

# MICRO MOONSHINE

## MICRO MOONSHINE

During the Prohibition era in the United States, which spanned from 1920 to 1933, bootleggers became notorious for their illicit production of various alcoholic beverages. Moonshine, a homemade and often potent form of whisky distilled illegally, was one of the most iconic products of this underground industry. Bootleggers crafted moonshine in hidden stills, typically located in remote rural areas or concealed within urban basements, evading the watchful eyes of law enforcement. They also produced other drinks such as bathtub gin, a low-quality and often unsafe gin made clandestinely in makeshift

distilleries. These bootleggers operated in a shadowy world of speakeasies and secret distribution networks, catering to the demands of a populace thirsty for forbidden fruit.

In Micro Moonshine players take the role of bootleggers during Prohibition. You will hire a shady workforce, secure the right ingredients, distil alcohol and deliver it to speakeasies to earn money. The competition is vicious, so if you want to win, you should keep an eye on your opponents, and swiftly go for the most lucrative Contracts.

## COMPONENTS

- 8 Building tiles
- 1 Time track board
- 1 Turn token
- 1 Truck token
- First player token
- 40 Ingredient cards
- 45 Crew cards
- 30 Contract cards
- 24 Barrel tokens
  - 6 Wine
  - 6 Whisky
  - 6 Rum
  - 6 Gin

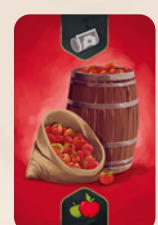
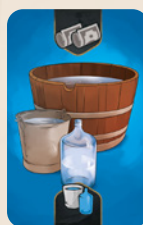
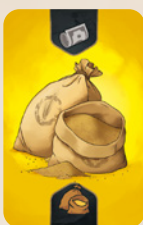
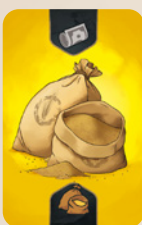
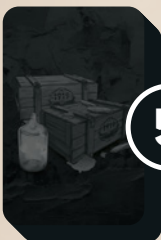
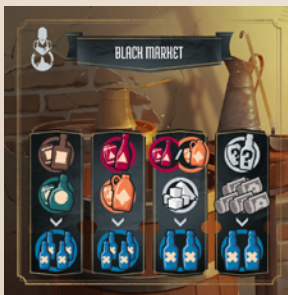
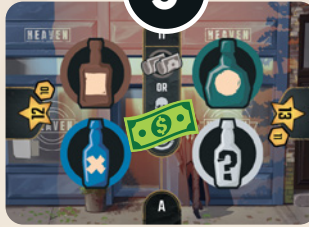
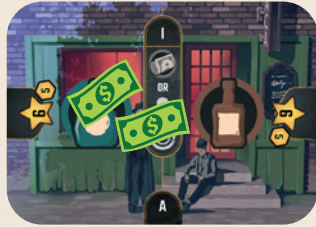
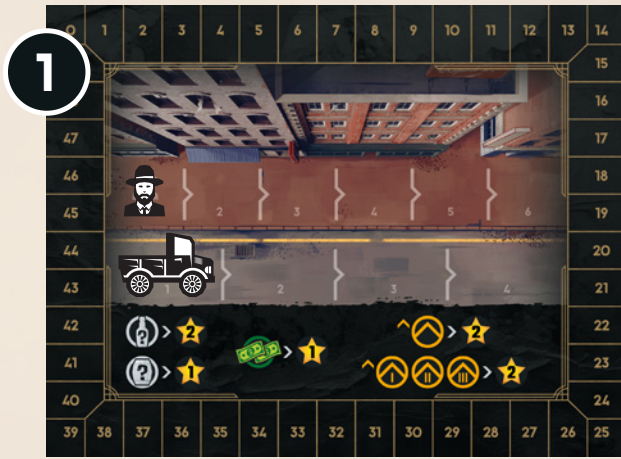
- 36 Bottles
  - 6 Wine
  - 6 Whisky
  - 6 Rum
  - 6 Gin
  - 12 Moonshine
- 8 Clean Dollar tokens (x5)
- 29 Clean Dollar tokens (x1)
- 4 Scoring markers (1 in each player colour)
- 4 Player aids

### Solo components:

- 10 Don Mechanico cards
- Solo player aid

## SETUP

1. Place the Time track board on the table. Place Turn and Truck tokens on the starting spaces on the left of each corresponding track. Each player places their Scoring marker on the "0 VP" space of the scoring track.
2. Create a City - display all Building tiles on the table A face up (the coloured side).
3. Separate Contract cards by their level and shuffle each deck. Place them face up (A side with higher VP values) above the City and reveal one more card from each deck. Then, place 2 clean Dollar tokens on each Level 1 Contract and 1 clean Dollar token on each Level 2 Contract.
4. Create a supply with all Barrels, Bottles and clean money next to the City.
5. Shuffle the Ingredient cards and place it as a face down deck below the City. Display 7 cards to create the Market.
6. Shuffle all the Crew cards and place them nearby face down (the Bootlegger side should be up).
7. Each player takes a Player aid, 1 Dollar token and draws 5 Ingredient cards from the deck.
8. If there are 3 players, each player apart from the first player takes 1 additional Dollar token.
9. The last person to watch a gangster movie becomes the first player (or choose randomly) and takes the first player token.





# GAME OVERVIEW





The game is played over the course of 4 rounds consisting of 6 turns each. The round starts with players drafting Crew cards. On their turn players may activate actions on Building tiles, collect and spend resources from cards, and fulfil Contracts. Some actions require the player to

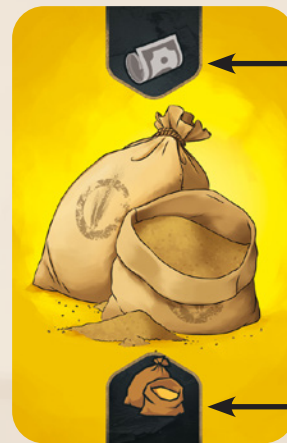
have the right Crew in their player area or even discard it. Players gain victory points during the game and there is a final scoring phase at the end. The player with the most VP becomes the most successful (and notorious) bootlegger.

## KEY CONCEPTS

### MONEY & INGREDIENTS

There is clean and dirty money in the game. Clean money  is represented by the Dollar tokens and can be spent also instead of dirty money. Dirty money  can be found on Crew cards and Contracts as a cost. The dirty money that you can use is represented by icons on Ingredient cards. Whenever you have to spend dirty money, you simply discard the required amount of Ingredient cards (any excess is lost) or pay with clean money instead (you can mix both types of currency if needed).

There are 4 types of Ingredients: water , grain , fruit , and sugar .



DIRTY MONEY VALUE

TYPE

Important: Your hand limit for Ingredient cards is 7. You can gain more than 7 during your turn, but then you must immediately discard down to the hand limit.

### CREW

Crew cards are required to play actions on buildings. However, they also have their own special actions or passive effects you can use during your turn. The back of each card depicts a Bootlegger, a crucial crew member for fulfilling Contracts.

Whenever a card's text directly contradicts these rules, the card takes precedence.

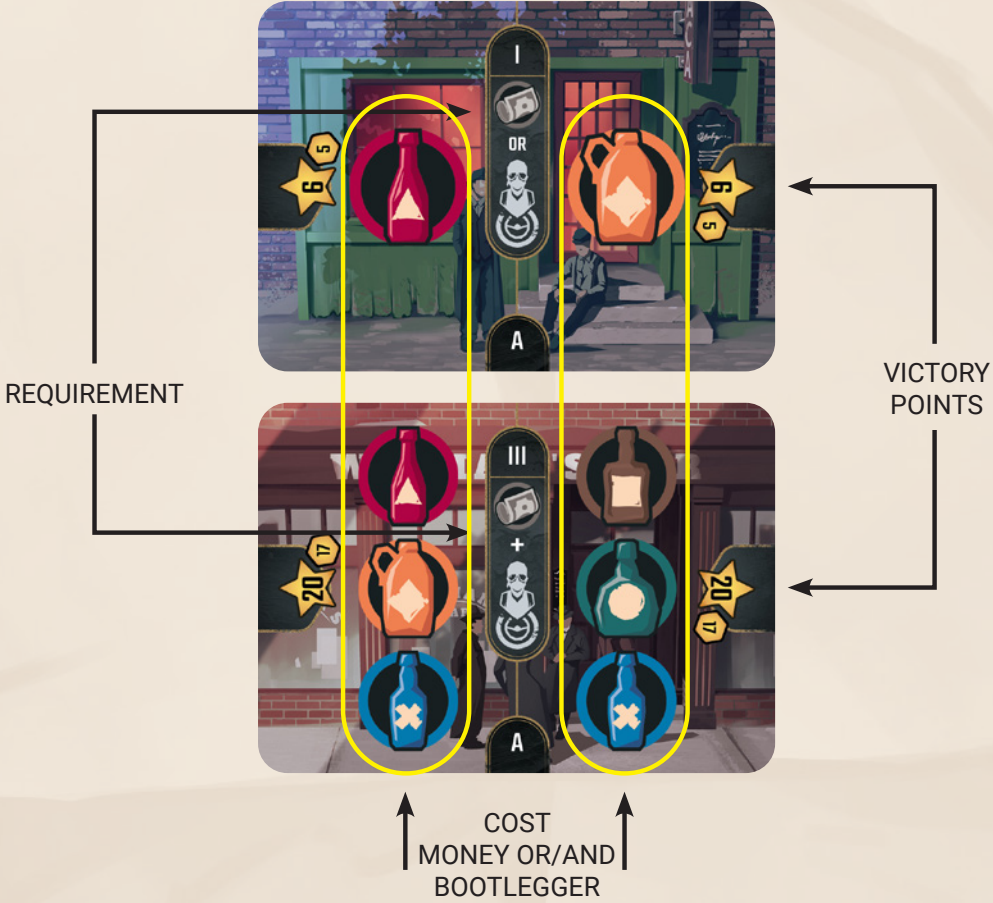
Important: You can never have more than 4 Crew cards in your player area.



# CONTRACTS

Once per turn you can fulfil one of the displayed Contracts, if you have the required alcohol (bottled), Ingredients, dirty money and/or a Bootlegger. Each Contract has two

different demands, and you choose which one you want to deliver. Then, you gain victory points (mark them on the scoring track) and you place the card in your player area.



# CITY

City consists of 8 Building cards. Each Building is double-sided and has actions depicted. Moreover, some of them also have a type icon, same as you can find on Crew cards, which allows you to save cards when taking the action (see "Action phase" on page XX).

**Important:** When the requirement or cost says "any barrel" or "any bottle", you can use Wine, Rum, Gin or Whisky, but not Moonshine.



# ROUND STRUCTURE

Each round consists of:

1. Drafting phase
2. Action phase
3. Clean up phase

## DRAFTING PHASE

Each player draws 4 Crew cards. You now may decide to hire 1 crew member (keep 1 card). You can either:

- 1) keep the card on B side in your player area paying the cost if applicable, or
- 2) flip it to the A side and keep it as a Bootlegger.

After you choose your card, pass the remaining cards to the player to your left. Repeat the whole process until

each player has 4 Crew cards or has passed. The cards you chose are displayed in your player area and are open information for all the players. Remember that you can never have more than 4 Crew cards.

If there are any remaining Crew cards in your hand at the end of this phase, discard them.

## ACTION PHASE

During your turn you have to perform one out of three possible actions:

**1) Market action** - from the offer you may take either

- 2 different Ingredient cards, **or**
- all cards of one type.

Remember, if you exceed the hand limit, after you finish that action you must discard Ingredient cards until you have no more than 7.

**2) City action** - discard one of your Crew cards and activate one of the Buildings. Some Buildings let you choose one of the depicted actions, others may offer more actions. Pay the cost and receive the rewards.

If you have a Crew card in your player area with the same type as the activated Building, you can perform the action without discarding any of your Crew. However, if this is not the case, you have to discard one Crew card.

If you are the first player to activate a particular Building this round, you have to flip the tile afterwards. You can activate a Building only once per turn. For detailed description of each of them see the Appendix on page 7.

**3) Crew action** - activate one of the actions on your Crew cards. Flip it to A side (Bootlegger side) afterwards, unless the card says otherwise. You may not flip the card without resolving the action.

**Note:** This does not apply to the Crew cards with passive effects. These are active as long as the card is face up in your player area. The passive effect may trigger even if the Crew card is discarded for the action that triggers it (i.e., you may gain additional money for a Contract according to the card, and use it at the same time for the delivery).

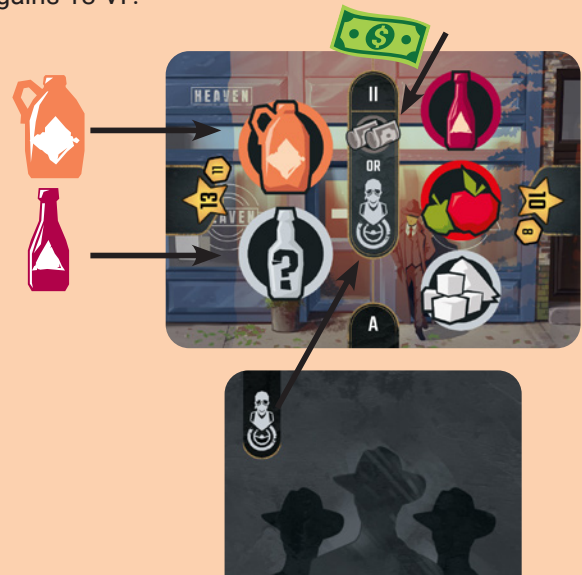
Additionally, as a free action at any time during your turn you may fulfil one Contract paying (delivering) the required

resources and discarding a Bootlegger card if needed.

Gain any Dollar tokens that are on the chosen Contract, but only after you pay the cost of the Contract. Gain the VP immediately and place the Contract in your player area.

Remember! When each player has taken their turn and it is the first player's time to play again, move the Turn marker on the Time track.

Example: Susan fulfils a level II Contract. She returns one Gin and one Wine bottle to the supply (for the "any bottle requirement") and she discards one Bootlegger from her Crew cards (but she could pay 2 Dollars instead). Then, she places the Contract in her player area, takes the clean Dollar token that was on it, and gains 13 VP.



## CLEAN UP PHASE

Important: Skip this phase in the last (4th) round.

After each player takes 6 turns do the following:

1. Discard all Contracts on the B side (the ones with lower VP values).
2. Flip all the remaining Contracts in the bottom row to the B side.
3. Refill the Contract offer (bottom row) from the respective decks.
4. Add clean Dollars to Contracts if there is none (2\$ on level I Contracts, 1\$ on level II Contracts).
5. Flip all used Buildings in the City back to the A side (coloured side).

6. Discard all Ingredient cards from the Market and create a fresh offer of 7 cards.

7. Each player draws 1 Ingredient card from the deck
8. Each player may keep one Crew card (without paying any additional cost) and has to discard the rest.
9. Reshuffle all Crew cards.
10. Pass the first player token to the next player to the left.

You may proceed with the next round.

## FINAL SCORING

After four rounds proceed with the final scoring. Score victory points for:

- The player who completed more Contracts than any other player scores additional 2 VP. Then, players with the most completed Contracts in each level (I/II/III) score 2 VP. Ties are friendly, meaning that all of the tied players gain the VP.
- Every 2 clean Dollars are worth 1 VP.
- Each bottle remaining in your player area is worth 2 VP.
- Each barrel remaining in your player area is worth 1 VP.

The player with the most victory points wins the game. In the case of a tie, tiebreakers are,

in order: number of completed Contracts, clean money. If there still is a tie, players share the victory.

**Example:** During the game Peter scored 57 VP for his Contracts. Now he adds 2 VP, because he is tied for the most completed level I Contracts, 2 VP for the clean Dollars, 2 VP for remaining barrels and 2 VP for remaining bottles. Overall he finished the game with 65 VP.



# APPENDIX

Victory points



Clean money



Dirty money



Bootlegger



Financier



Moonshiner



Ingredients: fruit, wheat, water, sugar



Wine barrel and Wine bottle



Rum barrel and Rum bottle



Gin barrel and Gin bottle



Whisky barrel and Whisky bottle



Moonshine



Any barrel and any bottle (not Moonshine)



Any barrel or bottle (not Moonshine)



Any number of barrels



# BUILDINGS

BARREL HOUSE - WHISKY



BARREL HOUSE - WINE



BARREL HOUSE - RUM



BARREL HOUSE - GIN

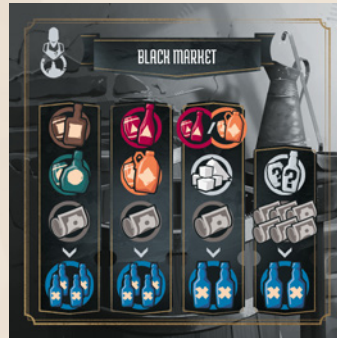


## Barrel House

Pay the depicted Ingredients (discard the appropriate cards) to gain one barrel of the depicted



type. You can do it only once.  
B side actions require paying additional 1 Dollar.



### Black Market

Choose one:

- Return 1 Whisky barrel or bottle, and 1 Rum barrel or bottle to receive 4 Moonshine bottles.
- Return 1 Wine barrel or bottle, and 1 Gin barrel or bottle to receive 4 Moonshine bottles.
- Return 1 Wine barrel or bottle, or 1 Gin barrel or bottle, and 1 sugar to receive 2 Moonshine bottles.
- Return any barrel or bottle, and pay 5 Dollars to receive 2 Moonshine bottles.

B side actions require paying additional 1 Dollar.  
If you have a Moonshiner in your Crew, you do not have to discard a Crew card.



### Bottling Plant

Choose one:

- Pay 1 Dollar and any barrel to receive 1 bottle of the same type as the used barrel.
- Pay 3 Dollars and any 2 barrels to receive 2 bottles of the same type as the used barrels.
- Pay 5 Dollars and any number of barrels to receive the same amount of bottles of the same type as the used barrels.

B side has only the first two options with additional 1 Dollar cost for each action.  
If you have a Moonshiner in your Crew, you do not have to discard a Crew card.





### Docks

A side: Draw 4 Ingredient cards from the deck and gain 1 Crew card from the top of the deck, placing it face down in your player area (if you have less than 4 Crew cards).

B side: Draw 4 Ingredient cards from the deck.  
If you have a Financier in your Crew, you do not have to discard a Crew card.



### Street Market

A side: Sell (discard from your hand) any number of Ingredients gaining 1 clean Dollar for each fruit, wheat and sugar, and 2 clean Dollars for each water. Once: Discard 1 of each type of the Ingredients (4 total) to receive 1 Moonshine bottle.

B side: Sell (discard from your hand) any number of Ingredients gaining 1 clean Dollar for each card.  
If you have a Financier in your Crew, you do not have to discard a Crew card.

# SOLO MODE

In the solo mode you play against Don Mechanico, or simply the Don, an automatic mobster and bootlegger. Its actions are determined by the deck of cards, but you should not underestimate it - many bootleggers made that mistake, and they have mysteriously vanished from the City.

In the rules "it" or "its" always refers to the automated opponents, while "you" and "yours" refers to the sole player.

# COMPONENTS

- 10 Don Mechanico solo cards

# GENERAL RULES

There are some general rules that apply when playing the solo mode.

- Don can activate any building in the City, same as the player, but it does not use Crew cards (at all). The buildings' actions work the same way for the Don as for the player, unless stated otherwise.
- Don pays for everything with clean Dollars first, and if it runs out of them, it discards its Ingredient cards in this priority: fruits, wheat, sugar, water.

- When Don gains Barrels and Bottles, always place them in a line - this is also its priority queue.
- Don can have up to 10 Ingredient cards. They should be organised in a grid by type, with water on top, then sugar, wheat and finally fruits on the bottom, like this:



# SETUP

Prepare the game for two players as described on page XX with following changes.

1. Before shuffling Crew cards, return to the box cards number 6, 8 and 13.
2. Shuffle Don Mechanico solo cards and place the deck face down in Don's player area.

3. Don starts with 1 Dollar token and 5 Ingredient cards displayed as described earlier, but it does not need any space for Crew cards.
4. You are the First player in each round.

# DRAFTING PHASE

You draw 4 Crew cards from the deck. You keep one (paying its cost if there is any), randomly remove another card, choose your second card, and discard the remaining

one. Repeat the process, so you end up with 4 Crew cards in your player area.

# ACTION PHASE

You perform your actions as per regular rules. When it is Don Mechanico's turn, draw one card from its deck. From top to bottom Don resolves all available actions in a way described below.

then sugar, wheat, and finally fruits. If Don has at least one of each Ingredient, it uses the same priority list to choose which one to take from the offer.

Don never keeps more than 4 cards with the same Ingredient. If it would take more cards during the action, simply discard the excess.

Don is limited to 10 Ingredient cards. If it would go over that limit, the excess must be discarded.



## Contract

Don Mechanico tries to complete the Contract with the highest VP value of the indicated level. If Don has the required bottles and/or Ingredients to fulfil the targeted Contract (I, II or III, as the card indicates), it completes the Contract returning the required components. However, Don does not pay the cost in Dollars, nor does he discard a Bootlegger (as it has none). Don gets the rewards (VP and clean Dollars, if present), same as the player would.

If Don has to choose between two Contracts with the same VP value, it completes the one that requires alcohol more to the left in Don's queue (the one acquired earlier).

## Market

Don takes from the offer all cards with an Ingredient it has none of in its player area. If tied, Don prioritises water,

## Bottling Plant

Don pays and bottles as many barrels as it can afford according to the regular rules. It takes barrels in its player area from left to right, adding the bottles to the end of the queue.

## Street Market

Don exchanges all of its Ingredient cards for money. 1 clean Dollar for each fruit, wheat and sugar, and 2 clean Dollars for each water.

## Barrel House

If possible, Don pays the required Ingredients (and money, if applicable) and gains a barrel. Unlike you, Don can gain 2 barrels that way (paying double)!

## Black Market

Don exchanges only the barrels for Moonshine as the actions indicate. It takes barrels from the left first, and adds Moonshine to the end of the queue.

## Docks

Don draws 4 cards from the Ingredient deck one by one, adding them to its player area. If it reaches the limit of 10 Ingredients, the excess is discarded.

## Exchange

Don exchanges Moonshine for another alcohol at a rate depicted on the card.

## CLEAN UP PHASE

No change. This phase does not influence Don Mechanico in any way.

## FINAL SCORING

Both you and Don Mechanico gain victory points for clean Dollars, and remaining barrels and bottles as per regular rules. There are no victory points for the Contracts majorities. If you have more VP than Don Mechanico, you win the game. Otherwise, you lose and have to leave the City, before Don's goons find you.