MOONSHINE
RULES

GOAL OF THE GAME

Dive into the secret universe of prohibition... Leading a speakeasy, make good use of the sharing of forbidden resources in order to attract powerful clients. Make the best choices to prosper in the shadow and become the best hidden place of the forest!

When one of the players reaches 12 Prestige point, the game ends and the player with the most points wins the game.

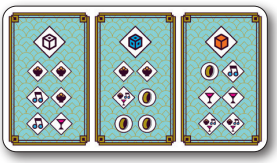
CONTENT



5 Speakeasy cards
(front: standard ✱/back: regular)



70 Client cards
(14 × 5 colours)



1 Active player card



30 Moon tokens



3 white dice
(🌰🌰🌰🎵🎵🍸)



1 blue die
(🌰🌰🌙🌙🌙🍸)



1 orange die
(🌙🎵🍸🍸🍸🍸)

SETUP

1. Each player receives a random Speakeasy card and places it in front of them, on its Standard side (marked by a star ✱).
2. Take the 10 Starting Client cards (marked by a star ✱). Shuffle them and deal 2 cards to each player, who places them, face up, next to their Speakeasy card.
3. Add the remaining Starting Client cards to the rest of the Client cards, shuffle them all, and put them in a face-down pile in the centre of the table.
4. The last person to have a drink (or choose a random player) is the first player. Give them the Active player card and the 5 dice.
5. Each player receives 1 Moon token that they immediately place on a bonus of their choice (see page 3).
6. Place the rest of the Moon tokens in the centre of the table. The game may now begin.

Setup example in a 4-player game, Thomas being the first player.



CARD ANATOMY



1. Victory points that become available once the card is validated.
2. Bonus that becomes available once the card is validated.
3. Colour of the card.
   Note: To help differentiate them, each of the 5 colours has a different sketch in this area.
4. Resources and tokens that are required to validate the card.
5. Bonus that is available as long as the Bonus space(s) are covered by a Moon token.
   Note: Some bonuses require several tokens to be activated.
6. Bonus space on which to place a Moon token.
7. Starting card icon.

RESOURCES AND TOKENS

There are 3 resources in the game: Food, Music, and Drink (The indicates a resource of your choice). You do not get these resources as physical tokens.

To validate a card, you must have access to all the required resources: count the ones from the dice, on the Active player card, and the ones provided by the bonuses on your cards.

Moon tokens are used to activate the bonuses on the Client cards (and also for validating cards, *see page 5*). You do not need to discard them to activate a bonus.

When you gain a Moon token, take it from the supply, and place it on a Bonus space of your choice (6) (on one of your Client cards or on your Speakeasy card).

Reminder: There are two types of bonus on a card, the upper one (5) is available as long as you have enough Moon tokens on it (6), and the lower one is available once the card is validated (2).

Warning: If you no longer have an empty space to place a Moon token, you cannot take this token.

Warning: Once you place a Moon token, you cannot move it onto another space.

Note: Moon tokens are unlimited. If you ever run out of them, use any suitable replacement.

EXAMPLE *With this dice roll and these cards, this turn, Thomas has access to 3 (1 from the die, 1 on the validated green card, and 1 from the Moon token on the pink card), 1, and 1.*



GAME ROUND

1 Dice roll

When you have the Active player card, roll the 3 white dice, and the blue and/or orange dice if you have access to the following bonus: and/or .

You can reroll one or several dice, as many times as you have icons.

When you do not want or cannot reroll anymore, place the dice on the Active player card (group the white dice, and place the blue and orange dice next to them if you rolled them).

EXAMPLE *Thomas has the Active player card, so he rolls the dice. Thanks to his two Moon tokens (1), he has access to the blue die.*



After the first roll (2), he chooses to reroll the and dice, and gets and instead.

He cannot reroll anymore, so he places the dice on the Active player card (3) and all players move on to the 2nd phase.



2 Gaining Moon tokens from the dice

For each die showing a Moon token , all the players who have access to the bonus of the corresponding die gain a Moon token and immediately place it.

Note: If you place a Moon token on a bonus of a die of colour that you did not have, but that has been rolled by the active player, you can benefit from it during the Action phase.

EXAMPLE *Even though it is Thomas who rolled the dice, Cecilia also has access to the blue die (thanks to her validated card (4)).*



So, she also gains a Moon token that she places on her Speakeasy card (5). From now on, she has access to a resource of her choice.



3 Action

All players must now—and simultaneously*—perform an action of their choice among the following three options:

- a Validate a Client card (if possible)
- b Take a Moon token
- c Draw cards

Note: During your first turns, you can perform your actions one player after the other so that everyone get used to the rules.

a Validate a Client card *(if possible)*

Check for resources and discard moon tokens: To validate a Client card, you need to have the required resources (, , or) on the dice results and/or on the bonus you have access to. Then, you must be able to discard as many Moon tokens as listed on the Client card.

Important: You may discard a Moon token even if it was used to provide one of the resources to validate the Client card; or even if the token is on the Client card you are validating.

Validate the card: Place the validated Client card under your Speakeasy card so that its lower part (the black box) is visible. You now have access to all elements indicated in this part (victory points and bonuses).

If there are Moon tokens remaining on the validated card, you **must** discard them. So try to use them when validating the card.

Note: You may reorder your validated cards by type of effect and/or by colour.

Indicate your score: Announce your current score to all players (*see* **END OF THE GAME**).

Redraw cards: You need to draw cards until you have as many cards as the number of your . **For each** missing card: draw as many cards as the number of your , choose 1 card, and discard the others.

*Important: You can validate only **one** Client card per turn.*

Look at the following two examples:

EXAMPLE 1 *Even though it is Thomas who rolled the dice, all players perform an action. Lewis chooses to validate a Client card.*



Lewis cannot validate the Client on the left as he does not have enough . He also cannot validate the Client in the middle since he lacks 2 out of the 5 Moon tokens to discard.

However, he can validate the Client on the right because he has a total of 4 as follows: 1 on the dice, 1 on his Speakeasy card thanks to the 2 Moon tokens (1), 1 thanks to the bonus of his validated card (2), and another 1 from the bonus of the Client on the right (3). Then, he has to discard 1 Moon token of his choice and place the validated card under his Speakeasy (4).

EXAMPLE 2 *During phase 2, Thomas has gained 1 Moon token because he rolled the blue die and chose to place it on the Client on the left (1).*



He decides to validate his Client on the left as he now has enough ♫. Then, he must discard 2 Moon tokens: 1 from the Client card he validates (2), and 1 from his Speakeasy card (3) (next turn, he will no longer have access to the blue die from his Speakeasy card).

He places the card under his Speakeasy (4).

He announce his score (3 points).

Because Thomas has 2 ◈ and he only has one Client card in front of him, he do the redraw cards step once: he draws 4 cards (as he has 4 ◉), chooses 1 card, that he places on the right of his Speakeasy card, and discards the other 2.

b Take a Moon token

Instead of validating a Client card, you can take 1 Moon token and immediately place it on the bonus of your choice.

EXAMPLE *Even though it is Thomas who rolled the dice, all players perform an action. Cecilia could validate a Client card, but she chooses to take 1 Moon token and places it on the Client on the right to have access to the orange die on the next turn.*



c Draw cards

Instead of validating a Client card or taking a Moon token, you can draw as many cards as the number of your ◉, and then you **may** choose one of them to replace one of your Client cards.

If you decide to replace one of your cards: discard it (and discard **all** the Moon tokens on it, if any), replace it by the chosen card, and discard the rest of the drawn cards.

If you are not replacing any Client card, simply discard all the drawn cards.

4 End of the turn

If no player has won he game, give the Active player card to the player on your left: a new turn begins.

END OF THE GAME

If one or several players reach 12 points, the game ends immediately (after all players finish their phase 3 Action). The player who has the most points wins the game!

If there is a tie, the player who has the most Moon token left wins the game. If there is still a tie, the player who has the most validated Client cards wins the game. If still tied, the tied players share the victory.



REGULAR VARIANT

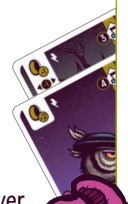
During setup, take the following changes into account:

- Each player receives a random Speakeasy card and places it in from of them, on its Regular side.
- Instead of dealing 2 Starting Client cards to each player : shuffle all Client cards. Then, the first player draws 4 cards, the second and third players draw 5 cards, and the fourth and fifth players draw 6 cards. Then, each player keeps as many cards of their choice as the number of their .

Proceed to the rest of the setup steps as per the usual rules.

Note: If one or several players choose Client cards that give an immediate bonus, complete the setup first, then proceed to the Moon token gain, and then proceed to the Moon token loss.

The rules of the game are the same, but the game ends once a player has reached **15 points**!



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ICON EXPLANATION

When you are the active player, you can reroll all or some of the dice, as many times as you have this icon.

When you draw cards, you can draw as many cards as you have this icon.

You must always have, in front of you, as many Client cards (non-validated) as you have this icon.

Note: When you validate a Client that gives you a new , you must take two new Clients. Start by drawing as many cards as you have , then keep a Client and discard the other. Then, repeat this process.

When you are the active player, draw the blue and/or orange dice (depending on your bonuses) as well as the white dice. You can redraw them the same way as with the white dice.

When you no longer want to redraw them, place them on the Active player card, on their respective spaces. Only the players with the corresponding bonuses can benefit from their result.

Reminder: The blue and orange dice have one or several sides that give a Moon token. When you get such a result, take and place the Moon token before performing your action.

Note: It is useless to have several identical or .

You have access to these resources as well as the ones given by the dice.

When you have to discard Moon tokens to validate a Client, discard one less than required.

Immediately gain 2 Moon tokens.

Warning: Apply this effect when you choose this card, not when you validate it.

Immediately gain 1 Moon token. All the other players lose 1 Moon token at the end of their action.

Warning: Apply this effect when you choose this card, not when you validate it.

This icon gives you 1 point per validated card of the colour you have the most.

EXAMPLE *If you have validated 2 green cards and 3 purple cards, this icon gives you 3 points.*

Warning: If you validate a second card with this icon, count the cards of your second majority colour. If you validate a third card with this icon, count the cards of your third majority colour, etc.



These icons are found on the Regular side of the Speakeasy cards. They give you as many points as you have validated cards of the indicated colour.

Warning: The icon cannot count for this colour.