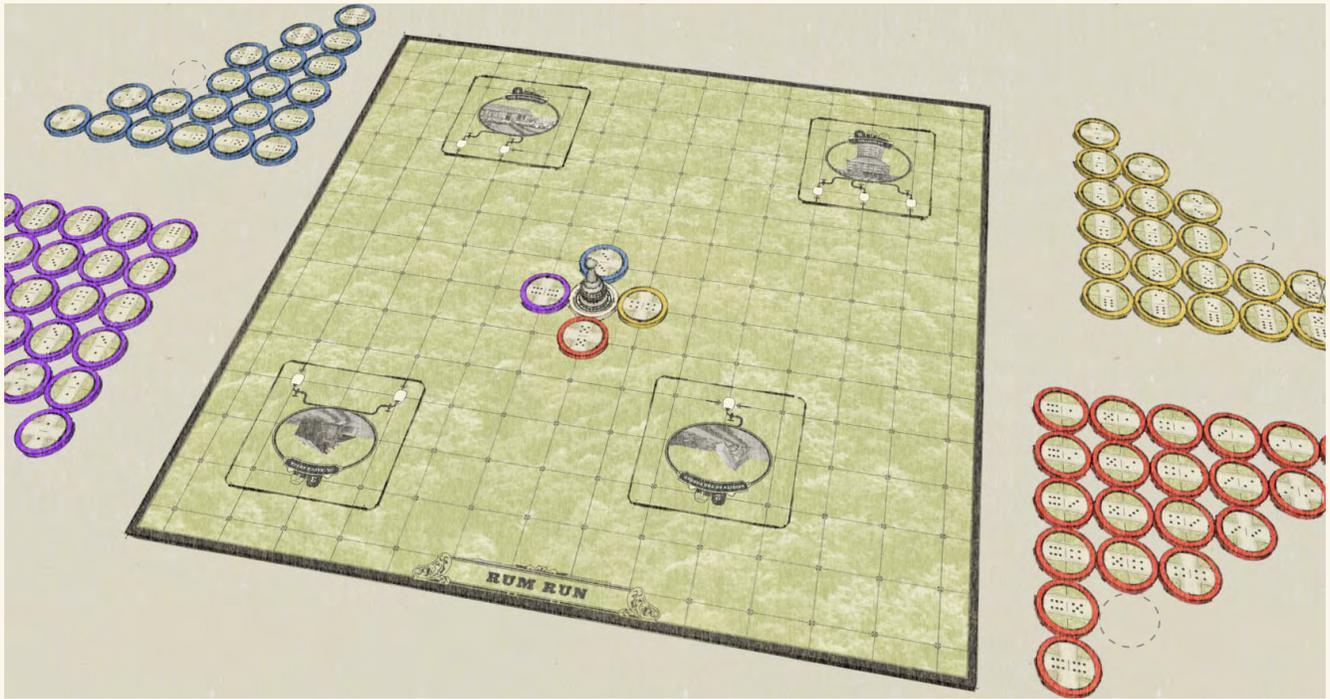


## QUICK START GUIDE - FIRST GAME



Set Up the Board as Shown

### Objective

Build roads from the Town Center to Distilleries.  
Transport barrels back to the Town Center on roads.

### Set-Up

1. Arrange the board as in the image. Be sure to use the correct distilleries:  
Upper Left: Hooch House  
Lower Left: Ol' Sauce Shack  
Upper Right: Ombibulon  
Lower Right: Spirits of the Forest

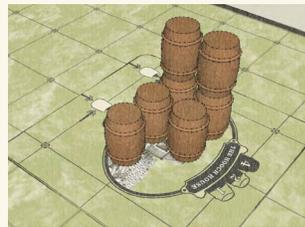
2. Pick a color, organize your road tokens, and place your starting piece as seen in the image. Leave the tokens with asterisks in the box.

If there are less than four players, do not place colors not in play. Leave everything unused in the game box.

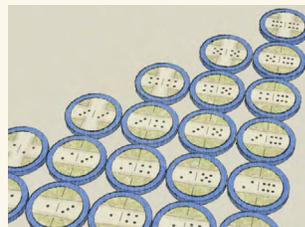
3. Fill up the distilleries based on the numbers in the barrels above its title. Each number corresponds to its payload for the first, second, and sometimes third time a player connects to it.

4. Pick a player to go first. They start by building their first road off of the branch of their already-placed crossroad. Perform one action per turn. Play proceeds clockwise.

5. Game ends with a player scoring 6 barrels.



Load Distilleries with their Supply.  
*(Playing with children? Don't feel like delving into the complex intricacies of American Prohibition? It's root beer!)\**



Organize your road tokens. Keep an eye on your crossroads (doubles).

### Action Options:

#### Road-Build or Caravan

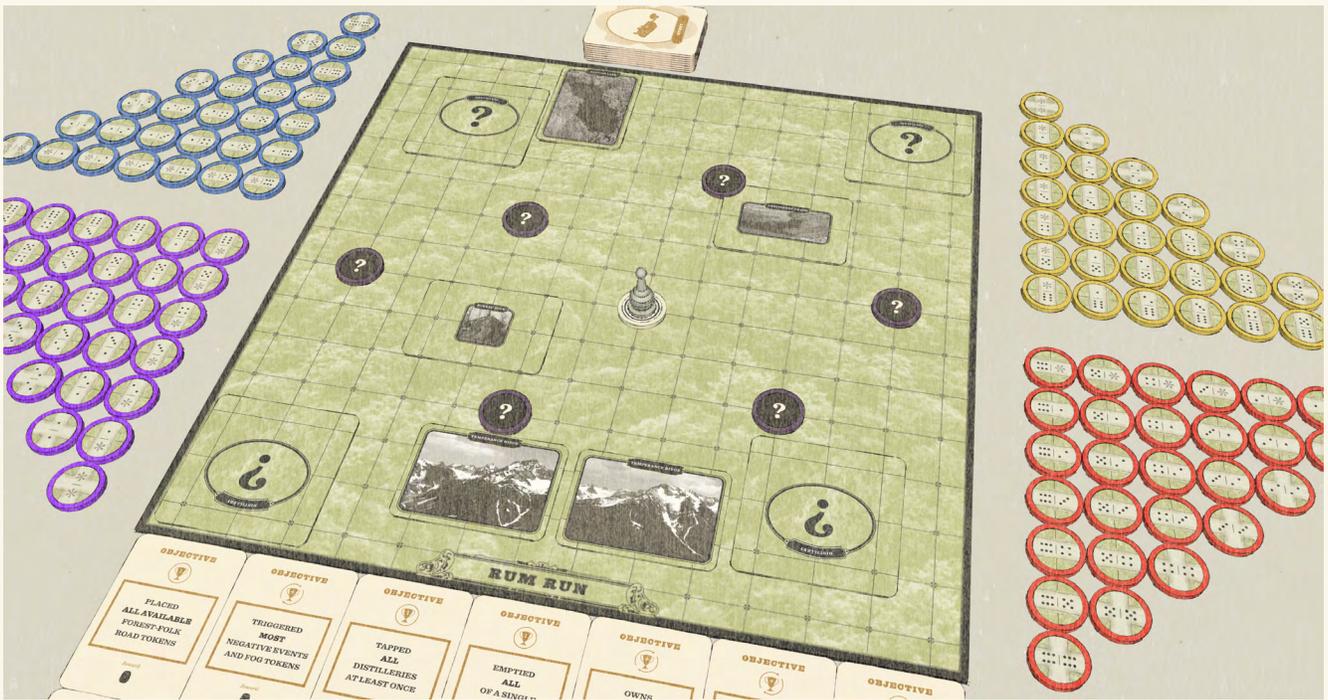
Reference the Turn-Summary flowcharts for further explanation

1) Place road tokens with matching numbers on grid nodes to build roads. Use doubles to play two tokens at once / change direction. When you connect to the entrance of a distillery, offload the currently queued supply of barrels onto the road token.

2) To move barrels, choose a road token with them, pick up every barrel on it, and place them one at a time on each of your road tokens leading toward the Town Center. When a barrel reaches the Town Center, claim it. Every turn where you score a barrel, gain 1 free action.

\* For a much quicker, 'Junior' version of Rum Run (let's call it Root Beer Run), Caravanning may be ignored. Barrels are immediately scored as soon as a player taps a distillery. Then drink a root beer!

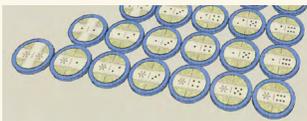
## QUICK START GUIDE - FULL GAME



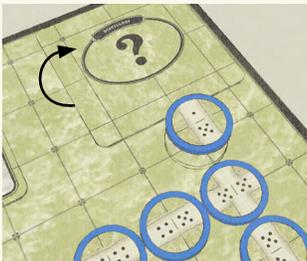
Set Up the Board as Shown

### Set-Up

Arrange the board as in the image. General rules and distilleries are the same as in the Quick Start First Game. Arrange the face-down distillery cards and fog tokens randomly.



Organize your road tokens, including your wild Forest Folk. Use your doubles wisely, especially your \*|\*



Distillery-Reveal Example: as Blue Player places their 1 | 5, they flip it.

### Gameplay

The full game adds:

#### 1. Forest Folk Tokens

The asterisk side can help to imitate any other piece in the game. However, the strength of the road token is still determined by the total number of gang dots. For example, the double-asterisk crossroad has a value of 0.

#### 2. Fog Tokens

When placing a road would overlap the location of a Fog Token, flip it, and execute its effect. See the Rules of Play (p. 15) for more information.

#### 3. Hidden Distilleries

Each "?" distillery should be flipped face up once a player places a road token adjacent to its card.

#### 4. Obstacles

These scenic features bar road tokens from placement anywhere covered by its images.

#### 5. Events

Shuffle the Event Cards and place them face down. Players draw and execute a card every time a distillery is tapped. If a card has no effect, immediately draw and execute the next one.

#### 6. Objectives

Randomly select 6 Objective Cards and lay them face up. When a player fulfills a listed requirement, immediately claim the card. Note its barrel value: this counts toward victory.

Cards with a (1) are held for the rest of the game, while the others may be stolen by surpassing the qualifications of the holding player.



Sample game end. Red wins with 6 barrels, thanks in part to their Objective cards, worth 3 barrels.