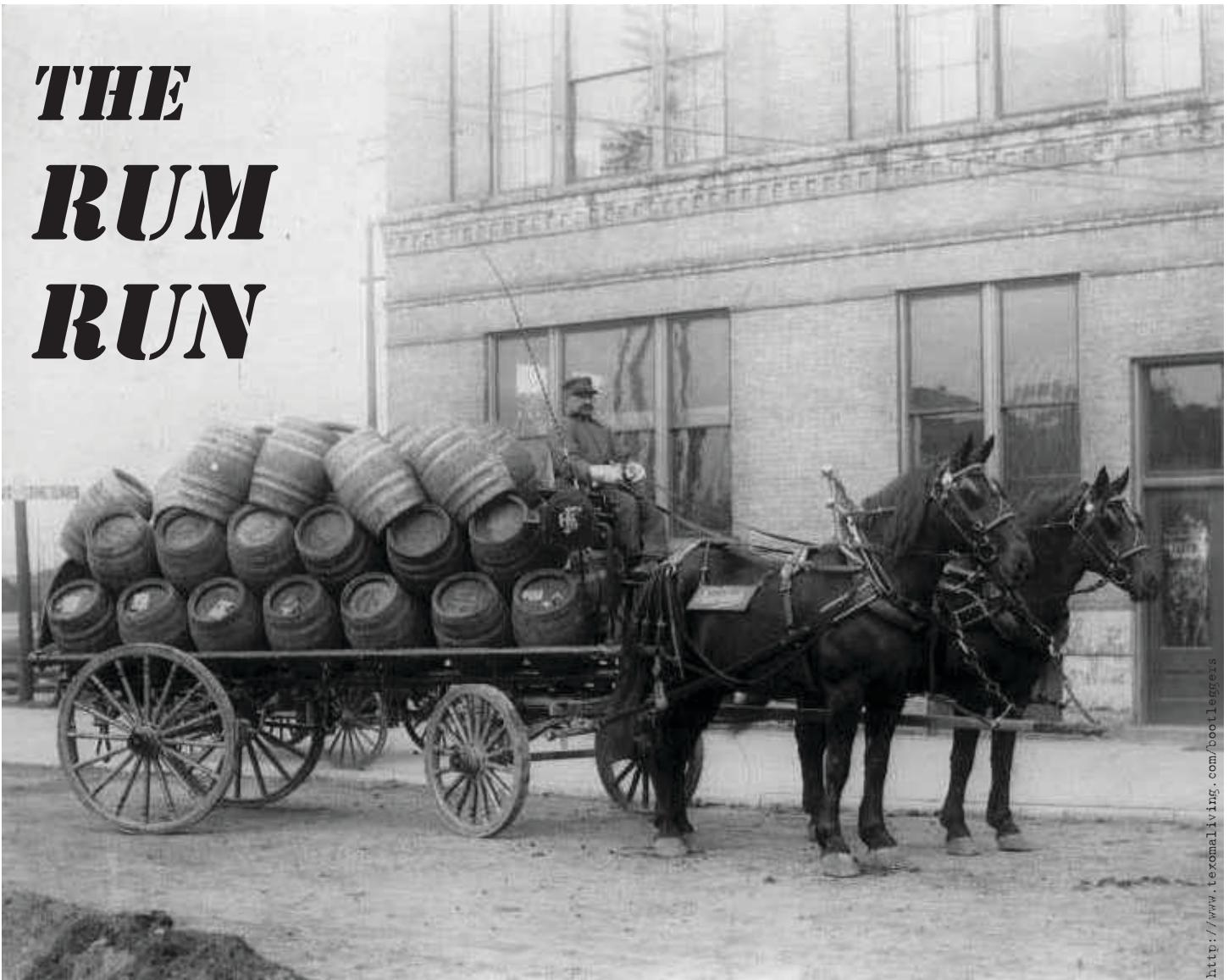


# THE RUM RUN

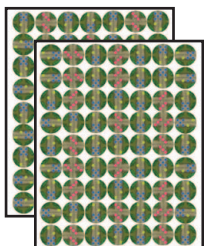


<http://www.texonalliving.com/bootleggers>

## INTRODUCTION

It's the 1920s. There's prohibition and... sadness. The townspeople cry out for an unsobering savior! You don't know the first thing about brewing, but there's rumor about of secret distilleries deep in the forest. If only you could find them, you could transport these barrels of liquid joy and become the pride of the town. That is, if the other would-be heroes don't get to them first. Do you have what it takes to claim that oh-so-coveted title, Regent of Rum?

## COMPONENTS



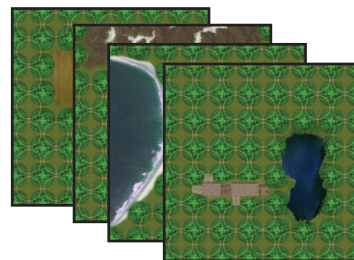
21 x 4 stickers,  
plus extras



21 tokens in 4 colors  
(ROADS)



25 gems  
(BARRELS)



4 double-sided  
10"x10" boards  
(FOREST)



1 white pin &  
1 white token  
(TOWN CENTER)

# BASIC SETUP

Pre-1) The first thing to do when you get your game is apply stickers to tokens. The white token receives the nine-pointed star sticker as the Town Center. Every other color of token should have 1 of each of the 21, domino-like stickers applied to one side. To keep track, start at 1-1 and count up to 1-2 and so on to 6-6. There are extra stickers in case, y'know, you're not so good at these things.

1) Place the four double-sided boards together in a square. You can rotate or flip them however you wish, though the arrangement of the board should be agreed upon by all players. Generally, a 4-player game should use the 4 full boards (no obstacles), and a 2-player game should use the 4 boards that do contain obstacles. If desired, boards can overlap each other to create an even smaller forest.

2) Place the Town Center in a spot agreeable to all. Though it cannot be placed in the direct center of the board, it's recommended to keep it within a few tiles.

3) Place the starting gems on the colored rings on each distillery. A standard game will have distilleries that start with 6, 4, 3, and 2 gems respectively. Once players are familiar with the game, they may modify these at their leisure. You can even try a game with two '6' distilleries!

4) To determine play order, each player picks a random road token. The player who picks the tile with the highest sum total chooses when they would like to go. Play moves clockwise from the first player.

-In a 4-player game, the player who goes last keeps all 21 of their tokens, the player who goes second to last removes their '1-2' road token, the player who goes second removes their '6-1' road token, and the player who goes first removes their '6-1' and their '1-2' tokens.

-In a 3-player game, the player who goes first removes their '6-1' and their '1-2' and the player who goes second removes their '6-1'.

-In a 2-player game, the player who goes first removes their '6-1'.

5) Players begin with all 21 of their tokens available for play. If desired, a scrabble rack or book with a hard cover may be used to shield your tokens as you plot your brilliant maneuvers.

# BASIC GAMEPLAY

The objective of the game is to build roads from the Town Center to distilleries in the forest, retrieve barrels, and caravan them back to the Town Center. Every turn you perform one action. Your options are:

**ROADBUILDING:** (similar to Dominos) Starting from the Town Center, you place one road token in an adjacent, orthogonal space. Each subsequent token placed must align with the last number of the last token (1-6). In order to place a 'double' (token with crossroads pictured), you must immediately place a second token with a matching number adjacent to one of the three remaining roads--this is the only instance where two tokens are placed in the same turn. Road tokens can only be placed so long as these rules can be followed, so it is possible to end the game with leftover, unplaceable roads.

You can also 'break' an opponent's road if the total number on the road token you place (2-12) is higher than the road already there. This is not necessary in instances where you wish to build over your own road. Further, if a player's road has been broken, it is possible to repair it by placing a matching double and the needed token to link it back to your road. Whenever a new road is placed over an old one, that road is returned to the corresponding player's inventory.

Finally, in lieu of placing roads from your inventory, you may also move roads that are 'loose ends', which is defined as a road token that is neither connected on two sides by your other roads, nor housing barrels. A road token connected to a distillery is still a loose end.

**CARAVANNING:** (similar to Mancala) Once your road has reached an entrance to a distillery, the barrels on that distillery are immediately offloaded onto your connecting token. That distillery replenishes with half of the barrels that were previously there (rounded down). Each player may claim barrels once per connection point until the distillery empties. If you claim more than one connection point, you may transport barrels *through* that distillery, treating it similar to a double. If you break a road (opponent's or yours) holding barrels, those barrels also move one token onto your new road.

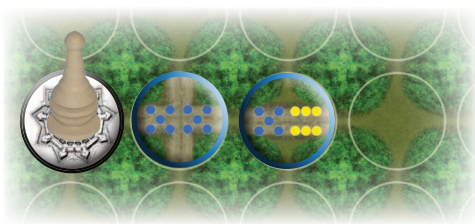
Once barrels are on your road, you can use turns to move them back toward the Town Center. You do this by picking up all barrels on a token, then dropping one barrel at a time on each of your road tokens as you progress. If your barrels reach a dead end or broken road, they collect there. Each time a barrel from your road lands on the Town Center, you add it to your score pile.

If a road token houses enough barrels that caravanning them will overshoot the Town Center, you must play them next turn. When you overshoot, you continue offloading barrel(s) onto an opponent's road of your choice. If the opponent's token your last barrel lands on is empty, your opponent controls all barrels on their road. If that last road token is already occupied, then you have ambushed your opponent and immediately claim all barrels on that token (including your own) for your score pile.

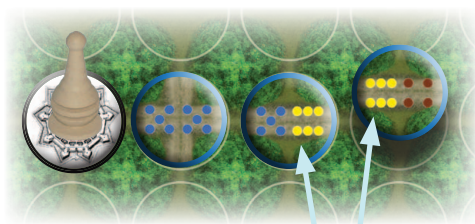
-----  
**GAME END:** The number of barrels you must caravan to the Town Center to win the game equals the total available divided by the player count (rounded up). For example, in a 3 player game with 6,4,3, & 2 distilleries, there exists 24 total barrels (6+3+1, 4+2+1, 3+1, 2+1), and 24 divided by 3 is 8. Thus, the first player to claim 8 barrels will be declared by all as the oh-so magnificent Regent of Rum.



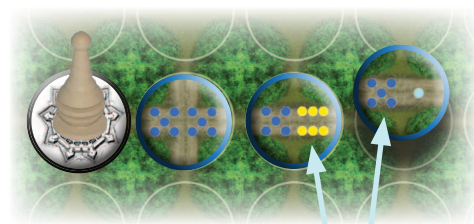
# ROADBUILDING EXAMPLES



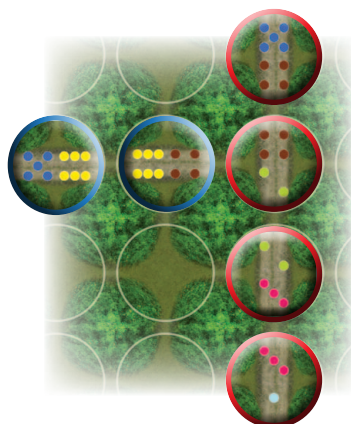
## PLACING ROADS



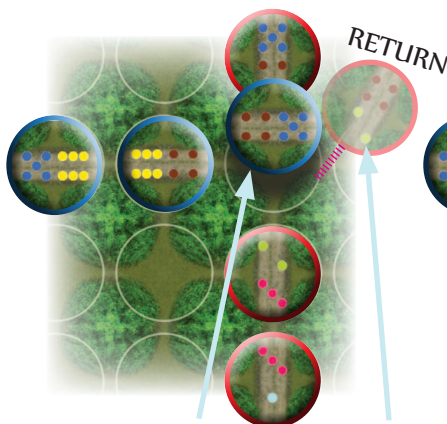
$6 = 6$  ✓



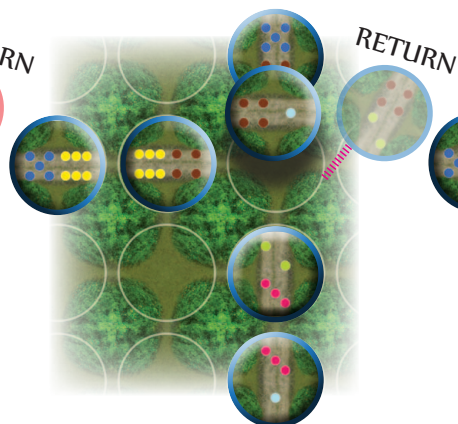
$6 \neq 5$  ✗



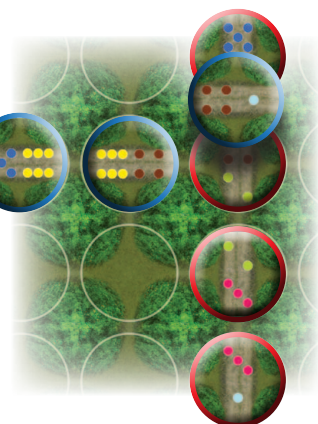
## BREAKING ROADS



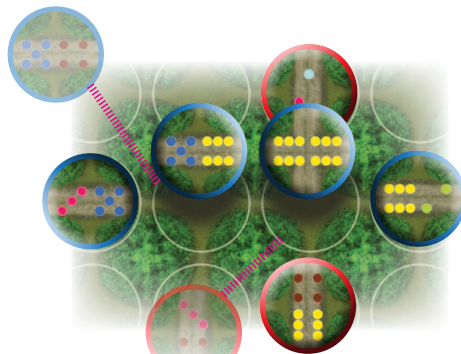
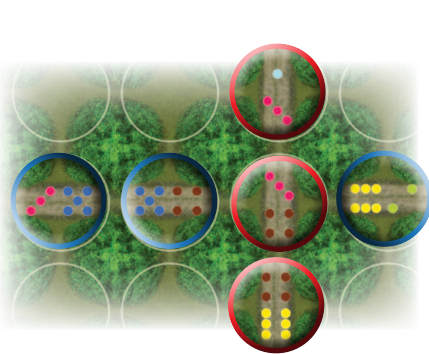
$4+5 = 9$   
 $9 > 6$  ✓



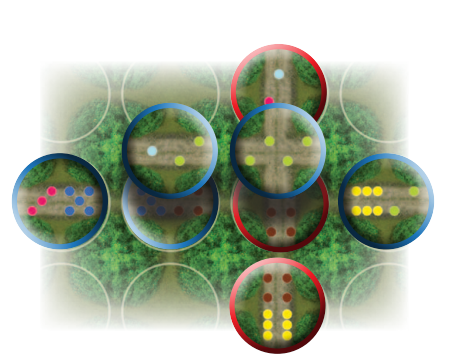
(ALL YOUR ROADS)  
 $4 = 4$  ✓



$4+1 = 5$   
 $5 \text{ is not } > 6$  ✗

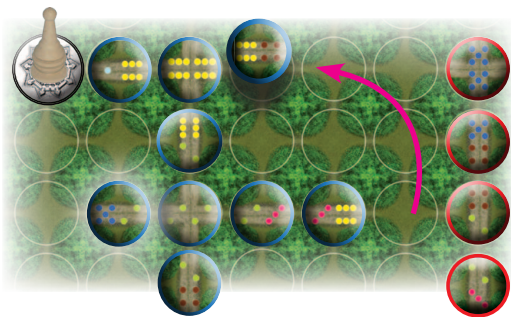
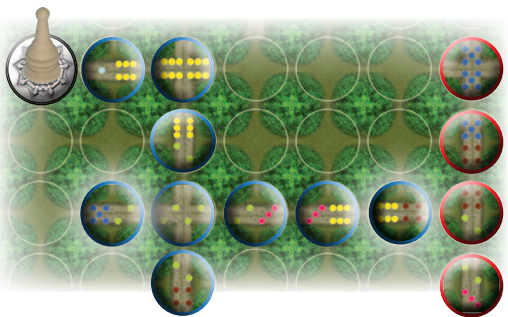


$5 = 5$   
 $6 = 6$  ✓

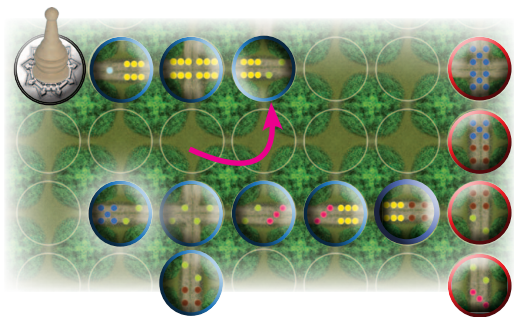


$5 \neq 1$   
 $2 \neq 6$  ✗

## REPAIRING ROADS



UNCONNECTED ROAD ✓

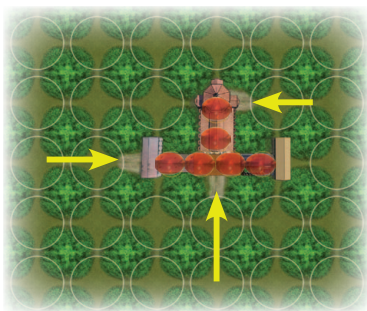


IS A CONNECTED ROAD ✗

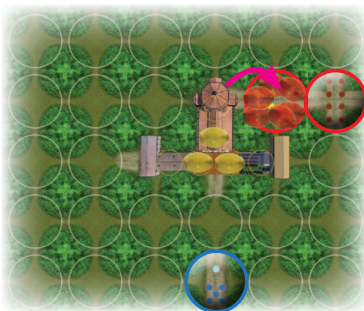
## MOVING A LOOSE END ROAD



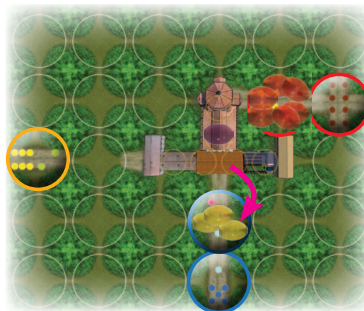
# CARAVANNING EXAMPLES



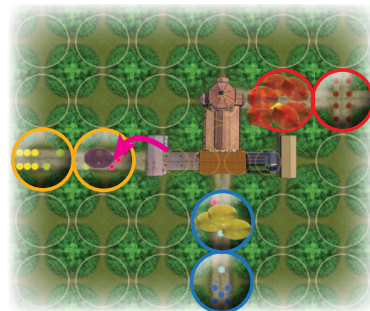
6-BARREL DISTILLERY,  
3 ENTRANCES



6 to 3

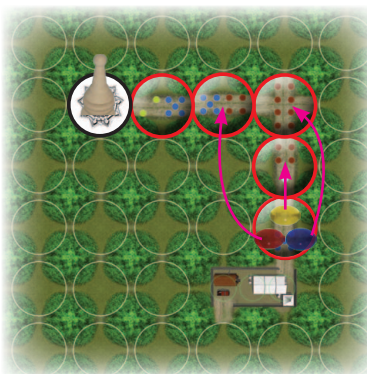


3 to 1



1 to EMPTY

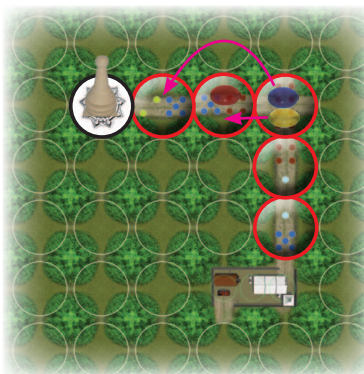
## OFFLOADING BARRELS FROM A DISTILLERY



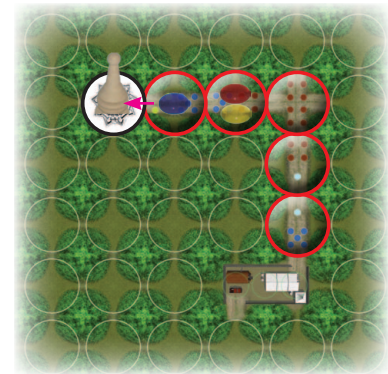
TURN 1



TURN 2

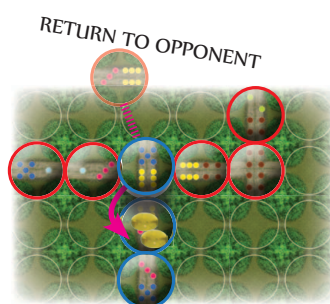
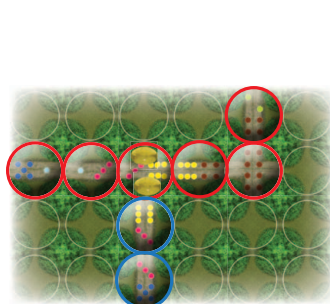


TURN 3

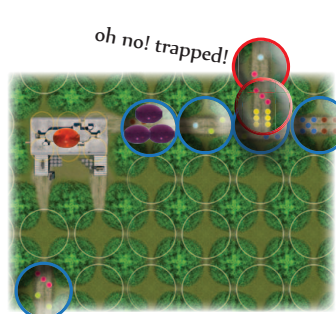


TURN 4=  
1 barrel scored,  
2 more turns to  
score remaining

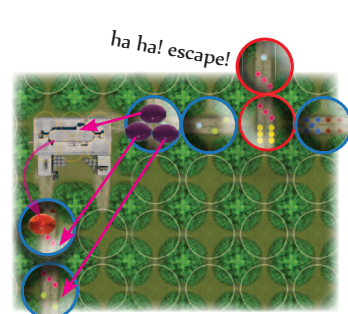
## CARAVANNING BARRELS BACK TO THE TOWN CENTER



RETURN TO OPPONENT

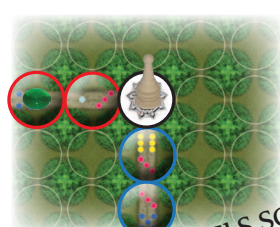


oh no! trapped!



ha ha! escape!

## STEALING BARRELS



3 BARRELS SCORED

## DISTILLERY AS THRU-ROAD



1 BARREL SCORED

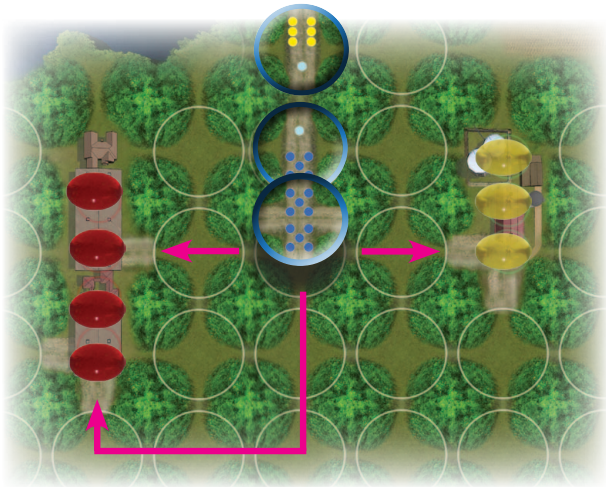
## OVERSHOOTING\* - AMBUSH

## OVERSHOOTING\* - ABANDONMENT

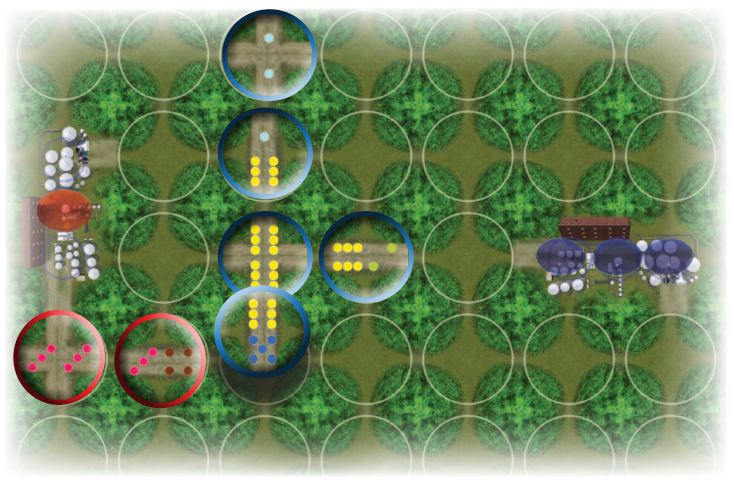
\*Remember, to prevent 'camping,' when your barrel stockpile threatens to overshoot the Town Center, you MUST play that pile your NEXT turn.



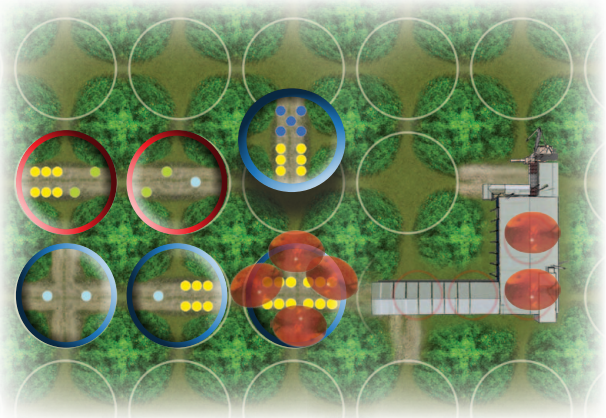
# STRATEGIES



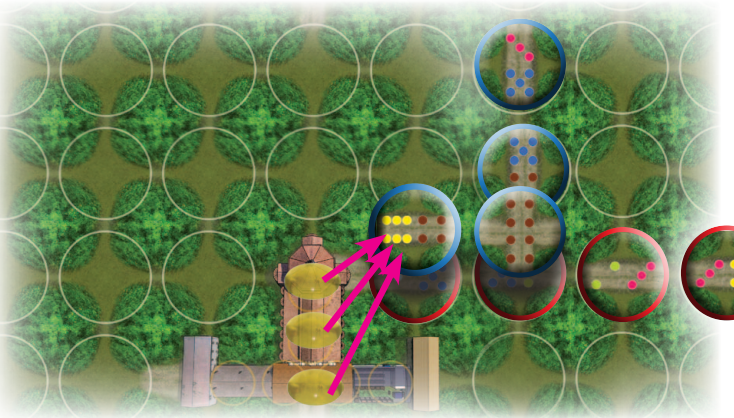
Place Crossroads Where You Can Utilize All Three Branches



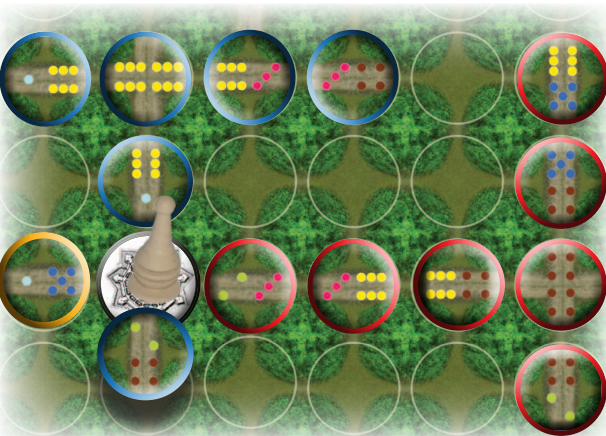
Place Strongest Roads Where Opponent is Most Likely to Attempt a Break



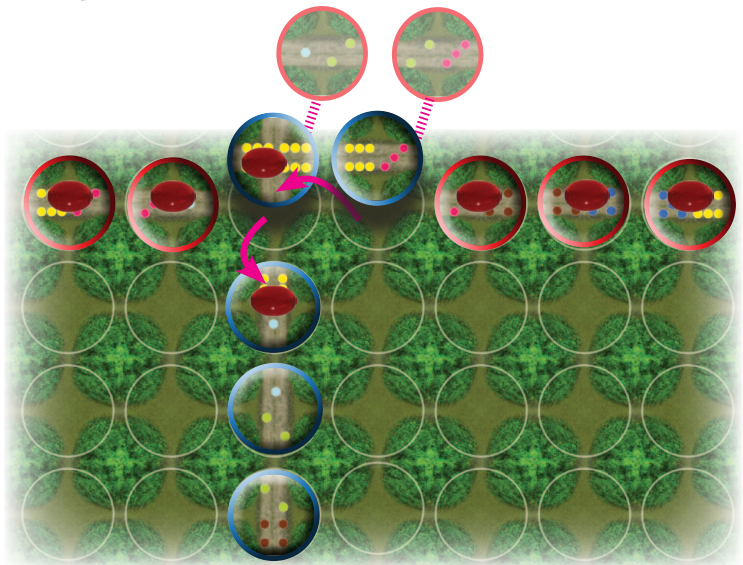
Block Distillery Entrances Using Crossroads (Doubles)



If Open Distillery Connections are Difficult to Access, Break Through Opponent's Entrance



Claim Multiple Town Center Roads (2-3 player games)



Steal More Barrels by Breaking Their Road with a Double



# JUST FOR FUN...

## PROPER BOOTLEGGERS:

The color of your tokens correspond to the following:

- The Blue Barons
- The Red Gang
- The Green Gobblers
- Orange Joy

## PROPERLY PREVENTED PROHIBITION:

The color of the barrels correspond to the following:

- Orange:rum
- Purple:gin
- Yellow:whiskey
- Red:wine
- Green:absinthe
- Blue:moonshine

## PROPER DISTILLERIES:

You may place barrels on the distilleries according to what they produce if you'd like to keep track of who is transporting which incarnations of alcohol:

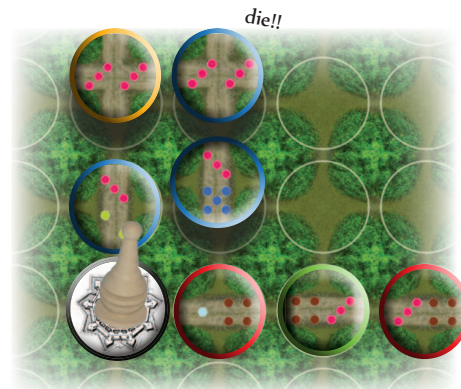
- Bibbletop Baby Box, 6-Barrel Distillery:  
6 rum, 3 whiskey, 1 whiskey
- Fat Franky's Factory, 4-Barrel Distillery:  
4 wine, 2 gin, 1 gin
- Exploding Elmo's Cabin, 3-Barrel Distillery:  
3 absinthe, 1 moonshine
- Moonshine Manor, 3-Barrel Distillery:  
3 moonshine, 1 absinthe
- The Inn at Lumpleknee\*, 2-Barrel Distillery:  
2 absinthe/moonshine, 1 absinthe/moonshine

\*Because 'The Inn' only has one road, the final barrel can only be accessed by breaking your opponent's road into the distillery.

## 2-PLAYER VARIANTS:

**HORSE POWER STEERING)** For more roads and more maneuvering, each player uses the tokens of two colors instead of just one. This allows for tighter turns and quicker road-laying, as a double can be played off that very same double (i.e. 3-3 to 3-3 to 3-5 all in the same turn)

**TORTOISE V. HARE)** Want to pit brute force against lightning fast speed? Each player starts with their standard 21 tokens. 'Fast' player removes their 6-5 and their 6-6, but gains an extra 1-1, 2-2, & 3-3 from a second color. When they play doubles, they immediately place 2 roads off it instead of the usual 1. They cannot move loose roads. 'Strong' player loses their 1-1, 2-2, & 3-3, but gains an extra 6-5, 5-4, 4-3, and 6-4 from a second color. Roads they destroy may not be repaired. When they reach a distillery, they claim ALL its barrels (i.e. 4+2+1). Fast player starts first. Go!



# CREDITS...

Design and Artwork by Alex Coulombe

Playtested and Intelligently-Critiqued by Elizabeth Bull, Ian Nicholson, & Dan King

Rulebook by Alex Coulombe and Ian Nicholson

Questions? Comments? Feedback? E-mail [alex.coulombe@gmail.com](mailto:alex.coulombe@gmail.com)

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