

Instructions



Starting



Winning



Your Turn



Play Cards

Redstone Arsenal



Clear Cards



Roll-Off



Special Cards

Menu



Instructions

The game starts with 3 to 6 players.



Every game has 3 rounds.
Each round is played the same way!

You will begin each round with 8 cards in your starting hand
and 3 cards facedown on the table.

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Next, you will be asked to
Choose 3 Tourism Cards from your hand.

**CHOOSE 3
TOURISM CARDS**



The 3 **Tourism** cards could really help you to win, so choose wisely!

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Instructions

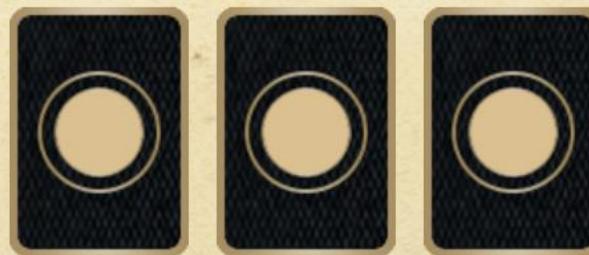
Your **Tourism** cards (faceup) are shown on top of your **Industrial** cards (facedown), so other players can see them too.

Tourism



Tourism cards cannot be played until you run out of **Heart of Dixie** cards.

Industrial



Industrial cards cannot be played until you run out of **Tourism** cards.

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Instructions

What are the **Heart of Dixie** cards?
They are the cards in your hand!

The **Heart of Dixie** cards are also the collection of all the cards in the game.



There are **a lot**, but we will talk about these later!

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Instructions

When everyone is done picking their **Tourism** Cards, the die is rolled.

Whichever number the die lands on will tell us who gets to go first!



The play order begins clockwise.

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How do you **win**?

You win the game by having
the most points after all 3 rounds!

Points are shown inside the house.



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Instructions

The first two players to get rid of all of their **Heart of Dixie**, **Tourism**, and **Industrial** cards win the round.

The first winner earns **3** points!

The second winner earns **2** points!



There is another way to earn even more points.
We will talk about it later!

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Instructions

There are many cool cards in the game to help you win!

Cards **#1** to **#12** (6 of each)

Dr. Martin Luther King Jr. cards (8)

Employment Sector cards (5)

All of these cards together are called the **Heart of Dixie**.

There are a total of 85 cards in the deck!

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When you play a card it is placed on top of the **Redstone Arsenal**.



**REDSTONE
ARSENAL**

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Instructions

When it is **your turn**, you can play a card with the same number or higher than the card that is on the **Redstone Arsenal**.

You can even play multiple numbers of the same card on the same turn!



That's **awesome**.
This can help you get closer to **winning!**

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When you play three of the same cards in a row,
ALL cards will be **cleared** off of the
Redstone Arsenal and you will get **another turn**.



Since there will be no other card on top of the
Redstone Arsenal, you will get to play any card you want!



* **Tip:** If you see two of the same cards on the Redstone Arsenal from the last player's turn, you can be third to play the same card and get another turn! **Cool!**

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Instructions

The **big** cards in your hand are cards that **can** be played on your turn.



The **small** cards are cards that **cannot** be played on your turn.



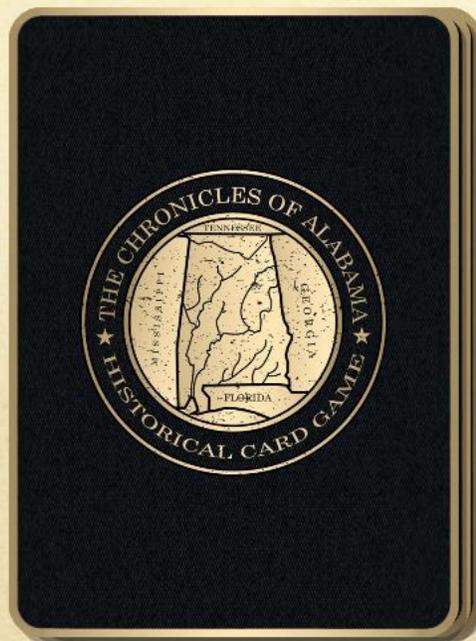
Menu

Instructions

At the end of every turn, you will draw a card from the **deck**.

If you do not want to play more cards, you can end your turn instead by pressing the **deck**.

When the **deck** runs out of cards, you will not have to draw any more cards.



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If you do not have any cards that you can play during your turn, you are **forced** to take all of the cards from the **Redstone Arsenal** into your hand.

Ouch!



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You can see how many cards every player has in their hand by looking at the **card icon** next to their name.



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Instructions

Let's talk more about the **Heart of Dixie Cards!**
Which cards **beat** which?

Cards **#1** to **#12** can beat any card that
is the same number or higher.

Employment Sector cards can beat any card except
Marshall Space Flight Center (#12).

Dr. Martin Luther King Jr. cards can beat **any** card!

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Instructions

Some of the **Heart of Dixie Cards** have **special powers!**

Alabama Democrats (#4)

World War II (#8)

The Battle of Horseshoe Bend (#11)

Dr. Martin Luther King Jr.

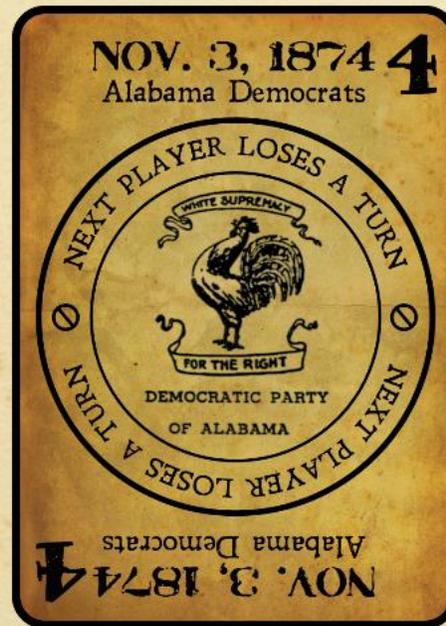
Employment Sector

Wow, those are a lot!
Let's see what they all do.

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Instructions

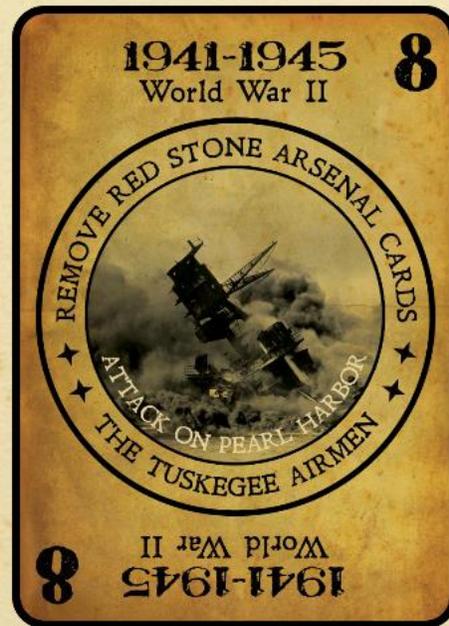
Alabama Democrats (#4)
skips the next player's turn.



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Instructions

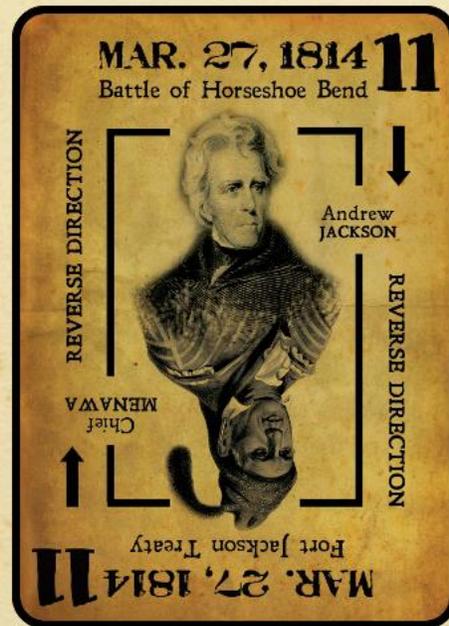
World War II (#8) clears the **Redstone Arsenal**.
This gives you another turn!



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Instructions

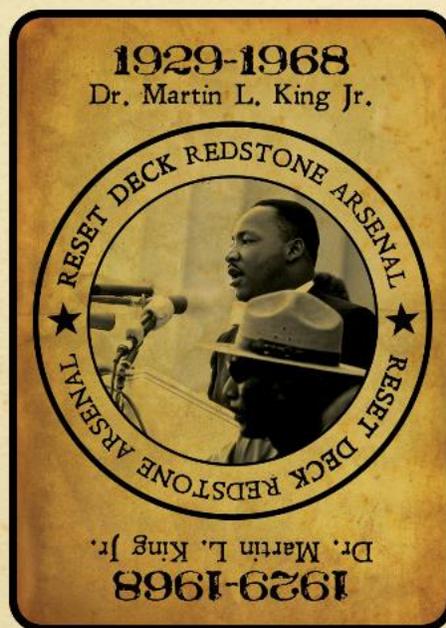
The Battle of Horseshoe Bend (#11)
reverses the play order.



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Dr. Martin Luther King Jr. will reset the deck to zero.
The next player can play any card!



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Instructions

The last **special power** card is the Employment Sector Card.

Playing an **Employment Sector** card will begin something called a **Roll-Off**.

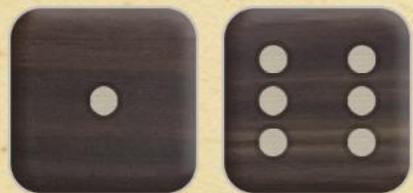


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Instructions

In a **Roll-Off**, you will first need to pick a player to challenge by **pressing** their name.

What happens **next**?
Both players **roll** the die.



Whoever rolls the **highest** number wins and earns a **point**!



Your turn ends after the **Roll-Off** and the **Employee Sector** card is taken off of the **Redstone Arsenal**.

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Hey, this is **cool**.

Employment Sector cards can help you earn **points** to **win!**



Unfortunately, they could even make you lose which makes them a little less cool.

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Instructions

If you don't use your **Employment Sector** cards by the end of a **round**, you will give the **first** and/or **second** place winners free **points**!



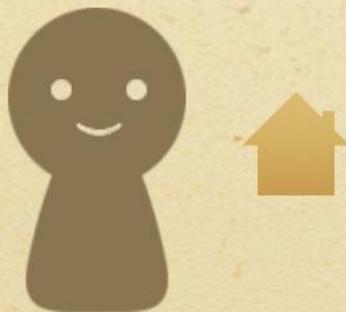
That's **not** good!

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At the end of a **round**, here is what will happen.

If you have **1 Employment Sector** card left in your hand, **1 point** will go to the **first** place winner of the **round**.



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Instructions

If you have **2** or more **Employment Sector** cards left, **1 point** will go to both the **first** and **second** place winner of the **round**.



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Instructions

If you have **2** or more **Employment Sector** cards left and you only have **1** point, both winners do **not** get a **point**!

Only the **first** place winner will get **1 point**.



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Instructions

This means that you would be helping other players **win!**

That sucks!

You do **not** want them to **win!**

Make sure to play your **Employment Sector** cards whenever you can!



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