): You can discard whatever cards you don't need and draw new from the Item Deck in the middle of the table. Just make sure at the end of your turn you have 7 Item Cards.

Play Sabotage or Steal Card: If you have either a Sabotage or a Steal card, you may play one of these cards during your turn. See special cards section for more detail. Make sure when you play one of these cards that you draw another Item Card to keep 7 cards in your hand.

After your turn make sure you have 7 Item Cards

After Round 1

Each round forward continues in the same way as the first. Once the item deck in the middle is gone, shuffle the discard pile and place back in play face down.

Making Moonshine

Once a player has enough ingredients to make their moonshine recipe, they will then take those items and place in the discard pile. Player will then grab 1 Moonshine Card and place next to their player card. Now grab 4 new Item Cards so that you have 7 cards back in your hand.

Special Cards

Cop Card: If a player picks this card from the Item Deck, they lose a moonshine that they have made. If you have Moonshine made than you must return 1 Moonshine Card back to the pile. The only exception is if you have a “Hound Dog” card in your hand. At that time the player must show the other players this card and block the “Cop Card” from taking a moonshine made. Both the Cop card and Hound Dog, if you have it, gets placed in the discard pile. Make sure you grab more cards to have 7 Item Cards in your hand.

Hound Dog Card: Your right hand friend when it comes to making moonshine! Keep this card and fend off any cop or players from taking your moonshine or items in your hand. This a "one time use" and must be discarded when used.

Steal Card: If a player has this card in their hand, they can choose during their turn to take a Moonshine Card from any player of their choice. If the player that you are stealing from has a “Hound Dog” card, then you may not take an item and must discard your “Steal” card. This card is a single use and once played it must be discarded.

Sabotage Card: If a player has this card in their hand, they can choose any 3 Item Cards at random from another players hand to take. You then can trade any of these cards with any of the cards in your current hand (but must have 7 cards total and must discard the rest). The player who lost 3 cards then must grab 3 new cards from the draw deck. If the player that you are sabotaging has a “Hound Dog” card, then you may not take any cards and must discard your “Sabotage” card. This card is a single use and once played it must be discarded.

Winning And Losing

The player who makes 5 Moonshines first wins.

Credits

The following people made this game possible.

Game Concept: Steve Zimmermann

Artwork: Steve Zimmermann

Legal

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Tips

- Use "Sabotage" cards to gain different cards without getting the chance of drawing a cop card.
- There are only 2 cop cards in the deck.

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