



# PAPPY'S Q&A

## MOONSHINE CAMP

- 1) Do I get a new Shiner/Cousin at my Moonshine Camp on the first round? **Heck yeah!** Can't make much shine with just your starting units!
- 2) Can I put more than 1 Shiner on a Moonlight or Still Tile? **Nope, they'd just argue!** Only 1 Shiner per tile
- 3) Can I swap out Stills or Moonlight tiles at my Camp if I already have 5? **Sure can!** Gotta build up that Still and Moonlight engine til she purrs like a kitten!
- 4) Can I pull Jugs of Moonshine out of my Stills early? **Oh, fer sure!...** you can stack up a pile of Moonshine Jugs right there in yer camp... just watch out for rival Shiners who may scoop em up before you can transport them to Pappy's!

## CUSTOMERS

- 1) If a player already has 3 open Customer Order Cards, do I still draw 1 Customer Card per player? **Well Yeah!...** gotta have options! However, the player with 3 open Customer Orders may not take any new cards, they must serve the customers they already have! (and no... you many not trade out customer cards... your reputation as a Moonshiner is on the line!)
- 2) How many jugs can my 1 shiner take into Pappy's Tavern to serve Customer(s)? **As many as you want!...** Once you get your Moonshine Jugs to Pappy's Tavern, 1 shiner can deliver as many Jugs as you have present to fill multiple Customer Orders or sell to Pappy himself!
- 3) How do I sell Jugs of moonshine to Pappy? Any Jugs you get to his Tavern can be used to fill customer orders, but if you have extra and would like to sell them to Pappy himself, follow his wholesale prices listed on the gameboard, and place these jugs in your Delivered Jug Crate as well!  
**X = \$10    XX = \$20    XXX = \$30**
- 4) Can I fill a Customer Order with "better" jugs of shine? **No Way!...** each customer has a sophisticated palette... you can't just give a feller a jug of XXX if he ordered a jug of X... what's the matter with you?!?!?
- 5) Can I fill half of a Customer Order and fill the rest of it later? **Aw Heck No!...** do you expect your waiter to bring you a hot dog and later bring you a bun?!? You can however hang out outside Pappy's Tavern until you have the full order ready to deliver!



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## • AUCTION •

1) Am I required to take an Auction Card if I don't want it? **Nah**, you can simply discard that card Auction Card if you don't want to claim its reward/benefit.

## • SWAMP TILES •

1) Can I use Jugs of Shine from my Camp to complete Swamp Tiles? **Nope...** each Swamp Tile affects only the units located at that tile location, so if that Swamp Tile requires a Jug of Shine to complete it, you must bring a jug to that tile location.

2) When can I complete a Swamp Tile? You can **ONLY** complete a Swamp Tile during your Move Units turn. (When your color token is active on the Round Order during the Move Units Phase)

## • CHALLENGE CARDS •

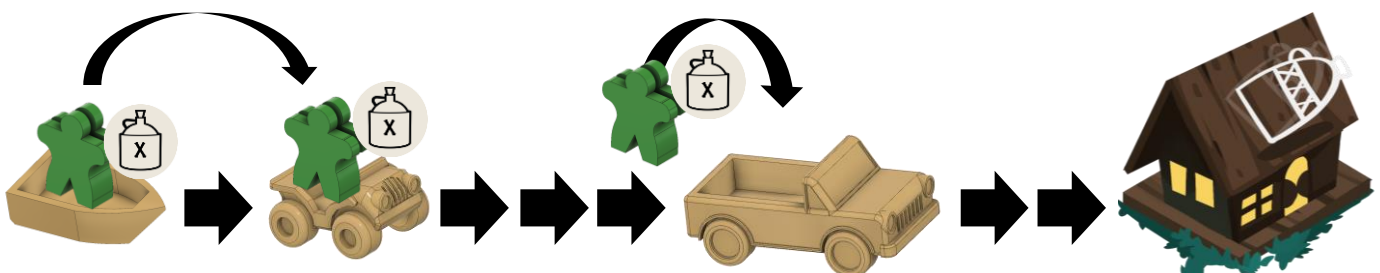
1) At the halfway point when players receive 3 new Challenge Cards, am I **REQUIRED** to discard 2 cards? **You kidding me?...** If you've got the gumption to complete more than 3 Challenge Cards you go for it! (remember, you can also discard **ANY** 2 cards, even the original 2)

## • MOVING •

1) What happens if I find/get Jugs of Shine in the swamp and I cannot carry them all in my Vehicle? **Take what you can!**... and hope that them extra jugs are still there when you get back!

2) Can I move my Shiner one space before or after he moves in a Vehicle? **Sure can!**... this is a great way to chain your movement thru the Swamp!

**Pappy's Tip** to moving moonshine... use as many vehicles as it takes! (Hop from vehicle to empty vehicle and keep moving!)





# CARDS & TILES

**REPEAT DISTILL!**  
XXX

Choose 1 Still with a Shiner and fire it up again!

Allows you to run one of your Stills in your camp again and make new jugs or upgrade any present jugs of moonshine.

**FREE DELIVERY!**  
XXX

Pappy stops by your camp and offers to buy up to 2 jugs of moonshine!

X = \$10  
XX = \$20  
XXX = \$30

Place up to 2 jugs of moonshine from your camp directly into your delivered jug crate. These may NOT be used to fill any open customer orders.

**MIX IT UP!**  
XXX

Move 1 order token to any new position!

May only move 1 cube to a new position in the round order.

**STEAL A RIDE!**  
XXX

Take 1 unoccupied vehicle from anywhere and place it at your camp!

**PENALTY**  
-1

Take any Vehicle that does not have a Shiner in it and place it at your Camp. Keep this card until the end of the game (-1 Point)

**SWIPE A JUG!**  
XXX

Choose 1 jug from any still and place it at your camp!

**PENALTY**  
-1

Moonshine Jug **MUST** come from a Still! Keep this card until the end of the game (-1 Point)

**HIRE A SNEAKY THIEF!**  
XXX

Sneak away with half of another player's cash! (rounded down)

**PENALTY**  
-1

Players are NOT required to disclose how much cash they have. Only when a player is selected does THAT player show his cash. Keep this card until the end of the game (-1 Point)

**MEET A PROSPECTOR WHO KNOWS A SHORTCUT!**  
pay \$50 and move units in this space again

Any of your Shiners located on this tile can move again when you pay \$50

**A FELLA OFFERS TO DELIVER JUGS OF SHINE TO PAPPY'S!**  
count as delivered but receive no money

Only jugs located on this tile may be placed into your Delivered Jug Crate

**FIND A HUNTING CAMP!**  
must give them a jug of shine before these units can leave

If you do not have a Jug of Moonshine, ANY Shiners are stuck on this tile until you can bring a jug to this spot!

**FIX A MOONSHINE STILL!**  
lose 1 Still from your camp before these units can leave

Remove and Discard 1 Still Tile from your Camp before ANY Shiners can move from this spot!

**GUY NEEDS HELP PAINTING HIS SHACK!**  
bring 2 shiners here and get \$100 for your help

Bring 2 Shiners to this Tile and receive \$100. (You do not lose the 2 Shiners)

**MEET A GAL TRADING SHINE FOR COMPANY!**  
lose 1 Shiner here, and gain 2 Jugs of XX

Remove a Shiner located on this Tile, and place 2 jugs of XX Moonshine at this location.

