



⇒ 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 whiskey 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 the Prohibition era. You will hire a shady workforce, secure the right ingredients, distill 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



1 Time track board



35 Crew cards



4 Player aids



10 Don Meccanico cards



8 Building tiles



24 Contract cards



48 Ingredient cards

IMPORTANT

All components apart from Clean Dollars are limited. If by any chance you run out of Dollar tokens, use any suitable substitute.

36 bottles



6
Wine



6
Rum



6
Gin



6
Whiskey



12
Moonshine

24 barrels



6
Wine



6
Rum



6
Gin



6
Whiskey



1 Truck
token



1 Turn
token



1 Farm
Building Tile



1 Police
Station
Building tile

Farmers module

Police module



40 Clean Dollar tokens



4 Scoring markers
(1 in each player color)



4 Farmers Crew cards



First Player card



4 Cop Crew cards

SETUP

1. Place the Time track board on the table. Place the 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 the City — display all Building tiles on the table A face up (the colored 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. Draw one card from each deck,

NOTE

If your group prefers playing a more friendly game without a direct negative interaction, remove cards B3, B5, B7, B12, B14 and B22 from the Crew deck.

and place them below the corresponding decks. Then, place 2 Clean Dollar tokens on each Level 1 Contract and 1 Clean Dollar token on each Level 2 Contract.

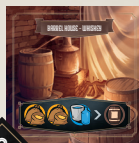
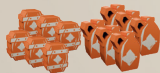
4. Create a general supply with all Barrels, Bottles and Dollar tokens next to the City.
5. Shuffle the Ingredient cards and place them as a face down deck below the City. Display 7 cards to create the Market.
6. Shuffle all Crew cards and place them nearby face down (the gray Bootlegger side should be up).
7. Each player takes a Player aid, 1 Dollar token and draws 5 Ingredient cards from the deck.

If there are 3 players, each player apart from the first player takes 1 additional Dollar token.

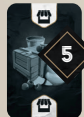
8. The last person to watch a gangster movie becomes the first player (or choose randomly) and takes the first player card.



4



2



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 fulfill 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:



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 your hand limit.



dirty money value

type

CREW

Crew cards represent your Workers and 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 the Bootlegger, a crucial Worker for fulfilling Contracts.

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

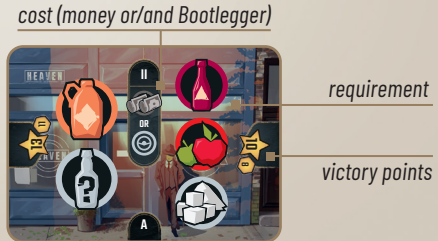


IMPORTANT

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

CONTRACTS

Once per turn you can fulfill 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 fulfill. After paying the cost and discarding the alcohol and/or Ingredients, gain victory points (mark them on the scoring track) and place the card in your player area. The Contracts placed below the decks **are not refilled** until the Cleanup phase, nor are any Dollars added to the cards revealed from the deck during the round.



CITY

City consists of 8 Building tiles. Each Building is double-sided and has actions depicted. Moreover, some of them also have a type icon, the same as you can find on Crew cards, which allows you to save cards when taking an action (see “Action phase” on page 11).

IMPORTANT

*When the requirement or cost says “any barrel” or “any bottle”, you can use Wine, Rum, Gin or Whiskey, but **not** Moonshine.*

type



name

actions

ROUND STRUCTURE

Each round consists of:

Drafting
Phase

Action
Phase

Cleanup
Phase

DRAFTING PHASE

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

- keep the card on the B side in your player area paying the cost if applicable, or
- 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 3 possible actions:

1. **Market action** — from the offer you may take either
 - 2 different Ingredient cards, or
 - all cards of one type.

Refill the offer from the deck immediately after taking the cards.

Remember, if you exceed the hand limit, after you finish that action you must discard Ingredient cards until you have no more than 7. If at any point the deck runs out, shuffle the discard pile to create a new deck.

2. **City action** — discard one of your Crew cards and activate one of the Buildings. Some Buildings have a single action, others may offer more actions to choose from. Pay the cost and receive the rewards.

If you have a Crew card in your play area of a type matching the activated building, you can perform the action without discarding any of your Crew cards. However, if this is not the case, you **must** discard one Crew card.

If you are the first player to activate a particular Building this round, you must flip the tile afterward. You can activate a Building only once per turn. For a detailed description of each of them see the Appendix on page 22.

3. **Crew action** — activate one of the actions on your Crew cards. Afterwards, flip it to its A side (Bootlegger side), 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 cards passive effect, and use it at the same time for the delivery cost).

Additionally, **as a free action** at any time during your turn you may **fulfill one** Contract by delivering the required alcohol and Ingredients and paying the delivery cost (Bootlegger and/or money).

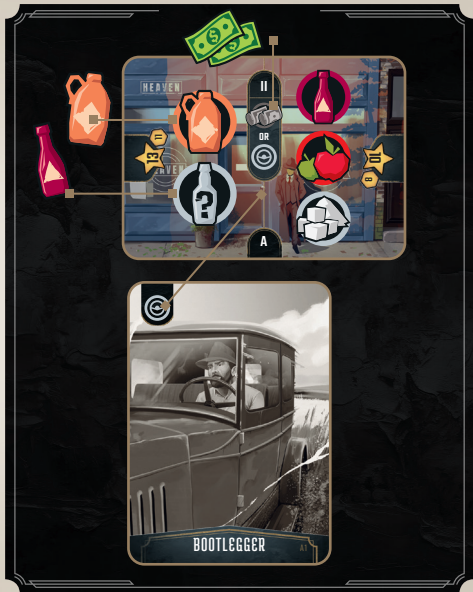
Gain any Dollar tokens that are on the chosen Contract, but only after you pay the cost of the Contract. Gain the VP immediately and place the Contract in your player area.

REMEMBER!

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

EXAMPLE:

Susan fulfills a level II Contract. She returns one Gin bottle and one Wine bottle (for the "any bottle requirement") to the supply and 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.



CLEANUP 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 (colored 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 nor changing the side its on) and has to discard the rest.

9. Reshuffle all Crew cards.

10. Pass the first player card to the next player to the left. Move the Truck marker right by one space and reset the Turn marker to the first space.

You may proceed with the next round.



FINAL SCORING

After 4 rounds proceed with the final scoring:

1. The player who completed more Contracts than any other player scores an 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 2 VP.
2. Every 2 Clean Dollars are worth 1 VP.
3. Each bottle remaining in your player area is worth 2 VP.
4. 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:

1. number of completed Contracts,
2. clean money.

If there still is a tie, players share the victory.

EXAMPLE:



During the game Peter scored 54 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 bottle. He finishes the game with 62 VP.

SOLO MODE

In the solo mode you play against Don Meccanico, or simply the Don, an automatic mobster and bootlegger. Its actions are determined by a 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 opponent, while “you” and “yours” refers to the player.

COMPONENTS

- 10 Don Meccanico 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, grain, 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 the left, then sugar, grain and finally fruits, like this:



SETUP

Prepare the game for 2 players as described on page 6 with the following changes.

1. Before shuffling Crew cards, return cards number B5, B7 and B12 to the box.
2. Shuffle all Don Meccanico 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 1 (paying its cost if there is any or keeping it as a Bootlegger), randomly remove another card, choose your second card, and discard the remaining 1. 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 Meccanico's turn, draw 1 card from its deck. From top to bottom Don resolves all available actions as described below.

If Don is unable to resolve at least 1 of the actions on a card, it draws an Ingredient from the deck, and ends its turn.

card number

actions



CONTRACT I

Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.

At present, the Contract is completed when the required components are present.

At present, the Contract is completed when the required components are present.

At present, the Contract is completed when the required components are present.

At present, the Contract is completed when the required components are present.

At present, the Contract is completed when the required components are present.

Don Meccanico tries to complete the Contract with the highest VP value of the indicated level. If Don has the required bottles and/or Ingredients to fulfill the targeted Contract (I, II or III), it completes the Contract returning the required components. However, Don does not pay the cost in Dollars, nor does it discards a Bootlegger. Don gets the rewards (VP and Clean Dollars, if present), same as a player would.

If Don has to choose between 2 Contracts with the same VP value, it completes the 1 that requires alcohol more to the left in Don's queue (the one acquired earlier). If there is a tie, Don prefers a Contract with Dollar tokens. If still tied, the player decides.



MARKET

Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.



Don takes from the offer all cards with an Ingredient it has the least of in its player area. If tied, Don prioritises water, then sugar, grain, and finally fruits. 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 goes over that limit, the excess must be discarded.

BOTTLING PLANT



Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.

Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.

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

Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.

Indicating an additional requirement to fulfill the Contract. The Contract is completed when the required components are present.

Don exchanges all of its Ingredient cards for money.

✱ EXCHANGE ●
2X MOONSHINE - RUM

DOCKS

BLACK MARKET



CLEANUP PHASE

FINAL SCORING

Both you and Don Meccanico 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.

MODULES

You may play with 1 module at a time, or use them both together for more variety.

POLICE STATION

Knowing the right people in law enforcement may come in handy when you need to stall your rivals.

NOTE

This module introduces more direct negative interaction.

COMPONENTS

4 Crew cards Cops



1 Building tile — Police Station



SETUP MODIFICATIONS

Before setting up the game randomly remove 4 cards from the Crew deck, then add the Cops Crew cards. During step 2 add the Police Station tile to the City.

POLICE STATION BUILDING TILE

Flip any opponent's Crew card to the Bootlegger side. Take 1 Dollar token from the supply. If you have a Cop in your Crew you may also take all Dollars from this Building tile (if any are available). Then, place 2 Dollar tokens from the supply on this Building tile. There can never be more than 8 Dollar tokens on the Police Station building tile.

Cop
icon



FARMERS MARKET

Sometimes you need to go out of the City — like really out — to get the best Ingredients. But you know it is worth your time as it will pay off with interest.

COMPONENTS

4 Crew cards —
Farmers



1 Building tile —
Farm



8 Special
Ingredient cards



SETUP MODIFICATIONS

Before setting up the game randomly remove 4 cards from the Crew deck, then add the Farmers Crew cards. During step 2 add the Farm tile to the City. Place 8 Special Ingredient cards in a stack next to the Farm tile.

FARM BUILDING TILE

A side: take 2 Special Ingredient cards and 1 Ingredient from the offer.

B side: take 1 Special Ingredient card and 2 Ingredients from the offer.

Special Ingredient cards can be used as any Ingredient for all game purposes (even as Water when selling cards for money on the Street Market). Whenever you have to discard the Special Ingredient card, place it back to the stack next to the Farmers Market.

Farmer
icon



APPENDIX



Clean money



Dirty money



Bootlegger



Financier



Moonshiner



Cop



Farmer



Moonshine bottle



Whiskey bottle / barrel



Wine bottle / barrel



Rum bottle / barrel



Gin bottle / barrel



Any barrel



Any bottle



Any number of barrels



Any number of bottles



Any barrel or bottle



gain
1 Bootlegger
(A side)



flip an
opponent's Crew
card to the A side



Ingredient
card



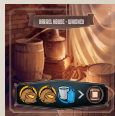
Special
Ingredient



Victory
points

*does not apply
to Moonshine

BARREL HOUSE



A side: 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 an additional 1 .

BLACK MARKET



A side: choose one:

- Return 1 Whiskey 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  to receive 2 Moonshine bottles.

B side: actions require paying an additional 1 .

If you have a Moonshiner in your Crew, you do not have to discard a Crew card.

BOTTLING PLANT



A side: choose one:

- Pay 1  and any barrel to receive 1 bottle of the same type as the used barrel.
- Pay 3  and any 2 barrels to receive 2 bottles of the same type as the used barrels.
- Pay 5  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  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 Bootlegger (a Crew card from the top of the deck placed A side up in your player area, applicable only 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 for each fruit, grain and sugar, and 2 for each water.

and/or

- Discard 1 of each type of Ingredients (4 total) to receive 1 Moonshine bottle.

B side: sell (discard from your hand) any number of Ingredients gaining 1 for each card.

If you have a Financier in your Crew, you do not have to discard a Crew card.

Credits

Game Design: Michał Jagodziński, Kamil Langie

Illustrations and Graphic Design: Jarosław Wajs

Rulebook: Kacper Frydrykiewicz

Rulebook DTP: Artur Mikucki

Thistroy Games would like to thank all their families, backers and testers for their support and feedback. Special thanks go to: Łukasz Witkowski, Michał Gościńiec, Marcin Froelich, Krzysztof Skoczylas, Patryk Borówka, Adrian Pikuła, Jakub Pańczyk, Mateusz Bonk.

Special thanks to Bryce Castle for his invaluable feedback and suggestions. Cheers!

