



Hooch Stoges Starting Solo Rules

Object:

Destroy the enemy HQ token in 10 turns or less.

Game Set Up:

Hooch Stoges: Starting Solo is a one player game. Place both HQ tokens and enemy stooges face up on the table corresponding to the following diagram:



Shuffle the turf cards and place one under each of the enemy stooges, such that its text box can still be seen.

The player gets a starting deck of three Faceless Goon cards, one Attack card, and six Free Money cards. Shuffle the main deck and place the top five cards face up in a row to form the lineup. The player shuffles their starting deck and draws five cards. The player places their HQ token on their starting turf as shown in the diagram. Place all hooch tokens in a pile on the table, and the player gets the territory tokens that match the color of their HQ token in their play area. Place the die and turn tracker on the table.



Turns:

Each turn has the following three steps: Control step, Main step, and Cleanup step.

Control Step:

During the player's Control step, the player gains hooch tokens from the center of the table equal to the number of turf cards they have a territory or HQ tokens on.

Main Step:

During the player's Main step that player may play cards, discard cards to gain hooch, buy cards from the lineup, and spend hooch for hooch effects indicated on the hooch chart. These actions may be taken in any order and repeated as often as they can afford.

Cleanup Step:

The player will unswing all of their stooges, discard any cards remaining in their hand, and draw five new cards. If at any time, the player does not have a card in their deck to draw, shuffle their discard pile into a new deck and then they continue drawing. If it is the player's 10th turn, they lose the game.

Play Cards:

The player may play cards from their hand. If the card is a stooge card, the player puts the card into play in front of them. They now control that stooge. If the card is a scheme card, the player completes the effect of the scheme card and puts it into their discard pile.

Attacking:

Cards may not be played during an attack. When an effect tells the player to attack, the player chooses to attack a turf they control or a turf that is adjacent to a turf they control.

Each HQ territory counts as having three health. Each non-HQ territory counts as having one health. For an attack to be successful, the player must eliminate all opposing health with their Stooges – from the territory token and from enemy Stooges. To attempt this, the player chooses one of their stooges and turn it sideways to indicate that it has been used in this attack. Turning a card sideways is called "swinging" the card. When it is straightened, it is called "unswung." If a card is swinging, a player cannot swing it again until it has been unswung. The enemy stooge must be eliminated first, before the territory token can be eliminated. If the die roll plus the attack bonus of the swinging stooge is equal to or higher



than the enemy stooge's health, the enemy stooge is eliminated from the board and put into the "Defeated Stoooges" pile.

There are two exceptions to the above paragraph for critical die roles. If the player rolls a 1, the enemy stooge is not eliminated, and the player gets busted. If the player rolls a 6, the enemy stooge is eliminated even if the attack total was less than their health.

If the enemy stooge is not eliminated, it counters. When an enemy stooge counters, roll a die and add their attack bonus to the die roll. If the total is equal to or greater than the swinging stooge's health or if the enemy's attack roll was a 6, the swinging stooge is put into the player's discard pile. The player continues this process until they have swung with all their stoooges, or the defending player has no more items with health.

If the attacking player's stooge removes the health from the territory token, the attack is successful. Remove the territory token from the turf and the player puts one of their territory tokens on the turf. The player now controls that turf. The player may now, only directly after a successful attack, activate the ability on the turf card by paying the hooch cost listed next to the ability on the turf card.

If the enemy HQ token is discarded within the first ten turns, the player wins the game.

Getting busted:

When the player gets busted, they must choose one of their stoooges in play and discard it, choose a card in their hand and discard it, and lose any hooch tokens they have.

How to Spend and Gain Hooch

Discard Cards to Gain Hooch:

Cards from the player's hand may be discarded to gain hooch. The amount of hooch gained is located on the right-side radio knob of the card. When a player discards a card to gain hooch, they gain that many hooch tokens.

Buying Cards from the Lineup:

Each card in the lineup has a cost located on the left radio dial. To buy a card from the lineup, the player spends hooch tokens equal to the cost of the card and puts the card in their discard pile. Whenever a card is removed from the lineup, replace it with the top card from the main deck immediately if the lineup has less than five cards in it. The player cannot buy a card from the lineup unless they have the hooch to pay for it.



Spending Hooch:

The player may spend any number of their hooch tokens to attempt to gain the associated effect listed on the following chart next to the hooch cost. Spending hooch in this manner requires a die roll check first. If the die result is a 1, the player spends the hooch, but does not get the desired effect; and they get busted. If the die roll is a 6, the player gains the effect from the hooch chart, and does not have to pay the hooch cost for it. On any other die roll, the player pays the hooch cost and gets the desired effect from the hooch chart. A player may not attempt to gain an effect from the hooch chart if they do not have enough hooch to pay for it.

Hooch Chart:

- 1: Replace any card in the lineup with the top card of the main deck.
- 2: During police checks this turn, you do not get busted when rolling 1's.
- 3: Draw a card from your deck.
- 5: Take any card from the lineup and put it into your discard pile.
- 6: Attack.