

MOONSHINE

EMPIRE

XXX



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CONTENTS

- 1 Game Board
- 48 Auction Cards
- 36 Customer Cards
- 24 Challenge Cards
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- 30 Moonshine Stills
- 8 Unique Characters
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PLASTIC COMPONENTS

- 40 Moonshiners/Cousins
- 12 Rowboats
- 9 Airboats
- 9 Pickup Trucks
- 9 ATVs/4-Wheelers
- 4 Moonshine Crates

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MOONSHINE EMPIRE

Make, move, and deliver moonshine in a swamp, all while dodging police, gators, and the competition!

In an old tavern, in the middle of a gator infested swamp lives a shady old moonshiner named Pappy. For as long as anyone cares to remember, he has been providing the best darn moonshine this side of the Mississippi! However, Pappy is ready to retire and is holding something of a competition to see who's got the gumption to take over his Moonshine Empire!

Distill, move, and deliver moonshine to Pappy's Tavern. Earn money from thirsty customers and use it to bid on gear at the auction! Watch out for the police and gators as they creep around his tavern! Choose your strategy quickly as Pappy's challenge is over in 1 night (8 rounds), and whoever scores the most points claims Pappy's Moonshine Empire!



SETUP

Place the board in the center of the table, each player will be running their moonshine operation from one of the camps located in each of the corners of the board. Layout the Money Cards and Moonshine Tokens so that each player has access to them. Each player chooses a color for their team and receives Shiners of that color along with a Crate and Player Aid.

- 1 Remove any Penalty (-point) and Reward (+point) cards from the Auction Deck, (these will be added at the half-way point in the game), now shuffle the Auction and Customer cards separately and place each deck nearby.
- 2 Each player selects a Character Card and places it on their Player Aid. They receive the starting units listed on that Character Card and place them inside their moonshine camp.
- 3 Place the Police and Gator units on the path around Pappy's Tavern where indicated.
- 4 Shuffle and place the Swamp Tiles facedown on the spaces containing "Swamp Shacks" located on the board (14 total). Place any remaining Swamp Tiles back in the box.
- 5 Make sure all players have access to Moonshine Jugs, extra Vehicles, and Money Cards.



PAPPY'S CHALLENGE



Once setup is complete, shuffle and deal each player 3 Challenge Cards. Each player secretly keeps 1 Challenge Card, hands 1 card to the player on their left, and discards the 3rd card. Each player should now have 2 Challenge Cards. If you complete the challenge listed on the card, Pappy will award you those points, however if you do not complete the challenge by the end of the final round, the listed points will count against your total points received, so choose carefully!

GOAL

Pappy will award his Moonshine Empire to the player who scores the most points

Scoring points with Pappy can be tricky business as you can score points by:

- 1) Delivering Moonshine (1 point for every X on a delivered Jug)
- 2) Customer Points (Filling Customer Orders at Pappy's Tavern)
- 3) Ending Cash (1 point for every \$50 you have at the end)
- 4) Swamp Tiles (Earn points by exploring the swamp and helping out the local folks)
- 5) Pappy's Challenges (Complete secret challenges for extra points)

PAPPY'S SCORE SHEET!

TEAM:				
Delivered Jugs Total X's		XXX		
Served Customer Cards				
Ending Cash 1 Point per \$50		50		
Swamp Tiles 1/3/6/10/15/21				
Completed Challenge Cards				
Character Bonus or Penalties				
TOTAL				



HOW TO PLAY



Each round your team will have a chance to Distill some Moonshine, take a new Customer Order, bid on some items at Pappy's Auction, and Move your units. Once you get some moonshine to Pappy's Tavern, you can sell them to your Customers or to Pappy himself.

- 1) Draw Round Order
- 2) Add Shiner + Distill/Moonlight
- 3) Take Customer Order
- 4) Bid at Auction (twice)
- 5) Move Units and Deliver



1. DRAW ROUND ORDER

Each new round will begin by drawing a new Round Order. Collect the colored cubes of the teams that are playing, along with the Police (grey) and Gators (brown). Mix them up and draw them blindly, one at a time placing them in a row on the board. This order will be used in the Customer, Auction, and Move phases.



2. ADD SHINER + DISTILL/MOONLIGHT

At the beginning of each round, one new Shiner (or Cousin) will show up at your moonshine camp. Any Shiners located in your moonshine camp can now be moved and placed in these locations to perform tasks.

- A) A Moonshine Still will produce or upgrade Moonshine Jugs if a Shiner is present.
- B) Moonlighting earns your team some side money that can be very handy in Pappy's Auction.
- C) Shiners may also be placed inside waiting vehicles to prevent those vehicles from being stolen by a rival team.

Place a Shiner at a Still to distill new moonshine or upgrade existing moonshine jugs



Place a Shiner here to have him Moonlight and earn \$

Place a Shiner in a vehicle to prevent a rival team from stealing that vehicle

Note: Single Stills only distill 1 jug per round, Double Stills distill 2 jugs, and Triple Stills can distill 3 jugs! Moonshine Jugs can be swapped between Stills before distilling however, all jugs must be the same type before distilling, (all X or all XX, no mixing of jugs in the same still). A camp has a max of 5 Still/Moonlight tile locations; however, you can swap out existing tiles with new ones won at Pappy's Auction.

3. TAKE CUSTOMER ORDER

This is where you will be taking orders from thirsty customers who are at Pappy's Tavern. Each customer wants a specific type and quantity of moonshine and will accept no substitutions.

Draw from the Customer Deck the number of cards as players in the game and lay them face up for all players to see. The player whose color is first in the Round Order selects a card first and then play continues in the round order. Each player can only select one Customer Order or you may choose to skip your turn and receive no new card.

Each Customer Order has a reward that you will receive when you deliver the moonshine jugs for that order to Pappy's Tavern. Some customers will reward you with money and items, and others will reward you with points. The points on each Customer Order are indicated in the green circle. If you cannot complete a Customer Order before the end of the night, the points on that order will count against your total score!

Customer Deck

- Card 1: Reward \$150
- Card 2: Reward \$80 + 1
- Card 3: Reward \$0 + 4
- Card 4: Reward [Shoe] + 1

In the Round Order shown above, the players would select Customer Orders in this order: (Yellow, Green, Blue, then Red)

MOVE	UNIT	CARRY
[Green Hexagon]	[Truck]	[Jug]
[Green Hexagon]	[ATV]	[Jug]
[Green Hexagon]	[Shiner]	[Jug]
[Green Hexagon]	[Truck]	[Jug]
[Green Hexagon]	[ATV]	[Jug]
[Green Hexagon]	[Shiner]	[Jug]

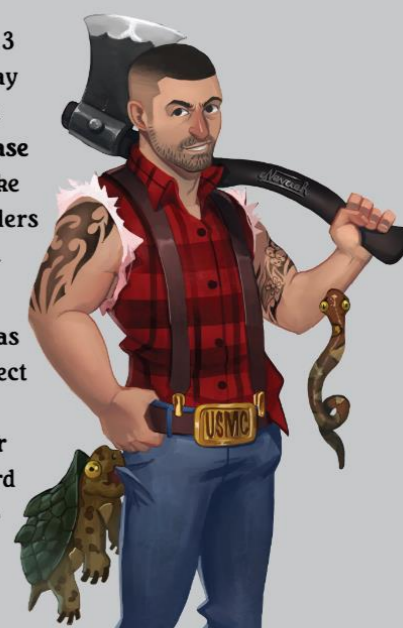
Starting Units:
 1-Truck 1-Double Still
 2-ATVs 1-Single Still
 1-Shiner 1-540 Moonlight

1) Draw Round Order
 2) Add Shiner + Distill/Moonlight
 3) Take Customer Order
 4) Bid at Auction (twice)
 5) Move Units and Deliver

Each player can only have 3 open Customer Orders at any time. Once an order is filled that Customer Order card is flipped over and placed in the "Completed" section of your Player Aid.

If you already have 3 open orders you may not take part in the Customer Order Phase this round. So, make sure to fill your orders in a timely manner.

After each player has had a chance to select a card, discard any unclaimed Customer Orders into a discard pile, and proceed to the Auction Phase.



4. BID AT PAPPY'S AUCTION

Pappy's Auction is where players can bid on items for their team. There are two rounds in Pappy's Auction and all items are received immediately as they are won.

Begin the auction by drawing cards from the Auction Deck equal to the number of players and lay them face up for all players to see. Next, each player decides how much they are willing to spend on this auction and holds that amount of money secretly in their hand. All players hold out their closed hands and on the count of three all players reveal the amount of money they bid.

The player who held the highest amount of money selects a card first. (remove that card and give that player the item/action). Then the player with the next highest amount selects a card and so on, until all players have had a chance to select a card. Pappy collects all player's bids (money). After this, a second Auction Round takes place with new cards and a new round of bidding.

If any players hold \$0 in their hand, they still receive a card, however, Pappy doesn't take kindly to freeloaders, so he removes 1 card in the second Auction Round for each \$0 bid!

If two players hold the same amount of money, the tie is decided by the Round Order Tokens. (Note that the direction of the order is reversed from the Customer and Move Order).

Note: When a player wins a card at the auction that award or action is carried out immediately, then that card is removed and placed in a discard pile. The exception to this is when an Auction Card contains Reward(+) or Penalty(-) points, these cards are not discarded, but kept by the player who won that card for the rest of the game.

Auction

HIRE A SNEAKY THIEF!
Sneak away with half of another player's cash! (rounded down)
PENALTY -1

CHOOSE ONE
TRIPLE STILL MOONLIGHT \$100

CHOOSE ONE
AIR BOAT SHINER

FREE DELIVERY!
Pappy stops by your camp and offers to buy up to 2 jugs of moonshine!
X = \$10
XX = \$20
XXX = \$30

Customer →
← Auction Move

Example: In a four-player game, the above cards have been laid out. All players look at the cards available, hold out their closed hands, and on the count of three reveal these amounts:

RED holds \$40 BLUE holds \$60
GREEN holds \$40 YELLOW holds \$0

Since the Blue player held the most amount of money, they choose first and select the ① card, removing that card from the Auction and taking a Triple Still from Pappy's supply, placing it at their moonshine camp.

The Green and Red players held the same amount, so the Round Order Tokens determine that Red will select a card before Green. Red selects the ② card (keeping the card and gaining himself -1 point at the end of the game) and chooses to take half of the Blue players remaining money.

The Green player is up next and selects the ③ card, removing it and sells two of his moonshine jugs to Pappy, placing these jugs in his delivered jug crate.

Since the Yellow player held NO MONEY, they select a card last, with only card ④ left, they select the Airboat, taking one from Pappy's supply and placing it in their moonshine camp.

Note: Since the Yellow player held \$0 in the first auction round, Pappy will layout only 3 cards in the second auction round.

5. MOVE UNITS AND DELIVER

Moving Units is the only way to transport moonshine or uncover Swamp Tiles. Each player (including the Police and Gators) will take turns moving ANY or ALL of their units around the swamp according to the current Round Order. During your Move Units phase simply place a Shiner into a vehicle, load it with jugs, and go! Check the MOVE column to see how many spaces each unit can move.

MOVE UNIT CARRY

The Pickup Truck can move up to 2 spaces on land each turn

The Rowboat can move 1 space on water each turn

PAPPY HINT: Some units move only on land, and some move only on the water. The land units are listed in green, and the water units are listed in blue. The Airboat is the one exception, this fancy contraption can move on both land and water!

MOVE UNIT CARRY

Green Hexagon	Shiner	1 Jug
3 Green Hexagons	ATV	1 Shiner, 1 Jug
2 Green Hexagons	Pickup Truck	2 Shiners, 2 Jugs
Blue Hexagon	Rowboat	1 Shiner, 1 Jug
2 Green/Blue Hexagons	Airboat	1 Shiner, 1 Jug

Shiners (or Cousins) are the key to running a successful distillery operation in the swamp. However, with a move and carry of only 1 they are going to need some help. Shiners are needed to operate each still, drive each vehicle, and to earn money moonlighting. Don't lose track of your Cousins or your competition will win for sure!

The ATV is the fastest unit in the swamp with the ability to move up to 3 spaces, but its speed comes at a cost as there is no room on the ATV for an extra jug of corn squeezins! The ATV can be very handy for snagging those far away Swamp Tiles or for stealing shine from a rival camp!

The Pickup Truck is a true jug hauling rig with a carry of 2 extra jugs! Just load her up and get to Pappy's for a solid payday! Although they are a bit slow, they can come in handy for transferring jugs off Rowboats! Have a second Shiner jump in the back, and you've got yourself a true party wagon!

The Rowboat is super slow and limited to water only, but with an added carry of 1 jug, it might be just what you need to take the shortcut across the water. Find a friend to transfer them jugs too as the Rowboat cannot go past the shoreline to make the delivery area at Pappy's Tavern.

The Airboat is the true Cadillac of the swamp! An added carry of 1 jug and a move of 2 on land and water make this beauty a must for any true Moonshine Tycoon! However, keep a close eye on these sleek machines as the competition will be eyeballing them too!

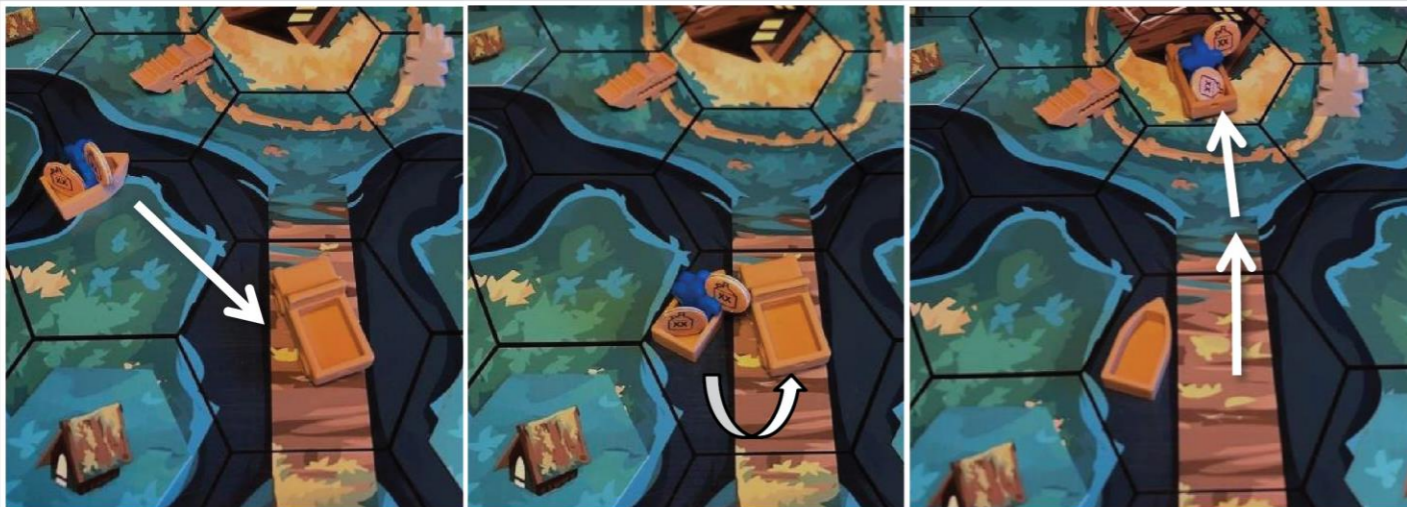
5. MOVE UNITS AND DELIVER

In order to serve those thirsty customers and fill your Customer Orders you need to get your moonshine to Pappy's Tavern (the two spaces at the center of the swamp). Units in the same space (including your camp) can load moonshine or swap vehicles before they head out towards Pappy's. Vehicles are the best way to get shine to Pappy's Tavern, but a vehicle requires a Shiner in order to drive it.



Example: During the blue team's Move Units turn they load 1 jug into their Rowboat, and a Shiner carries a second Jug, then moves 1 space on the water. Another Shiner jumps in the ATV and moves 3 spaces on land, ending his movement on a Swamp Tile.

Shiners in the same space can transfer jugs of shine between each other to allow for further movement of shine! Shiners can also hop into empty vehicles and continue moving, allowing chained movements, however vehicles can only move once per each player's turn.



Example: The Shiner in the Rowboat moves into the same space as an empty Pickup Truck. He jumps into the Truck and then moves the Truck 2 spaces up to Pappy's Tavern and delivers 2 jugs of Moonshine. Each vehicle can only move once per player's turn.

Once a player gets jugs of moonshine to Pappy's Tavern, they can now deliver ANY or ALL of those present jugs to fill their open Customer Orders. At least 1 Shiner must head into Pappy's Tavern and is removed from the game (placed back in that team's supply of Shiners). Any jugs that were delivered either to thirsty customer or to Pappy himself are placed in that team's delivered Jug Crate.

Any vehicles left empty at Pappy's Tavern by the end of the round are towed (removed from the board and placed back in the vehicle supply).

Where else did you think Pappy was getting the items for his Auction?

In the swamp, vehicles and moonshine can be stolen! The only way to protect them is to have one of your Shiners present. A Shiner in a vehicle or at a still prevents someone from swiping that vehicle or any jugs of shine in that vehicle or still.



Example: The yellow player moves first. They move their ATV 3 spaces into the green player's moonshine camp. Since the green player has a jug of moonshine in the Single Still with no Shiner present, the yellow player can steal that jug of XX shine, then hop into the empty Airboat, and move 2 more spaces leaving the ATV behind!

SWAMP TILES

If you intend to take over Pappy's Moonshine Empire, you must also learn to deal with the swamp, and the fine folks who live there. Swamp Tiles represent the risks and rewards your team will come across while moving through the swamp.

Any Shiner can uncover a Swamp Tile if the Shiner ends its move on a space containing one of these tiles. Simply flip over the tile and read the event out loud. All Swamp Tiles remain in their space until they are completed. To complete a Swamp Tile, the player must accomplish the event stated on that tile, then remove the tile, and keep it for the end game scoring



Some Swamp Tiles are better than others, and some are downright nasty. The good news is that Pappy will reward the players who explore the swamp and help the good-natured folks who live there. Do your best to complete as many Swamp Tiles as you can before the night ends to receive these points.

Number of Completed Swamp Tiles	1	2	3	4	5	6
Pappy's Reward Points	1	3	6	10	15	21

Note: Pappy will not reward points beyond 6 Swamp Tiles, he has better things to do!

POLICE AND GATORS

The Police have been alerted to Pappy's moonshine challenge and will patrol around his tavern in hopes of catching a few Shiners passing by! The Police and Gators will move clockwise 1 space around the tavern during the Move Units phase when their Round Order Token comes up. Any Shiners in the same area with the Police are immediately detained and cannot move until the Police move into another area. If the Police ever come across any moonshine jugs, they immediately confiscate them as "official Police evidence"! The Police can be bribed to look the other way, simply slip them \$50 and they will let you continue your movement and keep any jugs of shine you might be carrying!

Note: a \$50 bribe remains under that Police officer until the end of that round, and other players may bypass that bribed officer also!

The Police also act as the clean up crew and will remove any suspicious Unoccupied Vehicles they encounter and return them back to the vehicle supply!



Pappy's pet Gators, (who love moonshine), also creep around his tavern in hopes of finding more moonshine. An Angry Gator, (a Gator with no moonshine) will attack and eat any Shiner they come across, (unless that Shiner puts a jug of moonshine in its mouth)! If Gators have moonshine in their mouth, they are harmless and can be ignored completely. At the end of each round any Gators will swallow (remove) their moonshine and become Angry Gators once again!

END OF ROUND

At the end of each round, remove any bribes from the Police, any moonshine from the Gators, and remove any empty vehicles from Pappy's Tavern, then start the next round by drawing new Round Order Tokens.

HALFWAY POINT

Halfway into Pappy's moonshine challenge (at the end of round 4), he checks in with each team and mixes things up a bit causing these events to occur:

- 1) Shuffle any discarded Customer Cards back into the Customer Deck.
- 2) Add the Reward(+) and Penalty(-) cards to the Auction Deck along with the discard pile and shuffle the Auction Deck.
- 3) Shuffle any discarded Challenge Cards, and deal each player 3 new Challenge Cards, players are now allowed to discard any 2 Challenge Cards from their hand if they choose (old or new cards).

Once these are complete, Pappy returns to his tavern and round 5 begins!



FINAL ROUND

When the Police and Gators make it back to their Starting Positions (in round 8) the night is over, and this is the Final Round of Pappy's moonshine challenge! Complete this round, then each player totals their points in each category.

- 1) Delivered Moonshine: 1 point for every X on the jugs in the delivered Jug Crate
- 2) Customer Points: Served Customer Order total points (minus any Unserved Customer Order points)
- 3) Ending Cash: 1 point for every \$50 you have at the end
- 4) Swamp Tiles: Earned points by number of Completed Swamp Tiles
- 5) Pappy's Challenges: Total on Completed Challenge Cards (no penalty of uncompleted cards)

The player with the highest total points wins Pappy's Moonshine Empire! In the event of a tie, Pappy values quantity over quality... so the player who delivered the most jugs of shine will be declared the winner!

SOLO MODES

If you find yourself with no competition and would like to take on the challenge of running a moonshine operation in the swamp by yourself, here are a few scenarios Pappy has cooked up for you. Be warned, anything can happen in the swamp!

The setup and gameplay for Solo Mode is the same for 2-4 players except there are no Challenge Cards, and the Auction is done by purchasing cards from a face down Auction Deck.

To start a solo game, simply select a Solo Mode scenario card, make note of the Scenario Goal along with the Difficulty noted by the jug icon, and find your Starting Units at the bottom of the card. Also place the Solo Mode Rules card nearby.

SOLO MODE: EXPLORER (X)

SOLO MODE: TYCOON (XX)

SOLO MODE: BOOTLEGGER (XXX)

Goal:
Deliver at least 30 points in Moonshine Jug X's!
+
Complete at least 5 Swamp Tiles!

Auction Fee:
\$40 = get top card
\$60 = pick 2, choose 1
\$80 = get top 2 cards
\$100 = pick 3, choose 2

Starting Units:

1-Truck	1-Double Still
2-ATVs	1-Single Still
1-Shiner	1-\$40 Moonlight

SOLO MODE RULES

Solo Round:

- 1) Draw Round Order
- 2) Add Shiner + Distill / Moonlight
- 3) Take Customer Order (draw only 2 cards)
- 4) Auction Phase (pay Auction Fee to receive cards)
- 5) Move Units and Deliver

· Limit 3 open Customer Orders
· Use only base Auction Deck
· no Challenge Cards needed



The Round Order will only contain the player color token along with the Police and Gator tokens. Draw 2 Customer Order cards and keep only 1 during the Customer Phase.

UPGRADE CARDS

To play with the optional deck of Upgrade Cards, simply shuffle them into the Auction Deck at the beginning of the game. When acquired they will upgrade some of the units on your team immediately, making for some great moonshine moving! Place new Upgrade Cards won at the Auction on your Player Aid. You can only have a maximum of 3 Upgrade Cards, but you can swap out cards as you prefer.

MONSTER TRUCKS! (XXX)

Put some off-road tires on your trucks. They can now move 3 spaces!

UPGRADE

GO TUBIN'! (XXX)

Now a tube behind your rowboats. They can now haul 2 Shiners!

UPGRADE

MOD YER QUADS! (XXX)

Put a cooler onto your ATV's. They can now carry 1 moonshine jug!

UPGRADE

Thanks again for all of the support and for the 2000+ backers who helped make this game possible!