

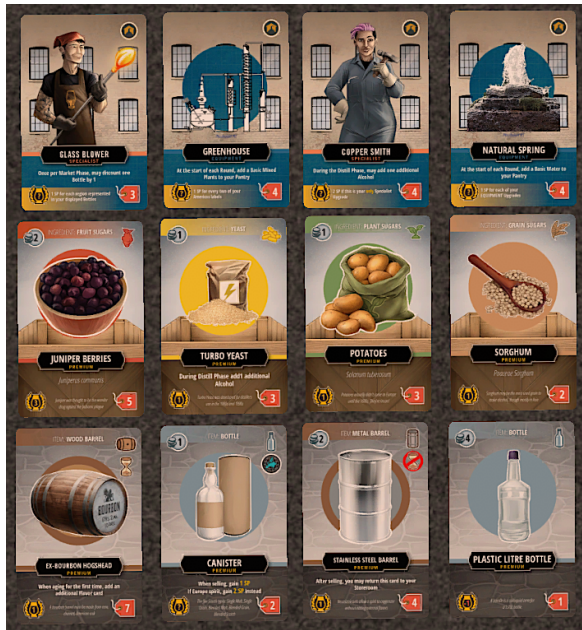
## Distilled First Taste

This walkthrough is intended for 2 to 5 players new to Distilled, at least one of which has read the rules. It will guide players through the first round of play to teach the basic phases of the game. For fewer than 5 players, use the distiller identities in order and return unused components to the box or their respective supply. We recommend the person most familiar with the rules reads the walkthrough aloud for the benefit of each player. It was designed to showcase a variety of mechanics and concepts. For solo play, information on the Aging phase and flavors, and additional rules explanations, consult the Distilled Rulebook.

### Setup (Pages 3-4 in the Rulebook)

Proceed with all setup steps described in the Distilled Rulebook as normal with the following exceptions: Use the premium market cards in the arrangement shown for the initial premium market, the distiller identity and distillery goals listed below, Tasting Flight A, and do not use any spirit awards. For the tutorial, each player is starting with an extra \$2 to purchase more from the premium market.

### First Taste Premium Market Setup



### Game Setup



## First Taste Player Setup

### PLAYER 1 (Joana Peri de Sousa—Brazil)

Joana Peri de Sousa (distiller identity)  
 Caninha Cachaça (signature recipe)  
 Sugarcane Juice (signature ingredient)  
 Yeast (basic ingredient)  
 Wealthy (distillery goal)  
 West Champion (distillery goal)  
 6 Money  
 First player token



### PLAYER 2 (Jeong Ji-Na—Korea)

Jeong Ji-na (distiller identity)  
 Andong Soju (signature recipe)  
 Sinica Rice (signature ingredient)  
 Water (basic ingredient)  
 Juvenile (distillery goal)  
 Close to Home (distillery goal)  
 3 Money



### PLAYER 3 (Swedish Distiller—Sweden)

Swedish Distiller (distiller identity)  
 Absolutely Aquavit (signature recipe)  
 Almond Potatoes (signature ingredient)  
 Water (basic ingredient)  
 Thirst for Knowledge (distillery goal)  
 Diverse Portfolio (distillery goal)  
 5 Money



**PLAYER 4 (Mother Mary—England)**

Mother Mary Genever (distiller identity)  
 London Dry Gin (signature recipe)  
 Dried Juniper Berries (signature ingredient)  
 Yeast (basic ingredient)  
 Water (basic ingredient)  
 Just Desserts (distillery goal)  
 Monarch (distillery goal)  
 5 Money



**PLAYER 5 (Sakai Sutan—Japan)**

Sakai Sutan (distiller identity)  
 Otsurui Shōchū (signature recipe)  
 Buckwheat (signature Ingredient)  
 Water (basic ingredient)  
 East Champion (distillery goal)  
 From the Earth (distillery goal)  
 4 Money



**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.

Explain to each player their Distillery Board, Recipe Clipboard, distillery goals, distiller identity and region, signature ingredient and recipe (pages 5-6).

Each round includes four phases: Market Phase, Distill Phase, Sell Phase, and Age Phase. First Taste teaches most of the core mechanics of the game by walking you through the first round.

**ROUND 1—<Start of Round Icon> Start of Round (Page 8 in Rulebook)**

Sakai [Japan]. Claim \$1 from the general supply because of your distiller identity’s power.

**ROUND 1—Market Phase (Page 8 in Rulebook)**

The Market Phase is when you will acquire the yeast, sugars, and water ingredients required for distilling your spirits, but also recipes, distillery upgrades, bottles, and barrels to earn more money and spirit points. Each player takes a turn purchasing a single card or cube in clockwise order starting with player 1.

As purchases are made from the premium market, slide the cards to the right to fill the gap and draw from that row's deck to refill the left-most slot. Players are only allowed two purchases from the basic market each round. Note: It's useful to place basic market purchases to the side of your player board to track how many times you've purchased from there each round. Ingredients purchased from the basic market will go in your pantry at the end of the phase.

### *First Purchase*

**Joana [Brazil].** Your distiller power favors a non-aged strategy and one of your goals requires you make Americas spirits <Americas region icon>. This round you will set yourself up to purchase a lot of premium bottles over the game and attempt to make Cachaça, one of the two available Americas spirits. For your first turn purchase the Glass Blower from the premium market for \$3. Place it in your distillery upgrades section on your player board. Remember to refill the premium market.

**Jeong [Korea].** You have goals to make the most non-aged spirits and also the most spirits from the same region. Later this round you will invest in a premium metal barrel which will add prestige to your non-aged spirits, and you will prepare to make your signature recipe next round. For your first turn purchase the Sorghum from the premium market for \$0 because of your distiller identity's discount. Place it in your pantry.

**Name [Sweden].** This round you will attempt to make your signature recipe, which requires Potatoes, because some are available to purchase in the premium market. Therefore, for your first turn purchase the Potatoes from the premium market for \$3. Place it in your pantry.

**Mary [England].** You have a very prestigious signature recipe, however as it requires at least 3 fruit ingredients it is not easy to make. This round you will set yourself up to make it in round 2, while also investing in a specialist upgrade that will add to the sell value of all spirits you make this game. For your first turn purchase Mixed Fruits from the basic market for \$1 because of your distiller identity's discount.

**Sakai [Japan].** You have a goal to make the most spirits from Asia & Oceania, therefore, this round you will attempt to make Soju, one of the two available Asia & Oceania spirits. As you do not start with any Yeast, for your first turn purchase the Turbo Yeast from the premium market for \$3. Place it in your pantry. This will add an extra alcohol to your spirits, reducing the chances of removing the all important sugars.

### *Second Purchase*

**Joana [Brazil].** Purchase the Plastic Liter Bottle from the premium market for \$0 because of the Glass Blower upgrade. Place it in your

storeroom. While it may not seem very prestigious, it will definitely make you money!

**Jeong [Korea].** Purchase Yeast from the basic market for \$0 and gain \$1 from the Yeast card's ability.

**Name [Sweden].** Purchase the Canister bottle from the premium market for \$2. Place it in your storeroom. This will gain you additional points when you sell your spirit.

**Mary [England].** Purchase Mixed Grains from the basic market for \$0.

**Sakai [Japan].** Purchase Mixed Grains from the basic market for \$0.

#### *Third Purchase*

**Joana [Brazil].** Purchase Mixed Plants from the basic market for \$1.

**Jeong [Korea].** Purchase the Stainless Steel Barrel from the premium market for \$4. Place it in your storeroom.

**Name [Sweden].** Purchase Water from the basic market for \$0 and gain \$1 because of your distiller identity's bonus.

Note: Feel free to use the Water's ability to reveal a card from any of the premium market decks, but do not purchase anything. Return it to the bottom of the deck.

**Mary [England].** Purchase the Coppersmith from the premium market for \$4. Place it in your distillery upgrades section on your player board. This will provide a special power for the rest of the game.

**Sakai [Japan].** Purchase Mixed Grains from the basic market for \$0.

#### *Fourth Purchase*

**Joana [Brazil].** Purchase Water from the basic market for \$0.

Note: Feel free to use the Water's ability to reveal a card from any of the premium market decks, but do not purchase anything. Return it to the bottom of the deck.

**Jeong [Korea].** Purchase Mixed Grains from the basic market for \$0.

**Name [Sweden].** Purchase Mixed Plants from the basic market for \$1.

**Mary [England].** Having been to the basic market twice and spent all your money, pass your turn.

**Sakai [Japan].** Purchase a bronze cube from the recipe board for \$2. Place it next to the Soju recipe on your recipe checklist. Now you have unlocked the Soju recipe and can make it as many times as you want, providing you meet the recipe requirements.

#### *Fifth Purchase*

**Joana [Brazil].** Purchase a bronze cube from the supply for \$2. Place it next to the Cachaça recipe on your recipe checklist. Now you have unlocked the Cachaça recipe and can make it as many times as you want, providing you meet the recipe requirements.

Each player then passes.

#### *Cleanup Step*

After every player has passed, place the rightmost card from the premium market rows into the truck, slide the rest to the right, and fill in the empty spots with the top cards from each premium market deck. In two player games, discard the two rightmost cards from each premium market row. This will help keep the premium market fresher for that player count.

### **ROUND 1—Distill Phase (Page 9 in Rulebook)**

The Distill Phase is when you will combine yeast, sugars, and water into your washback on the left-most side of your Player Boards to distill your spirits. Yeasts eat the sugars to produce alcohol. Since your aim should be to distill one spirit each round to grow your distillery, you'll want to ensure you have at least one yeast, sugar, and water each round. The trade step will help.

#### *Trade Step*

Now is a good opportunity for each player to make sure they have the required ingredients to distill by checking their pantry for one of each ingredient type. If, as is the case with Name [Sweden], they lack a key ingredient, they can trade one card from their pantry or storeroom for a basic ingredient of equal or lesser value. Name [Sweden] should trade their second Water for a Yeast to be able to distill this round. Because the Yeast was obtained by trade rather than purchased, Name [Sweden] does not claim \$1 from the Yeast card's ability. Trading is also useful to help strategize distilling future spirits.

#### *Fill Washbacks*

**Joana [Brazil].** Try to distill Cachaça with your Yeast, Mixed Plants, and Water.  
Add one Alcohol card for each card in the central slot of your washback.

**Jeong [Korea].** Try to distill Vodka or Moonshine with your Yeast, Sorghum, Mixed Grains, and Water.  
Add two Alcohol cards: one for the Mixed Grains and one for the Sorghum.

**Name [Sweden].** Try to distill your signature recipe with your Yeast, Mixed Plants, Potatoes, and Water.

Add two Alcohol cards: one for the Mixed Plants and one for the Potatoes.

**Mary [England].** Try to distill Vodka or Moonshine with your Yeast, Mixed Grains, and Water, saving your Mixed Fruits in the pantry. Add one Alcohol card for the single card in the central slot of your washback, and another for the Coppersmith upgrade.

**Sakai [Japan].** Try to distill Soju with your Turbo Yeast, two Mixed Grains, and Water. Add three Alcohol cards: one for each of the Mixed Grains and one for the Turbo Yeast's special ability.



*Create Spirit Stack*

Once the washbacks are full, each player shuffles the contents of their washback together into a face-down deck, called the spirit stack.

Remove the first and last card of your spirit stack, returning them to your pantry (even alcohol cards). These will be available to use again next round.

*Reveal Distillations*

Vodka if any sugars remain in the stack, or Moonshine if there are no sugars remaining. Or, a purchased or signature recipe if its sugar requirements are met.

**Joana [Brazil].** If your Mixed Plants remain in the stack, you've made Cachaça; otherwise you've made Moonshine.

**Jeong [Korea].** If either your Sorghum or Mixed Grains remain in the stack, you've made Vodka; if neither remain, you've made Moonshine.

**Name [Sweden].** If your Mixed Plants and Potatoes both remain in the stack, you've made your Signature Recipe! If one remains, you've made Vodka. If neither remains, you've made Moonshine.

**Mary [England].** If your Mixed Grains remains in the stack, you've made Vodka; otherwise you've made Moonshine.

**Sakai [Japan].** If both your Mixed Grains remain in the stack, you've made Soju. If one remains, you've made Vodka. If neither remains, you've made Moonshine.

*Add Barrels*

Each player distilled a spirit requiring a metal barrel. Add your starting Metal Barrel card from your storeroom to your spirit stack. Jeong [Korea] should use the Stainless Steel Barrel instead, which will provide you with extra money and points in the next phase.

*Claim Labels*

Each player takes the appropriate spirit label from the label board or their recipe clipboard if they distilled their signature recipe, and places it on their spirit stack.

**ROUND 1—Sell Phase (Page 11 in Rulebook)**

The Sell Phase is when you sell your spirits for money and earn spirit points and claim bonuses from spirit labels. Because each player distilled an unaged spirit, they must sell their spirits this round.

*Add Bottles*

Each player adds a bottle from their storeroom to their spirit stack. Joana [Brazil] should use the Plastic Liter Bottle. Name [Sweden] should use their Canister bottle. All other players must use their starting Glass Bottle.



*Claim Money*

Each player counts the total sell value <Money Icon> of the spirit stack and claims that much money, making sure to include:

- The value of the bottle.
- The value of the barrel.
- The value listed on each ingredient in the stack.
- The value of the recipe (1 for Vodka or 2 for Moonshine).
- Any distiller identity bonus (Joana [Brazil] gains \$1 for selling an non-aged spirit).

*Claim Spirit Points*

Each player counts the total spirit points <SP Icon> of the spirit stack, making sure to include:

- The amount listed on the recipe (2 for Vodka or 1 for Moonshine).
- The amount listed on any of the ingredients.
- The amount listed on any of the items.
  - Note: Name [Sweden]'s spirit is a Europe spirit even if it's Vodka or Moonshine because those are tied to the distiller's region, as shown on the recipe <Home Region Icon> and so benefits from the increased bonus from the Canister bottle.
  - Note: Joana [Brazil] subtracts 1 SP for the Plastic Liter Bottle. After all, it is plastic!

Each player advances their player barrel on the Spirit Track equal to the spirit points earned.

*Claim Label Rewards*

In turn order, each player places their spirit label on their distillery board to claim a label bonus. Typically, players are free to choose whatever label bonus they want. For the purposes of First Taste, we have suggested specific bonuses. Be sure to refresh the premium market after claiming cards there.

**Joana [Brazil].** Claim a distillery upgrade and choose the Greenhouse to help make more Cachaça and, later, Rum.

**Jeong [Korea].** Claim your signature ingredient and move it to your pantry to help distill your signature recipe next round.

**Name [Sweden].** Claim your signature ingredient if you failed to make your signature recipe this round, as this will improve your chances for a second attempt, otherwise claim the \$5 bonus.

**Mary [England].** Claim the Free Ingredient bonus if the Juniper Berries or another a premium fruit is in the market, otherwise claim the truck bonus and discard a low-value ingredient (not the Mixed Fruits) from your pantry for the Juniper Berries in the truck. Either card will contribute to making Gin next round.

**Sakai [Japan].** Claim a Free Item to take a premium clay barrel if one is available, otherwise claim your signature ingredient. The barrel will help you make your signature Shōchū recipe in a future round.

*Return Spirit Stack Contents*

Each player then returns the contents of their spirit stacks to the appropriate piles:

- Starting items are returned to the storeroom, as is Jeong [Korea]'s Stainless Steel Barrel.
- Basic ingredients are returned to their basic market piles.
- Alcohol cards are returned to the Alcohol deck.
- Premium bottles are displayed next to your distillery board as part of your bottle collection. These cannot be used again but will be worth additional points at the end of the game.
- Premium ingredients are discarded to their appropriate pile on the truck.

**ROUND 1—Age Phase (Page 12 in Rulebook)**

The Age Phase is when you place your spirits requiring aging <Aging Icon> into your warehouse where they will mature and add flavor. Since nobody is aging a spirit this round, skip this phase. When the first person ages a spirit, consult the steps of this phase in the rulebook.

**ROUND 1—End of Round**

Congratulations! You've finished your first round of Distilled. Pass the first player token clockwise. Advance the round marker.

**ROUND 2—<Start of Round Icon> Start of Round**

Joana [Brazil]. Claim a Mixed Plants from the basic market because of your Greenhouse upgrade.  
Sakai [Japan]. Claim \$1 from the general supply because of your distiller identity's power.

**ROUND 2—Suggested Strategies**

**Joana [Brazil].** Try to profit off unaged spirits so you can later afford to obtain (in the Market Phase or with a label bonus) the Rum recipe. Cachaça and Rum both benefit from plant sugars and work toward your West Champion goal. Selling two spirits in the final round, including one from your warehouse, will help you achieve your Wealthy goal.

**Jeong [Korea].** With your reusable Stainless Steel Barrel and signature ingredient, try to distill your signature recipe. The barrel will help you work toward your non-aged spirit goal while generating revenue to distill premium Asia and Oceanic spirits.

**Name [Sweden].** Consider purchasing a new bronze recipe to work on making a new spirit each round for your distillery goals. Use your distiller's bonus to ensure you can always focus on getting the ingredients each new recipe requires. If you successfully distilled your signature recipe, you can still claim and use your signature ingredient to distill another spirit requiring plants in a later round.

**Mary [England].** With your saved Mixed Fruits and either the Juniper Berries or a premium fruit, you can purchase the Gin recipe, which will contribute towards both of your goals. If you have Juniper Berries, it's possible to try to distill your signature recipe instead, using the Gin recipe as a backup.

**Sakai [Japan].** If you claimed your signature ingredient, purchase a basic Clay Barrel and try to distill your signature recipe. Otherwise, you might try to distill another Soju and claim your signature ingredient next round to make use of your premium barrel.

### Continuing Play

We hope you enjoyed your first taste of Distilled. As you continue your first game we encourage you to refer to the Rulebook for questions on the Aging phase, flavors, and additional rules explanations. *Slàinte Mhath!*

<h3>SEQUENCE OF A ROUND</h3> <p>Perform Start of Round  Effects</p> <ol style="list-style-type: none"> <li><b>Market Phase</b> <i>End of Market Phase</i> Discard last card in Premium Market rows to Truck and refresh</li> <li><b>Distill Phase</b></li> <li><b>Sell Phase</b></li> <li><b>Age Phase</b></li> </ol> <p><i>End of Round</i></p> <ul style="list-style-type: none"> <li>Check for fulfilled Spirit Awards</li> <li>If did not sell, hold Tastings (optional) UP TO:  =  4</li> <li>Move round marker forward</li> <li>First player moves clockwise</li> </ul>	<h3>PHASE BREAKDOWN</h3> <ol style="list-style-type: none"> <li><b>Market Phase</b> (in player order)             <ul style="list-style-type: none"> <li>Purchase 1 card or cube from Markets and refresh, going around the table multiple times until all pass.</li> <li>Limit of 2 cards from the Basic Market per round, per player.</li> </ul> </li> <li><b>Distill Phase</b> (concurrent)             <ul style="list-style-type: none"> <li>Place cards in distillery, make spirit, place in barrel, and in player order, claim spirit label.</li> </ul> </li> <li><b>Sell Phase</b> (in player order)             <ul style="list-style-type: none"> <li>Use  to sell  spirits distilled this round and/or  from Warehouse.</li> <li>Score  &amp;  and choose Spirit Label bonus</li> </ul> </li> <li><b>Age Phase</b> (in player order)             <ul style="list-style-type: none"> <li>Place  spirits distilled this round in Warehouse. Add 1  to each spirit in Warehouse.</li> </ul> </li> </ol>	<h3>ICON GLOSSARY</h3> <table border="1"> <tr> <th rowspan="3">INGREDIENTS</th> <td>WATER </td> <td>YEAST </td> <td>ALCOHOL </td> </tr> <tr> <td>PLANT SUGARS </td> <td>GRAIN SUGARS </td> <td>FRUIT SUGARS </td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <th rowspan="2">ITEMS</th> <td>BOTTLES </td> <td>BARRELS: WOOD </td> <td>METAL </td> <td>CLAY </td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th rowspan="2">REGIONS</th> <td>ASIA &amp; OCEANIA </td> <td>EUROPE </td> <td>AMERICAS </td> <td>DISTILLER'S REGION </td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th rowspan="4">GAMEPLAY</th> <td>SPIRIT POINTS </td> <td>AGING </td> <td>FLAVORS </td> <td>NOT ALLOWED </td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>MARKET COST </td> <td>SELL VALUE </td> <td>DISTILLERY UPGRADES </td> <td>START OF ROUND </td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table>	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 				
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### Credits

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