

# DISTILLED

RULE BOOK



A spirited strategy game of crafting spirits  
in an up-and-coming distillery, for 1–4 players



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## 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.

### Customizable Game Experience:

The rules presented are for the full version of Distilled. There is also a shorter, lighter version that removes some of the additional complexity.

*The reverse sides of some boards have fewer locations for rounds, labels, or recipes to support the lighter version. When in doubt, always use the side with more symbols/locations.*



# COMPONENTS



4 Double-sided Distillery Boards



9 Distiller Identity Cards



9 Signature Recipe Cards



9 Signature Ingredient Cards



20 Distillery Goal Cards



66 Basic Market Ingredient / Item Cards



36 Premium Market Ingredient Cards



8 Starting Item Cards



30 Premium Market Item Cards



26 Distillery Upgrade Cards



50 Alcohol Cards



40 Flavor Cards



20 Spirit Award Cards



8 Player Reference Cards



44 Solo Goal Cards



4 Double-sided Recipe List Cards



44 Money Tokens (1, 5, 10 value)



1 Two-piece Truck Board



1 Two-piece Basic Market board



1 First Player Marker and 1 Round Marker Barrel



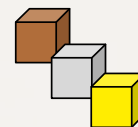
1 Double-sided Spirit Point and Round Track



1 Double-sided recipe and label board



52 Spirit Label Tokens (includes 4 'signature recipe' spirit labels)



28 Bronze, Silver, and Gold Cubes



4 Barrel Scoring Tokens



## GAME SETUP

1. **Spirit Point and Round Track:** Place the spirit point and round track on the table with the 7 round side face-up. Place a barrel 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. Place a 'signature recipe' spirit label for each player color in the designated space.
2. **Basic Market:** Assemble the two-piece basic market board, and lay out the basic ingredient and item cards into 7 face-up piles as shown. This creates the basic market.
3. **Premium Market:** Shuffle each of the three decks of premium item cards, premium ingredient cards and distillery upgrade cards, 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.
4. **Truck:** Place the truck cab and trailer board beside the premium market. This is where discarded cards from the premium market are placed.
5. **Flavor and Alcohol Cards:** Shuffle the flavor cards and place them face-down beside the market. Place the alcohol cards face-up beside them.

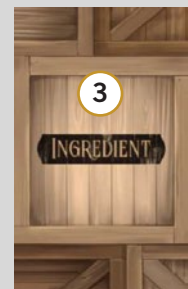


6. **Recipe and Label Board:** Place the recipe and label board on the table and place all the bronze, silver, and gold cubes in piles on their spaces.
7. **Spirit Labels:** Place the spirit label tokens pictured on the recipe list in **separate** face-up stacks on a shelf space of the recipe and label 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.*
8. **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.
9. **Money:** Place the money tokens within easy reach of all players to create a General Supply.



Recipe List

**Note:** Multiple types of cards in the game have this **INGREDIENT** back, including basic ingredients such as water, yeast, and mixed sugars, as well as alcohol, authentic sugars, and all sugars found in the premium market.





## PLAYER SETUP

- Distillery Board:** Give each player a distillery board to place in their player area with the side showing seven label bonuses at the top face up.
  - Recipe List:** Give each player a recipe list card to place next to their distillery board.
  - Player Reference Cards:** Give each player one of each of the two reference cards.
  - 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.
  - Distiller Identities:** Shuffle the distiller identity cards and deal two to each player. Return any remaining cards to the box.
  - 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 marker, or give it to whoever last visited a distillery.
- 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 and signature ingredient stated on the distiller identity card, placing them 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 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 barrel and claim 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 marker 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 at a 5:1 money:SP ratio

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 spirits currently being aged. You can age a maximum of two spirits at a time.
- 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.



### IMPORTANT:

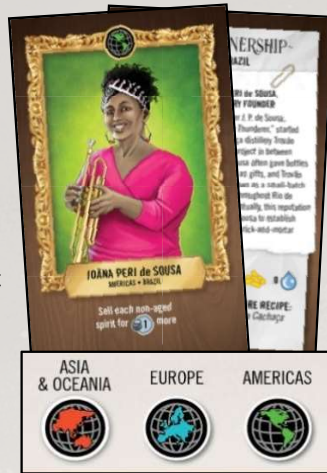
Signature Recipe labels do not count towards Distillery Goals.



## 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.



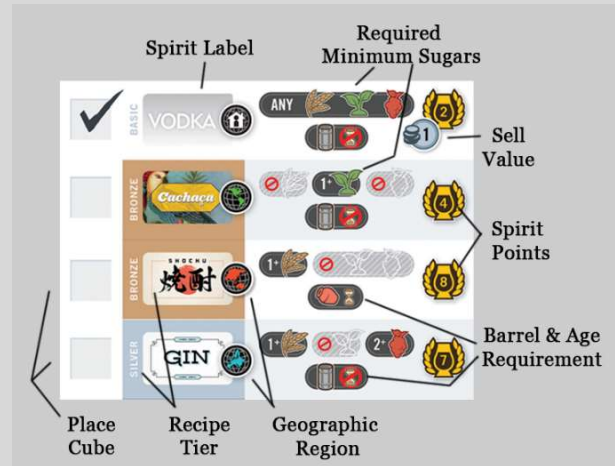
When an aged signature recipe states a number of flavor cards, this is the minimum number of flavors required before it can be sold.




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, but *any* version of that ingredient will do. For example, you could acquire a Sugarcane from the market and use it to distill Caninha Cachaça.

**RECIPE LISTS** 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.



The recipe list shows the required type and minimum quantity of sugar needed to distill that spirit. **Sugars with a  cannot be used for 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 price 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 sale price of your spirits.



**DISTILLERY UPGRADE** cards 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 that you may use once per round.

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 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.

# GAMEPLAY

## 1. MARKET PHASE

In this phase you will take turns, starting with the current first player, to purchase any of the following:

- Recipe cubes.
- Basic ingredient or item cards from the basic market.
- 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 list card.
- 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.

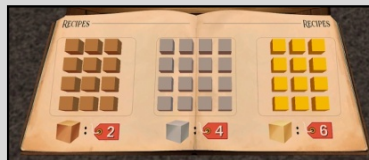
Immediately after purchasing a face up card from the premium market, refill the market by first sliding cards to the right to fill in the gap you created, then drawing a new card from the deck to fill the leftmost space. If any of the market decks run out, reshuffle all cards of that type from the truck 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, placing them 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 recipe list, first check which tier it is on your recipe list (Bronze, Silver, or Gold) and then pay the price shown on the recipe market board 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 on the square to the left of the Whiskey recipe on your recipe list.



You begin the game knowing how to make Moonshine and Vodka, 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.



**Yeast:** immediately gain 1 money



**Water:** look at the top card of any market deck. 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 in 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 cards for a card of equal or lesser value 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.

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.

In order 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.

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 three steps to distill a spirit (example on next page):

1. Add one alcohol card to your washback for each sugar card in your central spot of your washback
2. Shuffle all cards in your washback together to form a face-down spirit stack
3. Remove 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 match the requirements of one of the recipes you have learned (including matching the barrel requirement), 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.

**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.

As all the cards in the washback are used, you can only distill one spirit per round.

***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 fruit 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).



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



**GIN** requires at least one grain, at least two fruit and a metal barrel. If you are missing any of these requirements, or if you have included any 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, and it is from the Europe region. This is important for some awards and goals.

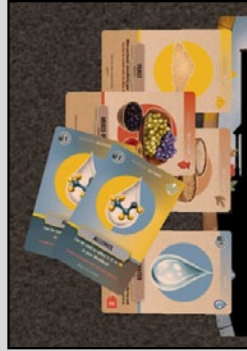


Signature recipes don't have a unique label and use the generic label of the player's color. Therefore they do not count towards the awards or goals.



**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.



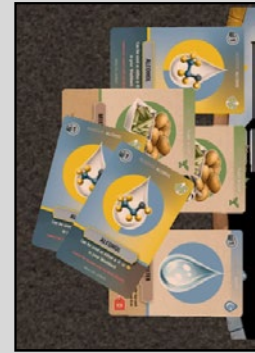
The remaining cards make up the spirit stack, which determines what they have distilled:



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 a metal barrel to hold it, and take a vodka label from the supply.

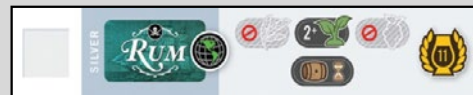
Since vodka cannot be aged, the player must sell it in the next phase.

**RUM:** At the beginning of the distill phase, the player plans to make Rum as they have bought a wood barrel and their washback contains one alcohol, two plant sugars, and one water, so they add two alcohol to it.



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 Cachaça, 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 Cachaça 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 prestige.

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



If a spirit 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.



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.

Selling is performed in turn order 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, and so on.

Follow these steps to sell a spirit (example on next page).

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 and Vodka 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 these to your storeroom.
6. Place premium market bottles 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, and flavor cards to a flavor discard pile

You may also sell any spirits that you have aged in your warehouse in previous rounds, following the same steps above.

**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.



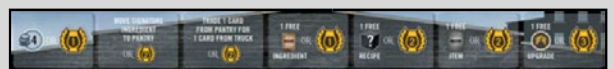
**AGED SPIRIT FLAVOR BONUS:** Aged spirits receive flavor cards each time they are aged in the Age Phase. When sold, these flavor cards add the following additional SP to the spirit based on the number of flavors present.



The longer you leave your spirits ageing 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 you will need to make.

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 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 four face up cards (you cannot draw from the deck). 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.

You can have more than one of the same spirit label.

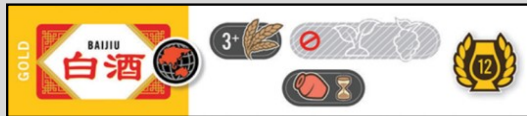
## SELL PHASE EXAMPLE

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



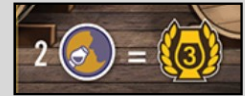
They choose to bottle it in a ceramic bottle from their storeroom. The aging process added two flavor cards: tobacco and smoky.

Then they receive 10 money from this Baijiu (1 each from rye, water and alcohol, 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.



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, which they immediately obtain.

After that, they return all alcohol cards and basic ingredients to the basic market. The clay barrel and 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.

**To age a spirit you distilled this round follow these three steps:**

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

**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 through the aging process. They provide varying levels of money (between zero and three) as well as bonus SP when the 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.



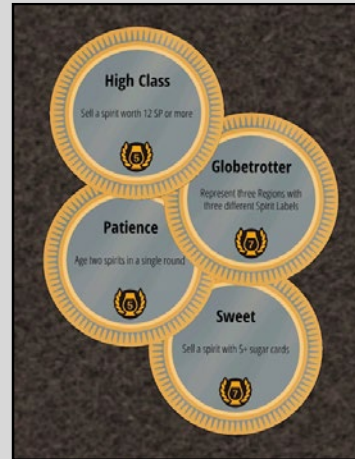
## END OF ROUND

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

- **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 marker** 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.



**IMPORTANT:**  
Signature Recipe labels do not count towards Spirit Awards.



*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. 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.
3. Finally, 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.



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, paying 1 money to gain 1 SP, advancing their barrel scoring marker on the SP track immediately.

## 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.

**IMPORTANT:** As you are not selling the spirit you will not receive the Aged Spirit Flavor Bonus SP, nor will you receive any money

- For your **bottle collection** next to your distillery board.

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</i> different regions, score 5 SP	

- From any **distillery upgrades** with a SP value.
- For each **distillery goal** you have achieved.  
*Reminder: signature recipe spirit labels do not count towards distillery goals.*
- 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 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.



**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 card of equal or lesser value 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 in your washback when distilling.
- When a recipe has sugar types listed with a , it means these sugars must not be in the final distillation.
- If a spirit has the aged icon, it must be aged for at least one round before it can be sold. 
- If a spirit does not have the 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.
- Signature recipes that are aged have a minimum number of flavors required - between 1 and 3. This must be met before you can sell the spirit (this does not prevent it from scoring points at game end if still aging in warehouse).
- Remember to claim your money *and* spirit points when selling.



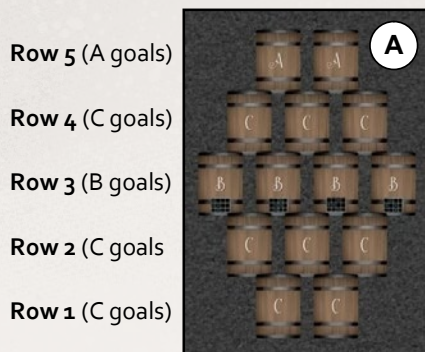
## SOLO MODE

*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 / money bonus.*

### SOLO SETUP

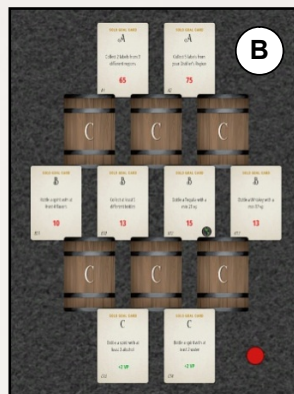
Follow the full game setup instructions as normal but with a few exceptions:

1. Choose your distiller identity first from the full deck of identities (either randomly or pick any one you like). This is important for the steps that follow.
2. Take the solo goal cards and remove any with a region icon that does *not* match your distiller identity's region.
3. Separate the remaining goals by type: A, B, or C. Shuffle each type separately and then, without looking at them, lay them out according to diagram A:



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

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



6. Complete the setup as usual, except include all the spirit labels, remove the Drone Cameras distillery upgrade, and ignore the distillery goals and spirit awards.

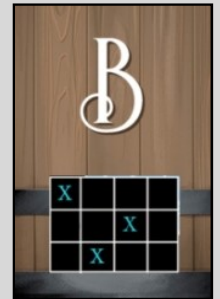
## SOLO GAMEPLAY

The solo game plays over 7 rounds as normal, but with one modification to the market phase. At the end of each market phase, before 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 this card shows you which additional ingredients, items, and distillery upgrades to discard to the truck, simulating the purchases of another player. Then perform the market cleanup as usual.

### 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.

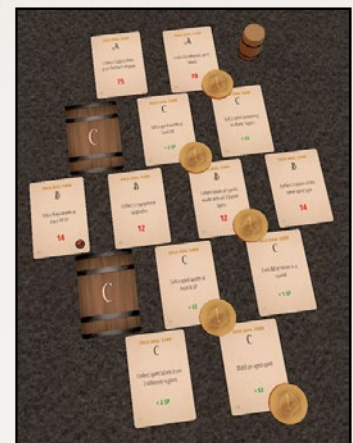
If this B goal was revealed you would discard to the truck the 1<sup>st</sup> distillery upgrade, the 3<sup>rd</sup> ingredient, and the 2<sup>nd</sup> item. Then discard the right most card in each row as usual and refill.



**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 at least 82 SP to win.

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 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 and then flip the two goals above it face-up, if they were not face-up already. Also take any bonus money or SP provided by that goal.

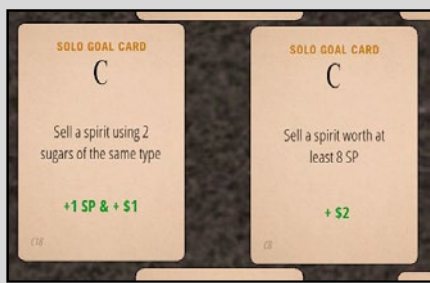
Completing goals is optional, so even if you achieve the target for a goal, you do not have to claim it if you don't want to.

Once per game, when you claim the left-most spirit label bonus, you may also swap any 2 solo goal cards within the same row. This can include face down goals.

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 if you use a spirit to complete a distill goal, you cannot use it to complete a sell 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.
- **Collect** goals require you to obtain certain things on your distillery board (for example, having certain labels or distillery upgrades). 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.

**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.

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 
	MARKET COST 	SELL VALUE 	DISTILLERY UPGRADES 
	NOT ALLOWED 	START of ROUND 	



PROUD TO BE A FINALIST:  
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# DISTILLED

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