

Games by a Madman or Two

MOONSHINE RUN

THE HOOK

You get to play as a moonshine runner during the prohibition era of American history.

Quick game to pick up and learn.
Hard game to master.

THE PREMISE

The year is 1932 and you are a moonshine runner. You have to go out and collect moonshine from different drop off points around the mountain.

You are competing against other players and against the hazards of moonshine running. There are item cards that players can play to avoid the hazards and to mess with other players.

HOW TO PLAY

The game is split up into six rounds with each player taking turns each round. A round tracker is given to the first player. That player draws his free cards (1 for round 1, 2 for 2 ... 6 for round six) and then he can buy new extra cards. Once that is done the player places them face down in front of him, then that player flips the cards in the order that he drew them. Each card has effects; some add points, items or bad effects. A player can stop whenever they want to. Once the players turn end they can play item cards on other players, but they cannot flip any more cards. Once all the players have taken their turn, the players turn in their points for cash based on the quality of their points. The Round tracker moves to the next player and that player starts a new round. This continues until 6 rounds are over. The player with the most cash wins the game.



THE COMPONENTS

- 55 Point Tokens (20 1's, 20 5's and 15 10's)
- 74 Cards (5 Player Cards, 69 deck cards)
- 1 twenty page Rulebook

GAME CATEGORIES

- Party
- Press Your Luck
- Historical
- Hand Management
- Prohibition

Licensing information available from:

Zachary Ringler,
game creator

Email: amadmanortwo@gmail.com