

The Redwater Gazette

ALL THE VOICE THAT'S FIT TO PRINT

VOL. I · NO. XCII

REDWATER CITY · MCMXXV

PRICE: FIVE CENTS

A PROHIBITION-ERA FARMING & SMUGGLING GAME

BOOTLEG JUICE & CO.

Ernte dein Obst, brenn daraus etwas Illegales und schmuggle es an der Polizei vorbei nach Redwater. Wer in 3 Tagen am meisten verdient, ist Sieger über Redwater.

♦ FROM VINE TO VAULT ♦

I · HARVEST

*Grapes, apples, plums, cherries, berries & honey*

II · DISTILL

*Press, ferment & age at the machines*

III · BOTTLE

*Juice, wine, mead and a drop of fuel*

IV · SMUGGLE

*Run it to Redwater & collect the coin*

TODAY'S CONTEST

The Challenge

WER WIRD SIEGER ÜBER REDWATER?

*Auf der Messe tritt jede Farm gegen die anderen an, drei Tage, ein Markt, ein Sieger.**Dein Truck ist alt, dein Sprit ist knapp, und jede Lieferung ist ein Risiko. So spielt sich der Tag:*

- I. Ernte dein Obst: Trauben, Äpfel, Pflaumen, Kirschen, Erdbeeren & mehr.
- II. Verarbeite es an den Maschinen zu Saft, Wein, Met oder Fuel.
- III. Belade den Truck, wähl die Route und zieh deine Entscheidungskarte.
- IV. Weich Polizei-Checkpoints & Mafia-Diebstahl aus.
- V. Wer nach 3 Tagen am meisten Geld hat, ist SIEGER.

DIE TAFEL · THE LEADERBOARD

Eine Partie währt rund **SIEBEN MINUTEN**. Wer die Tafel anführt, gewinnt eine Flasche echten HAUSGEMACHTEN BOOTLEG-JUICE.

SIEGBEDINGUNG

Drei Tage. Höchstes Vermögen gewinnt den Markt von Redwater.

CHOOSE YOUR CARD

An jeder Kreuzung zieht du eine Entscheidungskarte. Wähle klug.

DIVERSIONS & PERILS BEYOND THE STILL



THE LAKE. A patient soul with a rod may land anything from common perch to the rarest catfish in the county. When the rain falls, the fish bite fiercer, fortunes have been pulled from that water on a grey afternoon.



FOUL WEATHER. Rain reshapes the day, the bees retreat, so no honey; fuel costs climb; yet the law grows lenient on the roads, and the lake rewards the daring angler. Every storm is a gamble.



BEYOND THE GATE. A farmer may leave on foot through the forest, but few return unchanged. The woods harbour dangers that make the Corleones look hospitable. Venture past the gate at your own mortal peril.



THE ELDERS. Grandpa and Aunt Hazel have seen more harvests than they care to count. Seek them out, their counsel is free, their help invaluable. A wise farmer listens before he acts.



THE CELLAR. Beneath the farmhouse lurk uninvited tenants. Mice pilfer from your crates and vanish into the drains; spiders string their sticky webs across every passage. And the snake, avoid the cellar when the serpent is about, for she strikes without warning.



THE MARKET BOARD. Each morning the prices shift. Consult the board at the barn before you load, what fetched a dollar yesterday may be worth two today, or nothing at all. The savvy smuggler reads the market before he fills the truck.

STANDINGS · FINAL

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FROM OUR REDWATER CORRESPONDENT

THE YEAR is 1927. The country is dry, but not for those willing to bend the rules. Far from Redwater City your family works a small farm: berries, juice, honest labour. But honest labour no longer keeps the lights on. In Redwater, folk pay good money for something stronger, something illegal, and you are not the only ones supplying it.

The **Corleone Family** already owns most of the roads. They take what they want; they decide who passes,

and who does not. Still, there is profit to be made for a soul with an old truck and a last drop of fuel.

"The contents of the barrels are juice. Everything is juice."

Harvest your berries. Turn them to juice, or something stronger. Choose your road, make the delivery, and out-earn every rival. Outrun the law, outplay the family, and take the city.

Scan to Play

ericxy.itch.io/bootleg-juice-on-mobile