

The Hillbilly To Hippie Pipeline



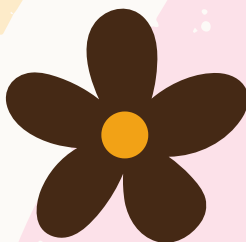
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Overview

Welcome to The Hillbilly to Hippie - a far-out and freaky board game where players journey from backwoods banjos to bohemian bliss. Along this psychedelic path, you'll throw down funky bets, dodge the wild Hillbilly Hilda, and maybe find your cosmic calling.

Goal? Be the first to groove your way from the Hillbilly Starting Point to the Hippie Campground - with the most chips to become the crowned Hippie King or Queen.





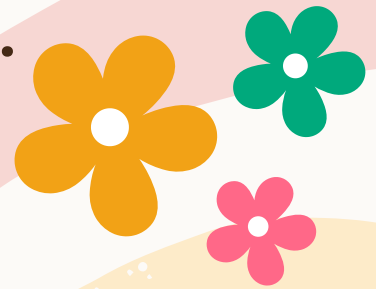
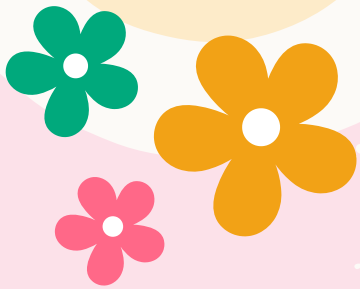
Game Components



- **Game Board:** A winding road of soul-searching stops, challenges, and trippy twists.
- **Player Pieces:** 3-6 colorful matchbox cars (peace signs optional).
- **Hippie Van Token:** It's chill, it's wise, it moves first, and it can bet with the best of 'em.
- **Hillbilly Hilda Token:** The wild card! She's got sass, and she's not afraid to shake things up.
- **Chips:** Denominations of 10, 20, 50, and 100 - your ticket to betting nirvana.
- **Challenge Cards:** Unpredictable events from "lose your shirt" to "find enlightenment."
- **Die:** One six-sided soul-seeker to guide your fate.

Objective

**Be the first to reach the Hippie Campground.
If multiple players make it in the same round, the
one with the fattest chip stack becomes the
Hippie
Monarch of Mindfulness.**



Setup

- 1. Pick Your Ride: Choose a car and place it on the Hillbilly Starting Line.**
- 2. Place the Hippie Van: It starts on the board and always grooves first.**
- 3. Drop Hillbilly Hilda: She begins in the middle of the road - moves only when cards tell her to.**
- 4. Deal the Chips: Everyone starts with 500 in chips.**

The Hillbilly to Hippie

- 5. Shuffle the Deck: Place Challenge Cards face-down for some mystery mojo.**

Gameplay Flow

Each round is a road trip with friends. Here's the groove:

- **Hippie Van Moves First:** Roll the die, move the van, and place a bet if the vibes are right.
- **Player Turns:** Roll the die. Move your matchbox mobile. Land on a Challenge spot? Draw a card and feel the funk.
- **Hillbilly Hilda Strikes:** She only moves when told. If she lands on you: Pay 50 chips or backtrack 3 spaces. Land exactly on her? Still pay - but take an extra turn.

Betting Rules

Want to test your fortune? Bet those chips, baby.

- **Player Bets:** Bet on who'll reach a square first - if both players agree, the winner takes the pot.
- **Challenge Bets:** Before flipping a Challenge Card, bet on what might happen.
- **Van Bets:** Even the Hippie Van can bet - and win or lose like anyone else.
- **Ties:** Split the pot like peace-loving pals.

Winning the Game

First player to reach the Hippie Campground ends the game.

If it's a tie, the richest player takes the flower crown and wins.

Special Rules

- Hippie Van: Moves first each round. Can place bets. Immune to Challenge Cards.**
- Hillbilly Hilda: Moves via Challenge Cards only. Landed on? Pay 50 chips. Land exactly?**

Take an extra turn after paying.

- Out of Chips? You can still move - but no betting until you're flush again.**

The Hillbilly to Hippie

Enjoy the Ride

Kick off your shoes, turn up the vinyl, and ride that groovy road from boots to beads. Whether you're

a moonshine maverick or a flower child in progress, this trip is all about peace, love, and unpredictable chaos.