



*A thematic strategy game of crafting spirits in an up-and-coming distillery for 1 - 5 players
Game Design by Dave Beck, Art by Erik Evensen*

INTRODUCTION

You have inherited an abandoned distillery from a distant relative and are now tasked with bringing your family's business back to its former glory.

Over the course of seven rounds you will acquire ingredients, items, recipes, and upgrades to create the world's most renowned spirits.

Whoever has the most spirit points at the end of the game earns the title of **Master Distiller**.

Beginner Guide: If this is your first time playing Distilled, we recommend pairing this book with the walkthrough detailed in the First Taste booklet. It is intended for 2 to 5 players and will guide players through the first round of play to teach the basic phases of the game. It relies on this book for some of the game setup and later mechanics of the game, so keep this rulebook handy as a reference.

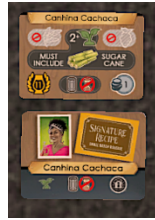
COMPONENTS



5 Distillery Boards



18 Distiller Identity Cards



18 Signature Recipe and Label Tokens



18 Signature Ingredient Cards



20 Distillery Goal Cards



88 Basic Market Ingredient / Item Cards



36 Premium Market Ingredient Cards



33 Premium Market Item Cards



30 Distillery Upgrade Cards



10 Starting Item Cards



60 Alcohol Cards



40 Flavor Cards



23 Spirit Award Tokens



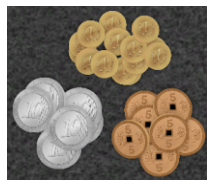
8 Player Reference Cards



48 Solo Cards



5 Dual-Layered Recipe Clipboard and 20 Double-Sided Recipe Tasting Flights



55 Money Tokens (1, 5, 10 value)



1 Truck Board



1 Basic Market Place Board



1 First Player Token and 1 Round Marker Barrel



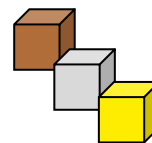
1 Spirit Point, Round Track, Label Board



5 Double-Sided Spirit Point Tokens



85 Spirit Label Tokens



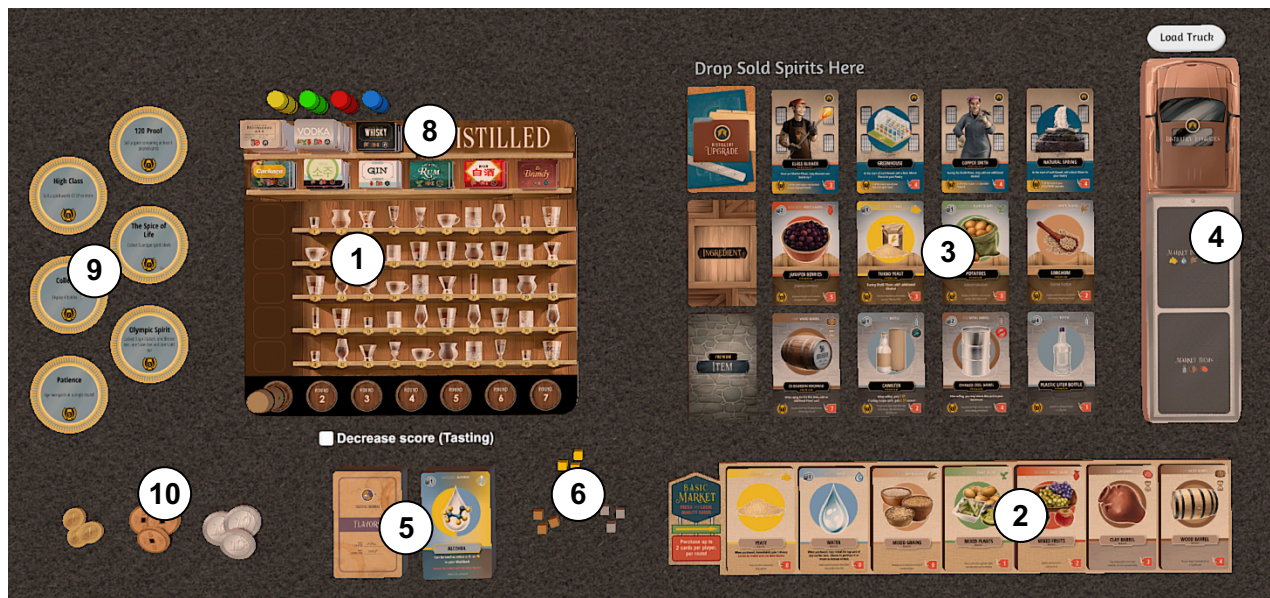
37 Bronze, Silver, and Gold Cubes



5 Player Scoring Tokens

GAME SETUP

- Spirit Point, Round Track, Label Board:** Place the spirit point, round track, label board on the table. Place a scoring token for each player in a color of their choice next to it and the round marker (brown barrel) on the '1' space of the round track.
- Basic Market:** Place the basic market board on the table, and lay out all the basic ingredient and item cards into 7 face-up piles as shown. This creates the basic market.
- Premium Market:** Shuffle each of the three decks of distillery upgrade cards, premium ingredient cards, and premium item cards separately, and set them above each other as shown. Lay out the top 4 cards of each deck face up in a row beside it. This creates the premium market.
- Truck:** Place the truck board beside the premium market. This is where discarded cards from the premium market are placed.
- Flavor and Alcohol Cards:** Shuffle the flavor cards and place them face-down beside the market. Place the alcohol cards face-up beside them.



- Recipe Cubes:** Place the bronze, silver, and gold recipe cubes within reach.
- Tasting Flight:** Choose a Tasting Flight to use for this game and give each player that Tasting Flight. Return unused cards to the box. If this is your first game, we recommend using Tasting Flight A. For future games, consult the Tasting Flight appendix on page 15 for more options.
- Spirit Labels:** Place the spirit label tokens pictured on the Tasting Flight, as well as for Moonshine and Vodka, in **separate** face-up stacks on a shelf space of the label board. Include 2 Moonshine and Vodka labels per player, and 1 label for all other spirits per player. Return any unused labels to the box. *Example: a 3-player game would have 6 Vodka labels and 3 Whiskey labels.*
- Spirit Awards:** Randomly select a number of spirit awards equal to the number of players plus one and place them face-up on the table.
- Money:** Place the money tokens within reach to create a general supply.



Tasting Flight

PLAYER SETUP

- Distillery Board:** Give each player a distillery board to place in their player area along with the scoring token of matching color.
- Recipe Clipboard:** Give each player a recipe clipboard card to place to the right of to their distillery board. Place the chosen Tasting Flights in each clipboard.
- Starting Items:** Give each player one starting Metal Barrel card and one starting Glass Bottle card to place in their storeroom on their distillery board.
- Distillery Goals:** Shuffle the distillery goal cards and deal three to each player. Return the remaining goals to the box.
- First Player:** Randomly choose a player to take the first player token or give it to whoever last visited a distillery.

- Distiller Identities:** Deal each player two random identities from the chosen Tasting Flight. For example, for Tasting Flight A use: America, Brazil, Jamaica, Canada, China, Korea, India, Australia, England, France, Scotland, Ireland

Each player should then do the following:

- Select one of their two distiller identities** and return the other to the box.
 - Take the ingredients and money listed on the reverse side of their distiller identity card.
 - Take the signature recipe label and signature ingredient stated on the distiller identity card; place the label on their clipboard recipe side up and the ingredient out of play next to their distillery board.
 - Place the distiller identity card face-up on the office space on their distillery board.
- Select two of the three distillery goals** and return the other to the box. Place the two selected face down next to the distillery board.



GAME OVERVIEW

The goal of *Distilled* is to earn the title of **Master Distiller** by having the most spirit points (SP) at the end of the game. SP are earned mainly by selling spirits throughout the game, but SP are also earned by claiming spirit awards, upgrading your distillery, achieving your distillery goals, and collecting bottles.

The detailed rules are covered in the coming pages, but here is a brief overview of the game.

ROUND OVERVIEW

Distilled takes place over seven rounds.

At the start of each round, perform any start of round actions <icon> on your distiller identity or distillery upgrade cards.

Each round is made up of four phases:

1. **Market Phase**
 - Acquire recipes, ingredients, items, and distillery upgrades.
2. **Distill Phase**
 - Distill a spirit using your ingredients, add a barrel and claim a spirit label.
3. **Sell Phase**
 - Bottle and sell your spirits, score SP, receive money and take label bonus.
4. **Age Phase**
 - Age your spirits in your warehouse to add flavor and prestige.

At the end of each round, check if any spirit awards have been fulfilled, hold tastings, advance the round marker, and pass the first player token clockwise.

GAME END

The game ends after the seventh round has been completed. In addition to the SP received for spirits sold, you score additional SP for the following:

- Spirits left aging in your warehouse
- Bottle collection
- Distillery upgrades
- Distillery goals
- Money (1 SP for every 5 money)

Whoever has the most SP wins the game and earns the coveted title of Master Distiller.

DISTILLERY BOARDS

Your distillery board represents your family distillery, and it is where you keep your cards and age your spirits.



- A. The office holds your distiller identity card.
- B. Three spaces for your distillery upgrades.
- C. The pantry stores your ingredients.
- D. The storeroom holds your items (barrels and bottles).
- E. The warehouse holds up to two spirits being aged.
- F. The washback is used when you distill a spirit. Yeast, sugar, and water ingredients are placed here during the Market Phase and the Distill Phase.
- G. When you sell a spirit you are able to place its label on one of these seven spirit label bonus spaces.

Flavor Notes: *The Washback is a giant wooden vat that all ingredients (Yeast, Water, and Sugars) are dumped into, so that they can mix and ferment together.*

DISTILLERY GOALS provide you with two secret objectives that you can attempt to complete to score additional SP at the end of the game. These goals are focused on what you do in comparison to the other players, so you will need to keep an eye on the competition if you want to achieve them. Distillery goals may not be achieved by scoring zero.



DISTILLER IDENTITIES

Your distiller identity describes your family's distilling heritage and specialized knowledge of a signature recipe that uses a specific ingredient.

Each identity has a unique power that provides a benefit throughout the course of the game. Each identity also comes from one of the three geographic regions; for example, Joana is from the Americas region.



Some recipes and cards will use the distiller's region icon to show that they count as whichever region your distiller comes from.

For example, if you distill a Vodka with Joana, it would count as an Americas spirit. If she uses a Skull Bottle, it will count as an Americas bottle at the end of the game for the Bottle collection.

Each distiller identity brings their own **SIGNATURE RECIPE**. This recipe is extremely prestigious, but can only be made once per game.

In addition to the usual sugar requirement, signature recipes must also include a specific ingredient. This could be either your signature ingredient or a premium ingredient.

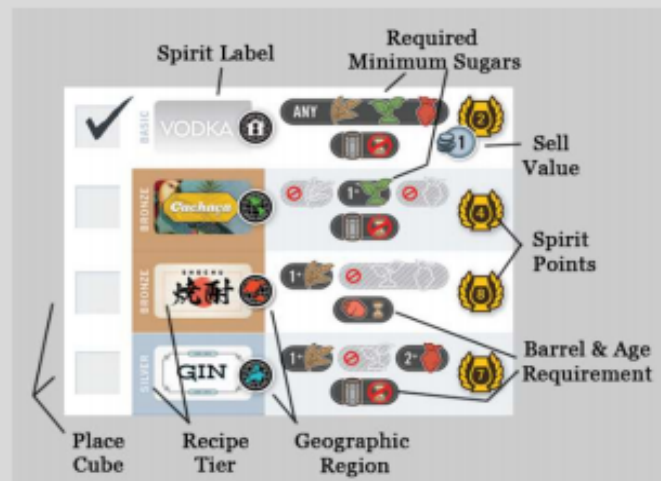



Your **SIGNATURE INGREDIENT** can only be acquired through one of the spirit label bonuses on your distillery board. It can help you distill your signature recipe or can be used to distill another recipe that requires that sugar type. Unlike premium ingredients, signature ingredients also have a special power that means they can be returned to the spirit if removed during the Distill Phase.

Joana's Caninha Cachaça requires at least two plant sugars, one or more being Sugarcane. It cannot contain grain or fruit sugars and cannot be aged. It is from the Americas region and scores 11 SP and 1 money when sold.

RECIPES represent the knowledge needed to craft spirits. At the start of the game you only know how to make Moonshine, Vodka, and your signature recipe.

During the game you can acquire the knowledge to make more prestigious spirits like Gin and Whiskey. Each recipe is listed in one of three tiers (Bronze, Silver, Gold) and has a set cost to purchase. Once purchased you are able to distill that spirit as often as you like.



Each recipe shows the required type and minimum quantity of sugar needed to distill that spirit. **Sugars with a  cannot be included in that spirit.**

It also shows the type of barrel required and if the spirit needs to be aged in your warehouse, to enhance the flavor, before it can be sold. Finally, the recipe lists its value in spirit points, sell value (Moonshine and Vodka only) and its geographic region.



For example, Soju is in the bronze tier and is from the Asia and Oceania region. It requires at least two grain sugars and a metal barrel. It cannot contain plant or fruit sugars and cannot be aged. It will score 5 SP when sold.



Rum is in the silver tier and is from the Americas region. It requires at least two plant sugars and a wood barrel. It cannot contain grain or fruit sugars. It also must be aged for at least one round and will score 11 SP when sold.

INGREDIENT CARDS represent the different ingredients used to distill spirits. All spirits require three basic ingredients: yeast, sugar, and water. Together, through the distillation process, this produces alcohol.

Sugar comes from many different ingredients, like fruits or grains, with the type of sugar determining the type of spirit produced. Whiskey, for example, comes from grains like rye or corn, while Brandy comes from fruits such as grapes.

Alcohol is a fourth type of ingredient and is produced during the distillation process.



ITEM CARDS represent the barrels and bottles necessary to distill and package your spirits.

Each spirit must be distilled into a barrel. While you always have a metal barrel available to you as a starting item, some spirits require a wood or clay barrel which you will need to buy from the market. More expensive barrels can improve the quality and sell value of your spirits.

Bottles are needed to sell your spirits. You always have a glass bottle available to you as a starting item, but a fancier bottle can improve the prestige and sell value of your spirits. Premium bottles may count toward end game scoring as part of your bottle collection.



DISTILLERY UPGRADES come in two types:

- **Specialist** upgrades represent staff members who can bring their expert knowledge to help in your distillery.
- **Equipment** upgrades can improve your ability to distill spirits or provide discounts on certain cards.

When purchasing cards during the market phase, you may purchase upgrades and place them on your distillery board. Each of these upgrades gives you a special ability.

Many of the distillery upgrades also provide bonus SP at the end of the game.



Your distillery board has room for up to 3 distillery upgrades at a time, but you may discard to the truck any that you have already added to your board to make space for a new one.



Once purchased, the effects are immediately active. For example, the Glass Blower's discount can be used when purchasing a bottle in the same market phase you purchase it, while cards with a "start of round" power, like the Farmer, will first trigger at the beginning of the next round. If multiple players have powers that trigger at the same time, resolve them in turn order.

GAMEPLAY

Resolve any Start of Round powers <icon> from distillery identities or distillery upgrade cards in turn order. Then, you're off to the market.

1. MARKET PHASE

In this phase you will take turns, starting with the first player and moving clockwise around the table, to purchase any of the following:

- Recipe cubes
- Basic ingredient or item cards
- Premium ingredient or item cards
- Distillery upgrade cards

When it is your turn, you may purchase one cube or card, or you may pass. Play will continue in this way until everyone has passed. You can make multiple purchases in this phase, but only one at a time.

Once you have passed you may not make any further purchases this round.

When you purchase a cube or a card, take it from the market and pay the market cost by returning that amount of money from your personal supply to the general supply.

- Place recipe cubes on your recipe clipboard.
- Place ingredient cards either in your pantry or directly into your washback.
- Place item cards in your storeroom.
- Place distillery upgrades on one of the three upgrade spaces.

IMPORTANT: You can only purchase two cards from the basic market each round. To make sure you follow this limit, keep the basic cards face up in front of your distillery until the end of the phase.

Immediately after purchasing a face-up card from the premium market, refill the market by first sliding cards to the right to fill in the gap you created, then drawing a new card from the deck to fill the leftmost space. If any of the market decks run out, reshuffle all cards of that type from the truck and use them as the new deck.

MARKET CLEAN UP

Once all players have passed, discard the rightmost face up card from each premium market row (or two rightmost in two player games), placing them face up on the truck. Shift all cards to the right and lay out the top card of each deck to fill the leftmost space so there are always four cards available in each row.

Flavor Notes: The basic market represents a distiller's cooperative. It is a term for an association of people who cooperate for their mutual economic benefit. This might be a location or organization where distillers can go to purchase goods at a discount.

RECIPES: To purchase a recipe shown on your tasting flight, first check which tier it is on your recipe list (bronze, silver, or gold) and then pay the price shown to take a cube of that tier.



Place that cube on your recipe list next to the recipe you wish to learn. You now know how to distill that spirit and you can use that recipe for the rest of the game.

For example, to unlock the Whiskey recipe you will need to pay 4 money to purchase a silver recipe cube. Then place that cube in the slot to the left of the Whiskey recipe on your recipe list.

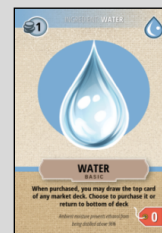


You begin the game knowing how to make Moonshine, Vodka, and your signature recipe, so you do not need to purchase a recipe cube to unlock these recipes.

Basic Yeast and Water give you an optional bonus when you purchase them from the basic market during the market phase. These bonuses are not earned when the cards are taken with powers or acquired through trade.



Yeast: Immediately gain 1 money



Water: Reveal the top card of any market deck to all players. You may purchase that card this turn or return it to the bottom of the deck

2. DISTILL PHASE

In this phase you will place ingredients you want to use into your washback to distill a single spirit. All players can do this at the same time.

At the start of the Distill Phase you may trade exactly one of your ingredient or item cards for a basic ingredient (not item) of equal or lesser market cost from the basic market. Discard the traded card either to the relevant face-up stack or to the truck if it is from the premium market. Yeast and Alcohol may not be traded away.

Next, place any ingredients that you don't want to use into your pantry for a later round and move any ingredients stored in your pantry that you want to use to the appropriate slot in your washback.

To distill a spirit, you must place at least one card in the yeast, sugar and water slots of your washback. There is no limit to how many cards you can place in each slot, but each slot can only contain that type of card.

Alcohol cards (removed from earlier distillations) can be placed in either the yeast or the water slot of your washback.

Once you've added your ingredients to your washback, follow these steps to distill a spirit:

1. Add one alcohol card to your washback for each card in your central, sugar slot of your washback.
2. Shuffle all cards in your washback together to form a face-down spirit stack.
3. Remove and reveal the top and bottom cards of the spirit stack, returning them to your pantry for use in a future round.

Reveal the remaining cards in the spirit stack: this is the result of your distillation. If these cards, with the appropriate barrel, match the requirements of one of the recipes you know, you have successfully distilled that spirit! If you match the requirements of two or more recipes, you must choose which spirit to distill.

Lay out all cards in the spirit stack, add an appropriate barrel card, and claim a spirit label that matches what you distilled. If two or more players distill the same spirit and there are not enough labels remaining, take the labels in turn order. As all the cards in the washback are used, you can only distill one spirit per round.

IMPORTANT: If there are no more labels for a particular spirit available, you can still make that spirit. But you won't be able to claim a spirit label bonus when selling it.

Flavor Notes: During the fermentation process, the interaction between the yeast and other ingredients turns the sugars into alcohol. Additionally, the distillation process always cuts out the first and last parts of "the run." These impure parts of the spirit are called the "heads" or "foreshots" and "tails" or "feints," which are re-used in future distillations. The important part that is saved is called the "heart."

TRADE EXAMPLE: In the Market Phase, you purchased a Potatoes card for 3 money but now realize that you need more fruit sugars for the Gin you wish to distill this round. Mixed Fruits costs 2 money from the basic market, therefore you can discard your Potatoes to the truck and take a Mixed Fruits from the basic market.

RECIPES AND DISTILLING: The recipes state the types of sugar (grain, fruit, or plant) required. Unless specified, your distilled spirit stack must not contain any type of sugar that is not listed on the recipe. This is checked after the top and bottom cards have been removed.

Any spirit stack will always match either Vodka (if it contains any sugars) or Moonshine (if it contains no sugars at all). Moonshine is created when a spirit stack's only sugars are removed during distillation.



VODKA can be distilled with any combination of sugars: grain, fruit, and/or plant, and needs a metal barrel.



GIN requires at least two fruit and a metal barrel. If you are missing any of these requirements, or if you have included any grain or plant sugars, you are not able to make Gin.



WHISKEY requires at least two grain sugars and a wood barrel (as it will need to be aged for at least one round). It must not include plant or fruit sugars or be made using a metal or clay barrel.

It is possible that the water, yeast, and alcohol cards could be removed in distillation. While it may seem strange to contain no alcohol, think of it as a lower quality spirit (with a lower price to match).

SPIRIT LABELS show the key information for the spirit they represent. For example, this Brandy label shows that it is made using fruit sugars, it uses a wood barrel and must be aged, is from the Europe region, and is gold tier. This is important for some awards and goals.



Signature recipes have unique labels showing their required ingredients and aging. They count towards awards and goals unless otherwise stated.



DISTILL PHASE EXAMPLES

VODKA: At the beginning of the Distill Phase, the player's washback contains one Yeast, two sugars (Mixed Grains and Mixed Fruits), and one Water, so they add two Alcohol to it (because of the two sugars).



They then shuffle these six cards together and remove both the top and bottom cards—which turn out to be a Water and an Alcohol—returning them to their pantry.



The remaining cards make up the spirit stack, which determines what they have distilled:



They reveal their spirit stack to the table and check their recipes. Since this stack has at least one sugar (from the Mixed Grains or Mixed Fruits), they have distilled Vodka. They add their starting Metal Barrel to hold it and take a Vodka label from the supply.

Since Vodka cannot be aged, the player must sell it in the next phase.

RUM: At the beginning of the Distill Phase, the player plans to make Rum. They have purchased its recipe cube, have bought a wood barrel, and their washback contains one Alcohol, two Mixed Plants, and one Water, so they add two Alcohol to it, for the two sugars.



They then shuffle these six cards together and remove both the top and bottom cards—which turn out to be an Alcohol and a Mixed Plants—returning them to their pantry. The remaining cards make up the spirit stack, which determines what they have distilled:



They reveal their spirit stack to the table and check their recipes. Unfortunately, because they removed one of the plant sugars during distillation they have failed to make Rum, as that requires at least two plant sugars.

Fortunately, they also know how to make Cachaca, which only requires one plant sugar (otherwise they'd have made Vodka). So, they add their starting Metal Barrel to make that instead and take a Cachaca label from the supply.

The wood barrel goes back to their storeroom ready for use next round when they can try to make Rum again. Next time they plan to add more than two plant sugars to increase their chances of successfully distilling Rum.

3. SELL PHASE

In this phase you can sell the spirit that you just distilled, as well as any spirits aging in your warehouse, to gain money and spirit points.

If a recipe has the non-age icon (right) you cannot age it and **MUST** sell it this round.



If a recipe has the age icon (right) you **MUST** age it for at least one round after distilling it—you cannot sell it immediately after distilling it.



Selling is performed in turn order, moving clockwise, and you can sell one spirit per turn. If you have multiple spirits to sell this round you will need to wait for your turn to come back around before selling the second spirit.

Follow these steps to sell a spirit:

1. Lay out the entire spirit stack, including the barrel and any flavor cards, and add a bottle from your storeroom to this stack.
2. Count the total sell value on these cards, as well as on the recipe (Moonshine, Vodka, and signatures only), and take that much money from the general supply.
3. Count the total number of SP on these cards, as well as on the recipe (and the aged spirit flavor bonus in your warehouse if an aged spirit), then advance your barrel marker that many spaces on the SP track.
4. Place the label for that spirit on an empty space of your choice in the spirit label bonus section of your distillery board and immediately gain the bonus shown.
5. If you have used your starting Metal Barrel or Glass Bottle, return them to your storeroom.
6. Place any premium market bottles used next to your distillery. They may earn additional SP at the end of the game.
7. Return any basic market cards and Alcohol cards back to their stacks, discard any premium market ingredient or barrel cards to the relevant discard pile on the truck, any flavor cards to a flavor discard pile, and any signature ingredients to the box (they may not be reclaimed with the truck discard label bonus).

You may also sell any spirits that you have aged in your warehouse in previous rounds, following the same steps above. If you need to age the spirit you've just distilled and your warehouse is already full, you must sell one of the spirits in your warehouse to make room for the new spirit.

BOTTLES: To sell a spirit you must use a bottle from your storeroom. Any bottle can be used to sell any spirit.

You will always have your starting Glass Bottle available in your storeroom which must be returned to your storeroom after use.

Bottles purchased from the premium market provide additional money and/or SP, but can only be used once.



AGED SPIRIT FLAVOR BONUS: Aged spirits receive flavor cards each time they are aged in the Age Phase. When sold, these flavor cards add the following additional SP to the aged spirit based on the number of flavors present. Non-aged spirits never receive these points, even if they include flavor cards.



The longer you leave your spirits aging in your warehouse, the more SP they will earn you. However, you will not receive the money or spirit label bonus for them until you sell them, so deciding when to sell an aged spirit is an important decision.

The aged spirit flavor bonus points are displayed in your warehouse on your distillery board.

SPIRIT LABEL BONUSES: At the top of your distillery board there are seven spirit label bonus spaces, each offering a different, immediate bonus when covered by a label from a spirit you have sold.



These one-time bonuses can be taken in any order. You cannot place a label on the same space twice.

When taking a free card from the premium market, you may choose from any of the face-up cards. Then, refill the market by first sliding cards to the right to fill in the gap you created. Draw a new card from the deck to fill the left-most space as usual. Cards claimed from the truck can be any card, not just the top-most ones.

You can have more than one of the same spirit label. Signature recipes can be turned over for use as their own spirit label.

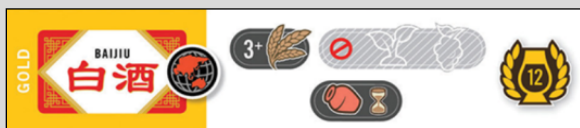
SELL PHASE EXAMPLE

A player has had a batch of Baijiu aging in their warehouse for two rounds now, and they choose to sell it this round. They first take the spirit stack, including the Clay Barrel, and reveal it.



They choose to bottle it in a Ceramic Bottle from their storeroom. The aging process added two flavor cards: Tobacco and Smoky.

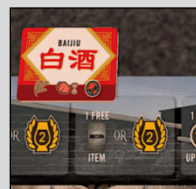
Then they receive 10 money from this Baijiu (5 from ingredients: 1 each from rye, water, and alcohols; 3 from the flavors; and 2 from the ceramic bottle).



Next, they count up the total SP from this batch: 12 from the recipe itself, 2 from the sorghum and rye cards, and 4 from the ceramic bottle (including a 2 SP bonus for bottling a spirit from Asia and Oceania).

Finally, they consult their warehouse and add an extra 3 SP for having two flavor cards, since it is an aged spirit.

The end result is 21 SP, so they advance their barrel scoring marker that many spaces along the SP track.



Next, they place the Baijiu label on a label bonus space of their choice. They choose the space that gives them any one free item card from a market, which they immediately place in their storeroom.

After that, they return all Alcohol cards to the alcohol deck and basic ingredients and barrel to the basic market. The premium ingredients are discarded to the truck. Flavor cards are discarded to the flavor card discard pile. The Ceramic bottle is displayed next to their distillery board.

4. AGE PHASE

In this phase you can age spirits to increase their flavor. Aging is performed in turn order, but you will age all spirits in your warehouse on your turn.

Follow these steps to age a newly distilled spirit:

1. Place its spirit stack, not including the barrel, face-down on one of your warehouse spaces.
2. Place the barrel on top of the stack face up and place the spirit label on top of the barrel.
3. Draw the top card of the flavor deck and, without looking at it, add it face down to the bottom of the spirit stack.

IMPORTANT: If you distill an aged spirit during the final round of the game, you *must* age it and you will not be able to sell it this game. You will, however, receive SP for having it in your warehouse at the end of the game.

To age a spirit in your warehouse that was distilled in an earlier round: draw the top card of the flavor deck and, without looking at it, add it face-down to the bottom of that spirit stack.

FLAVOR CARDS: Flavor cards represent the unique flavor profile that your spirits acquire, usually through the aging process. They provide varying levels of money (between zero and three) as well as bonus SP when an aged spirit is sold.



Flavor cards are added secretly: you never know what your spirit will taste like until you're ready to sell it!

When a spirit containing flavor cards is sold, discard the flavor cards to a flavor cards discard pile. If the face down flavor card deck ever runs out, shuffle the flavor discard pile and create a new deck.

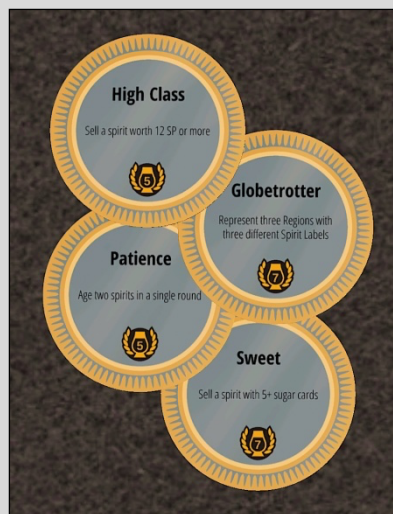
END OF ROUND

After everyone has either sold or aged each of their spirits, the round is over. Before starting the next round, do the following in turn order:

- **Check for fulfilled spirit awards.** If you meet the stated goal, you earn the amount of SP shown. Advance your barrel marker that many spaces on the SP track. If more than one player achieves the goal in a round, divide the points evenly, rounding up. Once the points have been scored, flip over the award—it cannot be scored again.
- **Offer tastings.** If you did not sell a spirit this round, you can offer a tasting at your distillery. You may spend up to 4 SP and gain that much money from the supply. You cannot spend SP you do not have.

At the end of the seventh round the game ends and it is time for end game scoring. Otherwise, advance the round marker one space and pass the first player token clockwise.

SPIRIT AWARDS offer bonuses to players who meet certain objectives during the game. They are open to all players and the first player(s) to fulfill them in the game will earn the associated SP.



Flavor Notes: Distilleries will earn income via tours by offering samples of spirits aging in their warehouse.

AGE PHASE EXAMPLE

A player has just distilled a batch of Whiskey. Since Whiskey has the age icon, it cannot be sold this round and must be aged in their warehouse first.



1. The player takes the entire spirit stack and places it face down on one of their empty warehouse spaces.
2. They place the wood barrel they chose to age it in face up on top of this stack and place the Whiskey spirit label on top.
3. Every aged spirit gains a new flavor each round, including those that have just been distilled. The player takes the top card of the flavor deck and places it underneath the spirit stack for this Whiskey without looking at it.



In the next round they can choose to sell this Whiskey or continue to age it (which would add another flavor card to its spirit stack).

They also use the special ability of their American Standard Barrel, earning 1 money, which goes into their supply.

GAME END

At the end of the game, you score additional SP from the following:

- From any **spirits left in your warehouse**, counting the SP on all cards in the spirit stack, barrel, and recipe. Labels on spirits left in your warehouse count towards goals and awards.

IMPORTANT: As you are not selling the spirit you will not receive the aged spirit flavor bonus SP, claim a label bonus, add a bottle, or receive any money. Instead, you receive 1 SP for each flavor card present.

- For your **bottle collection** next to your distillery board. *Note: Bottles without a Region do not count towards the set collection points.*

Bottles from the same region	SP Earned
2	2
3	4
4	7
5	10
6	15
If you have at least one bottle from <i>three different</i> regions, score 5 SP	

- From any **distillery upgrades** with an SP value.
- For each **distillery goal** you have achieved. *Note: Goals cannot be achieved by scoring zero.*
- For **money you have remaining**, receiving one SP for every 5 money and ignoring remainders (if you have 13 money, you can return 10 of it to the general supply for 2 SP, leaving you with 3 money).

Advance your barrel scoring token on the SP track to show your final score.

The player who has the most SP wins the game and earns the coveted title of Master Distiller! In case of a tie, the tied player who has the most money remaining is the winner. If there is still a tie, the tied players share the victory.

Slàinte Mhath!

Flavor Notes: *Slàinte Mhath* (pronounced “Slanj-a-va”) means “to your health” in Gaelic, and is often spoken when toasting a dram of whisky!

BOTTLE COLLECTION EXAMPLE: the Europe player has collected five bottles: three from Europe (scoring 4 SP), and at least one from three different regions (scoring 5 SP), for a total of 9 SP. Note: home region counts as Europe for the Europe player.



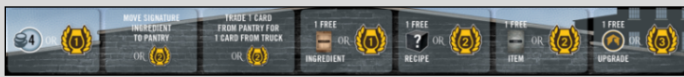
COMMONLY FORGOTTEN RULES: Running a distillery is hard work! It’s easy to forget a few rules from time to time. Here are some reminders from your fellow distillery owners:

- You can only purchase two cards from the basic market during each Market Phase.
- At the start of the Distill Phase you may trade only one of your cards for a basic ingredient of equal or lesser market cost from the basic market.
- It may seem strange, but you do not need to have an alcohol card left in the spirit stack when you distill. Your recipes only require certain sugars and barrel types.
- Remember to add one alcohol per sugar card in your washback when distilling.
- When a recipe has sugar types listed with a it means these sugars must not be in the final spirit stack.
- If a spirit has the aged icon, it must be aged for at least one round before it can be sold.
- If a spirit has the non-aged icon, it must be bottled and sold in the same round it is distilled.
- You only sell one spirit at a time, but you can sell another when the turn comes back to you.
- Remember to claim your money *and* spirit points when selling.

RUNNING OUT OF CARDS: The basic ingredient and item cards and the Alcohol cards are intended to be unlimited. If a basic ingredient or item card is unavailable for purchase, use another card as a stand-in, making note of which card was used to represent which other.

If there are no available Alcohol cards, remove them from aging spirits in all warehouses and add a coin on top of spirit stacks for each Alcohol removed this way. Players will receive these coins when they sell the aged spirit.

LABEL BONUSES



Ingredients, items, and upgrades earned with a label bonus can be of any market cost, from either basic or premium markets, and are put into play immediately.

Discarded cards go to their respective piles: Alcohol and basic ingredients go back to their piles, premium ingredients to the truck.

Cards claimed from the truck can be from anywhere in the discard piles, not just the top-most cards.

The label bonus is the only way to claim your signature ingredient.

Recipe cubes can be of any tier or market cost: bronze, silver, or gold.

TASTING FLIGHTS

Tasting flights provide you with customization and diversity to keep the play spirited. Each of the eight flights include seven spirits with different levels of prestige.

The first three flights (A, B, and C) are the most balanced and are recommended for use in most games. Others will mix up the gameplay and are intended for experienced players.

Flights are paired with distiller identities below: they provide a standard backup to these identities' signature recipes.

During setup, choose the tasting flight and then randomly deal each player two distiller identities paired with that flight.

TASTING FLIGHT PAIRINGS



Tasting Flight A

Distiller Identities:

America, Brazil, Jamaica, Canada
China, Korea, India, Australia
England, France, Scotland, Ireland

Tasting Flight B

Distiller Identities:

America, Mexico, Canada, Peru
Japan, India, Philippines, Scotland
Sweden, Ireland, Italy

Tasting Flight C

Distiller Identities:

America, Jamaica, Canada, Peru
Japan, Korea, India, France
Scotland, Sweden, Ireland

Tasting Flight D

Distiller Identities:

America, Mexico, Canada, India
Australia, Philippines, England, Italy
France, Scotland, Sweden, Ireland

SOLO MODE

Like all good inheritances, the distillery bequeathed to you by your eccentric relative comes with a number of challenges and restrictions that you must meet in order to take ownership of the property. In particular, you'll need to complete a "path" of goal cards, working from the bottom of the barrel up to the top, completing at least one card from each row. Each goal will either change the score you must achieve or provide you with an SP or money bonus.

SOLO SETUP

Follow the full game setup instructions as normal but with a few exceptions:

1. Separate the solo goals by type: A, B, and C. Shuffle each type separately and then, without looking at them, lay them out according to figure A.

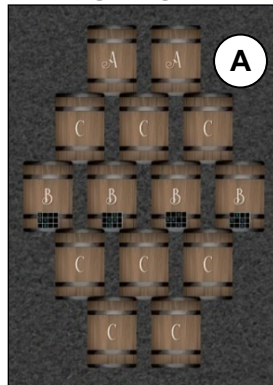
Row 5 (2 A goals)

Row 4 (3 C goals)

Row 3 (4 B goals)

Row 2 (3 C goals)

Row 1 (2 C goals)

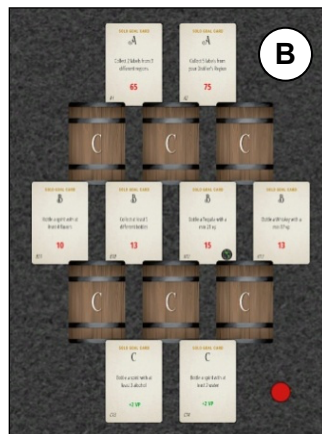


2. Shuffle the remaining B goal cards and place them face down beside the premium market.

3. Flip the cards in rows 1, 3, and 5 face up. Set one of the extra scoring tokens beside this display, like in figure B.

4. Choose your distiller identity from those paired with the chosen tasting flight.

5. Complete the setup as usual, except include all the spirit labels for Moonshine, Vodka, and all recipes on the tasting flight. Ignore the distillery goals and spirit awards.



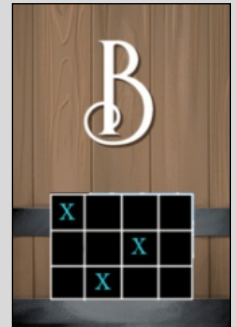
SOLO GAMEPLAY

The solo game plays over 7 rounds as normal, but with one modification to the market phase. At the end of each market phase, instead of the market cleanup, discard the top card from the leftover B goal stack to reveal the back of the next card. The chart on the back of the revealed card shows which ingredients, items, and distillery upgrades to discard to the truck, simulating the purchases of another player. This replaces the usual market cleanup.

PREMIUM MARKET DISCARD EXAMPLE

On each of the B goal backs is a chart representing the 3 rows of face up cards in the premium market.

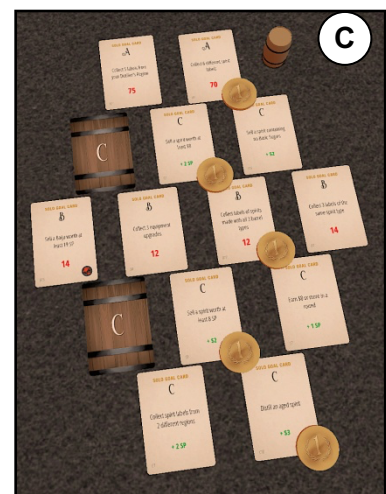
If this B goal was revealed you would discard to the truck the 1st distillery upgrade, the 3rd ingredient, and the 2nd item. Then discard the right most card in each row as usual and refill.



To win the solo game you must complete at least one goal from each of the 5 rows *and* meet or exceed the combined target score shown on the A and B goals you have completed.

For example, if you completed an A goal with a target score of 70, and a B goal with a target score of 12, you would need to score 82 SP or higher to win, as seen in figure C.

Start with the barrel marker next to row 1. This marker shows your active row. You may complete any goal card in your active row as long as it is immediately beside or above a completed goal card. At the beginning you may complete either goal in row 1.



You may complete any goal in the next row up from your active row as long as that goal is above a completed goal. When you do, move the barrel marker up to this row. You cannot complete goals below your active row.

To complete a goal, you must achieve the target shown on it. When you complete a goal, place a coin on it to mark your success, take any bonus money or SP provided by that goal, and then flip the two goals above it face up if they were not face up already.

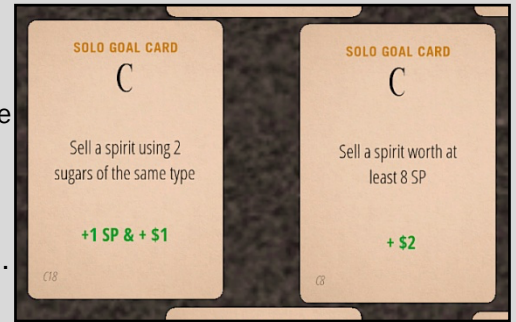
Completing goals is optional, so even if you achieve the target, you do not have to claim the goal if you don't want to.

Once per game, you may swap any 2 solo goal cards within the same row. If you do this, flip the solo swap card, which increases the target score by 5. Swapping can include face down goals, which will immediately flip face up if moved above a completed goal. If a swapped goal is already completed, after repositioning it flip any goals above it face-up.

Solo Goals come in four different categories:

- **Distill** goals require you to distill a certain kind of spirit. Distill goals may only be completed immediately after the spirit is distilled, and each spirit distilled can only be used to complete a single distill goal.
- **Sell** goals require you to sell a certain kind of spirit. Sell goals may only be completed immediately after the spirit is sold, and each spirit sold can only be used to complete a single sell goal. Using a spirit for one sell goal means you cannot use it to satisfy another.
- **Collect** goals require you to obtain certain things. For example, having certain distillery upgrades, bottles, or spirit labels (either on the bonus spaces or on top of a spirit stack in your warehouse). These goals can be completed at any point, as long as you meet their requirements.
- **Earn** goals require you to complete a certain achievement within a single round (for example, earning a certain amount of money in a round). These goals are completed at the end of any round in which you meet their requirements. Money and SP gained from other solo goals achieved that round count for earn goals.

SELL GOAL EXAMPLE: A player has just sold a Soju that included 3 grain sugars and scored 9 SP. They are up to row 2 of the solo goals and are now able to score either of the two goals pictured, but not both, as the Soju can only be used to complete a single Sell goal.



If you want to increase the difficulty of the solo game, use B goals in row 4 instead of C goals. For an even greater challenge, use B goals in rows 2 and 4 instead of C goals. In addition to using harder goals in these rows, these changes will raise the target score, as all B goals scored add to this.

CREDITS

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ROUND OVERVIEW



















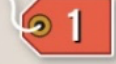


Start of Round

Perform any Start of Round actions on your distiller identity or distillery upgrade cards.

1. Market Phase
Acquire recipes, ingredients, items, and distillery upgrades.
2. Distill Phase
Distill a spirit using your ingredients, add a barrel, and claim a spirit label.
3. Sell Phase
Bottle and sell your spirits, score SP, receive money, and take label bonus
4. Age Phase
Age your spirits in your warehouse to add flavor and prestige.

End of Round

Check if spirit awards have been fulfilled, hold tastings, advance the round marker and pass the first player marker clockwise.

ICON GLOSSARY			
INGREDIENTS	WATER 	YEAST 	ALCOHOL 
	PLANT SUGARS 	GRAIN SUGARS 	FRUIT SUGARS 
ITEMS	BOTTLES 	BARRELS: WOOD 	METAL 
	CLAY 		
REGIONS	ASIA & OCEANIA 	EUROPE 	AMERICAS 
	DISTILLER'S REGION 		
GAMEPLAY	SPIRIT POINTS 	AGING 	FLAVORS 
	NOT ALLOWED 	MARKET COST 	SELL VALUE 
	DISTILLERY UPGRADES 	START of ROUND 