

DISTILLED

A SPIRITED STRATEGY GAME



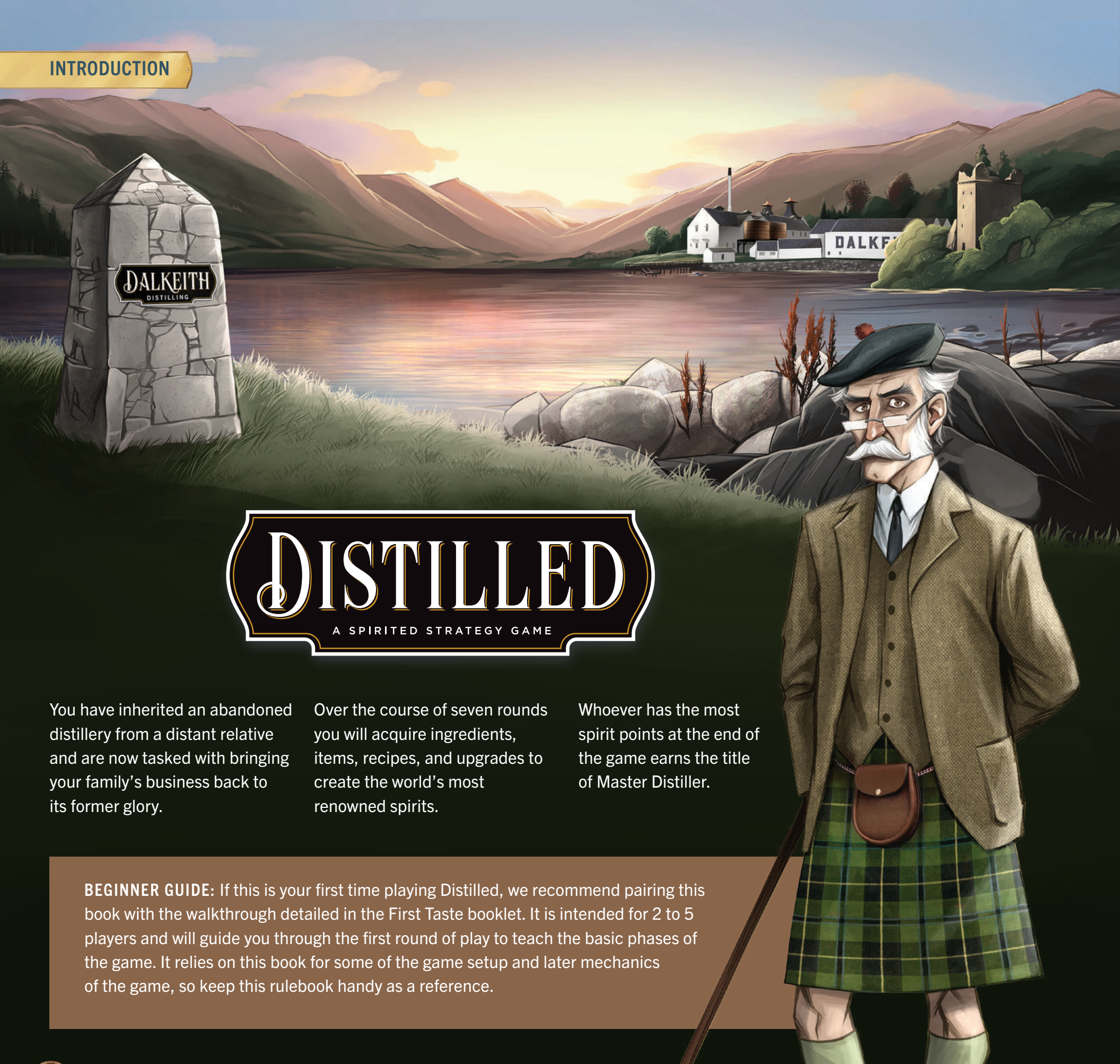
DISTILLED
RULEBOOK

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



PAVERSON
GAMES



DISTILLED

A SPIRITED STRATEGY GAME

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 you 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.



5 Distillery Boards



18 Distiller Identity Cards



18 Signature Recipe 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



5 Player Reference Cards



47 Solo Goal Cards & 1 Solo Goal Swap Card



5 Dual-Layered Recipe Clipboards & 20 Double-Sided Recipe Tasting Flights



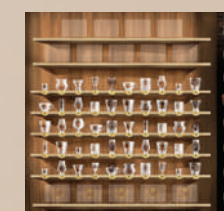
59 Money Tokens (1, 5, 10 value)



1 Truck Board & 1 Basic Market Board



1 First Player Token & 1 Round Marker Barrel



1 Shelf Board



5 Double-Sided Score Modifier Tokens



85 Spirit Label Tokens



37 Wooden Bronze, Silver, and Gold Cubes



5 Player Scoring Tokens



GAME SETUP

- Shelf Board:** Place the shelf board on the table. It holds spirit labels and tracks rounds and spirit points. 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 within reach. 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 pages 18–19 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 at the top of the shelf 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.



PLAYER SETUP

- Distillery Board:** Give each player a distillery board to place in their player area along with the score modifier token of matching color.
- Recipe Clipboard:** Give each player a recipe clipboard to place to the right of their distillery board. Place the chosen tasting flight card 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. They are private and one will be discarded after the third round. 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 those paired with a chosen tasting flight. For example, for Tasting Flight A use: America, Brazil, Jamaica, Canada, China, Korea, India, Australia, England, France, Scotland, Ireland (see pages 18-19 for pictures of the paired identities).

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. Place the ingredients in their pantry on their distillery board.
 - 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.



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

The Master Distiller is the person in charge of spirit-making. At large distilleries, this person may not be running the still at all times, but is making key decisions about ingredients, timing, and other details. They are the Executive Chef of the distilling kitchen!

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:

- Market Phase**
Acquire recipes, ingredients, items, and distillery upgrades.
- Distill Phase**
Distill a spirit using your ingredients, add a barrel, and claim a spirit label.
- Sell Phase**
Bottle and sell your spirits, score SP, receive money, and take label bonus.
- 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.

The washback (F) is the container where the yeast, sugars, and water ferment before distillation. These giant barrels are sometimes over 20 feet deep!

DISTILLERY BOARDS

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

- The office holds your distiller identity card.
- Three spaces for your distillery upgrades.
- The pantry holds your ingredients.
- The storeroom holds your items (barrels and bottles).
- The warehouse holds up to two spirits being aged.
- 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.
- When you sell a spirit you are able to place its label on one of these seven spirit label bonus spaces.



DISTILLERY GOALS provide you with three secret objectives that you can attempt to complete to score additional spirit points at the end of the game. After three rounds, players will discard one of the three and keep the remaining two. 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 Joana uses a Skull Bottle, it will count as an Americas bottle at the end of the game for the bottle collection.

For gameplay, we're interpreting the more general neutral spirits as easier to make (Vodka and Moonshine). The signature recipes are more authentic, so we've chosen spirits that do have specific ingredients required, but some creative license was needed at times.

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 at least one of a specific ingredient. This could be either your signature ingredient or a premium ingredient.



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.

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.



While we've tried to preserve many real-world elements in the game, we have designed the game for strategy and play. For example, the greatest portion of spirits we drink today are made from grains and grapes. We've created fruit as a larger category, and a plant category to capture everything else (sugarcane, agave, and even some spice).

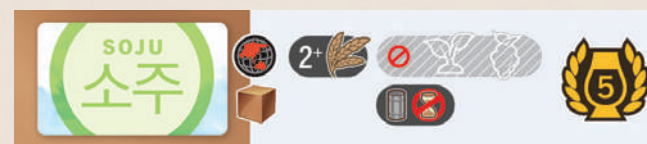
RECIPES represent the knowledge needed to craft spirits. At the start of the game, you only know how to make Moonshine, Vodka, and your signature recipe.

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.

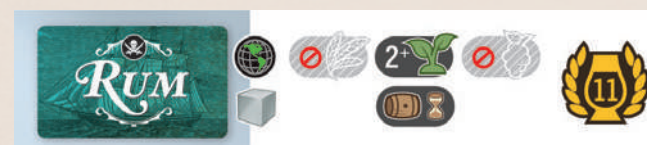


Each recipe shows the required type and *minimum quantity* of sugar needed to distill that spirit. **Sugars with a cannot be included in the spirit.**

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 & 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 spirit points 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 spirit points 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, they produce 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 a 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 also count toward end game scoring as part of your bottle collection.



A distillery is at its heart a fusion of technical and creative expertise. Distillery Upgrades are a way to give your distillery a unique flavor, through both personnel and equipment.



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 competing powers that trigger at the same time, resolve them in turn order.



GAMEPLAY

Resolve any start of round powers from distillery identities or distillery upgrade cards, using turn order if any compete. 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.

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 an 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.

WHISKEY or WHISKY? It depends on where you live! While most of the world spells it without an 'e' (whisky), the USA and Ireland tend to spell it with an 'e.' We've tried to respect both spellings, as you'll see on either side of the whisk(e)y spirit label!

BASIC YEAST AND WATER: These 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, Alcohol, and starting items 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 instead of or alongside those ingredients. 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 the 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. *see example on p. 12*

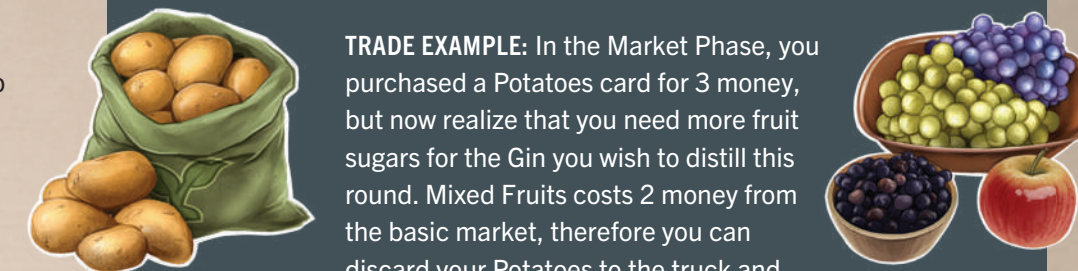
Reveal the remaining cards in the spirit stack: this is the result of your distillation. If these cards, with the appropriate barrel, match the requirements of one of the recipes you know, you have successfully distilled that spirit! If you match the requirements of two or more recipes, you must choose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

Nearly all spirits in the world are created from three base ingredients: yeast, water, and some sort of sugar. The yeast consumes the simple sugars and produces ethanol and carbon dioxide.

Distilleries remove the first parts of the liquid that comes out of the stills, which are called the "heads" or "foreshots." These lighter alcohols are poisonous and must be "cut" out. The central and largest portion—the heart—is what makes the spirit. At the end of distillation, the unpleasant flavors—the "tails" or "feints"—are also cut out. Both the heads and tails of the run are then re-used in future distillations.



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.



For gameplay, we've simplified the gin-making process. To make actual gin, you would need a neutral spirit (vodka) made from any sugar, and flavor it with juniper berries and other botanicals.

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 point 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. Their label is on the reverse side of their recipe token.

DISTILL PHASE EXAMPLE: 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:



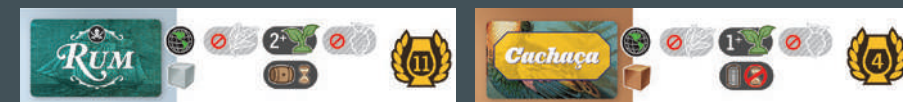
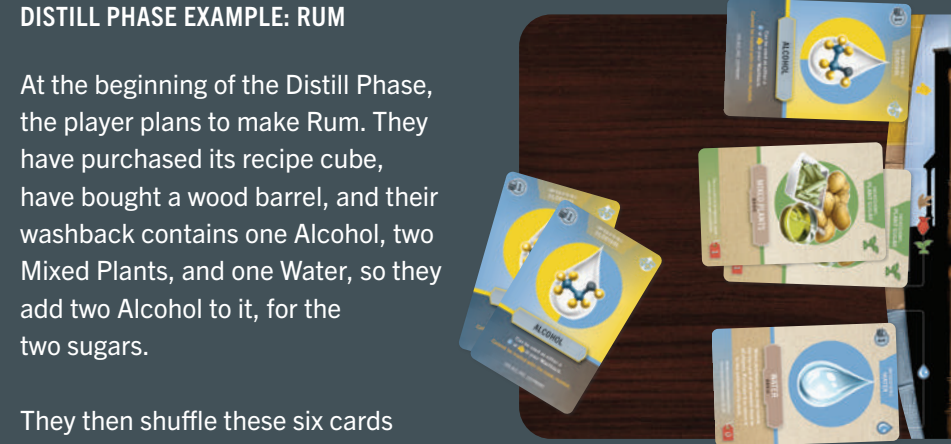
They reveal their spirit stack to the table and check their recipes. Since this stack has at least one sugar (from the Mixed Grains or Mixed Fruits), they have distilled Vodka. They add their starting Metal Barrel to hold it and take a Vodka label from the supply.

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

DISTILL PHASE EXAMPLE: 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 Cachaça, which only requires one plant sugar (otherwise they'd have to make 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.

is used to denote either sell value or money more generally. Where it symbolizes having, acquiring, or discounting money, it will include language saying so in addition to the icon. Where it exists on its own, it denotes sell value.

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**, you cannot age it and **MUST** sell it this round.

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

Most new distilleries make non-aged spirits in order to bring in quick income, while others are aging in the warehouse.

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: (see example on page 14)

- Lay out the entire spirit stack, including the barrel and any flavor cards, and add a bottle from your storeroom to this stack.
- 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.
- 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 scoring token that many spaces on the SP track. Score Modifier Token: Place this token next to the SP track when you pass 50 SP. Flip it over when you pass 100 SP.
- 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.
- If you have used your starting Metal Barrel or Glass Bottle, return them to your storeroom.
- Place any premium market bottles used next to your distillery, proudly on display. They will be part of your bottle collection and may earn additional SP at the end of the game.
- 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.



Aging spirits can bring additional complexity, smoothness, and flavors. In the right climate, longer aging deepens this process, while also raising the market price of the spirit.

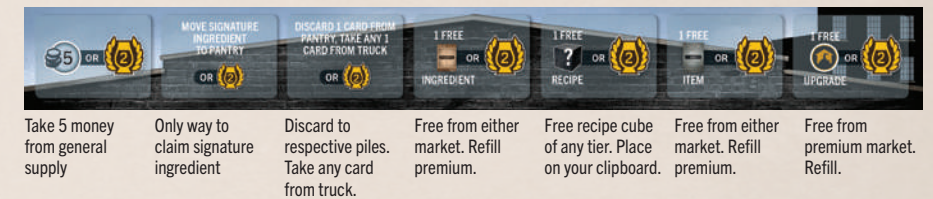
AGED SPIRIT FLAVOR BONUS: Aged spirits receive flavor cards each time they are aged in the Age Phase. When sold, these flavor cards add the following additional SP to the aged spirit based on the number of flavors present. Non-aged spirits never receive these points, even if they include flavor cards.

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 leftmost space as usual. Cards claimed from the truck can be any card, not just the topmost ones.

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



Báijiǔ is the world's bestselling and most consumed liquor, selling more than all of the world's whisky, vodka, gin, rum, and tequila combined!



SELL PHASE EXAMPLE: BÁIJIǔ

A player has had a batch of Báijiǔ 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 Báijiǔ (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 scoring token that many spaces along the SP track.

Next, they place the Báijiǔ 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.

Once a spirit is barreled and being aged in the warehouse, players may look at the contents of the spirit stack but not the face-down flavor cards.



Experts keep tasting journals as a way to remember a spirit's flavors through notes, diagrams, and stories. For gameplay, we're having you add these flavor notes to your spirits for an element of surprise and fun around the table.

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.



As a spirit ages, it interacts with the vessel, oxygen, and itself. It can add flavors extracted from the vessel, oxygenate to release harshness, create complexity, and even change strength depending on the surrounding humidity.

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 scoring token 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 third round, discard one of your distillery goals, placing it in the box, and keep the remaining two.



At the end of the seventh round, after checking for fulfilled spirit awards, the game ends and it is time for endgame 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. Spirit labels in warehouses count towards the awards.



Distilleries can generate a significant portion of their income by offering tours, tastings, and direct bottle sales. For smaller craft distillers, this may even be the main source of income.

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.



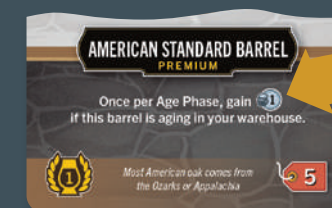
1. The player takes the entire spirit stack and places it face-down on one of their empty warehouse spaces.



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.



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

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).

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, 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 displayed next to your distillery board. Note: Bottles without a Region do not count towards the set collection points.

- From any distillery upgrades with an SP value.

- For each distillery goal you have achieved. Note: Goals cannot be achieved by scoring zero. Labels in your warehouse count towards 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 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!



The phrase 'Slàinte mhath' (slan'-juh-va) on the first player token is Gaelic for "To your health" and is a traditional toast, especially while enjoying a dram of whisky. We chose to feature Gaelic since Distilled was inspired while traveling in Scotland. Cheers!



BOTTLE COLLECTION EXAMPLE:

The Europe player has five displayed bottles in their collection: three from Europe (scoring 4 SP), and at least one from three different regions (scoring 5 SP), for a total of 9 SP.

NOTE: *distiller's region icon counts as Europe because their distiller identity is from Europe.*



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



ENDGAME WAREHOUSE EXAMPLE:

The player distilled and aged a Whiskey in the final round of the game, and thus was unable to sell it. During endgame scoring, they count all SP on the cards in the warehouse, as well as on the recipe itself. This includes 3 SP printed on the cards and 10 SP from the Whiskey. They also get 1 SP from the single flavor card, for 14 SP in total. The spirit will stay in the warehouse, meaning the player cannot claim a label bonus, although the label will still count towards distillery goals.



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...and finally, to every one of our 8,060 Kickstarter backers for helping us make this dram—I mean dream—a reality!



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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.

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 one of your ingredient or item cards for a basic ingredient of equal or lesser market cost from the basic market.
- Remember to add one Alcohol per card in the central, sugar slot of your washback when distilling.
- 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.
- 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.
- 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, including 1 SP for each flavor card present.



TASTING FLIGHTS

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

Flights are paired with the 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 from those paired with that flight.

The first three flights (A, B, and C) are the most balanced and are recommended for use in most games. Experienced players can mix up game play with the other five flights, which focus on a specific region or spirit type, or by using identities not paired with flights.

TASTING FLIGHT A: Balanced Play



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Australia, Brazil, Jamaica, England, France, Korea, China

TASTING FLIGHT C: Balanced Play



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Japan, Peru, Jamaica, Sweden, France, Korea

TASTING FLIGHT E: Americas Spirits



PAIRS WITH: Canada, USA, Peru, Scotland, Ireland, India, Brazil, Jamaica, Mexico, England, Australia, China

TASTING FLIGHT G: Non-Aged Spirits



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Australia, Brazil, Peru, Sweden, England, Korea, Philippines

TASTING FLIGHT B: Balanced Play



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Japan, Peru, Mexico, Sweden, Italy, Philippines

TASTING FLIGHT D: Europe Spirits



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Australia, Mexico, Sweden, France, England, Italy, Philippines

TASTING FLIGHT F: Asia & Oceania Spirits



PAIRS WITH: Canada, USA, Scotland, India, Japan, China, Brazil, Italy, Ireland, Korea, Philippines

TASTING FLIGHT H: Aged Spirits



PAIRS WITH: Canada, USA, Scotland, Ireland, India, Japan, Jamaica, Mexico, France, Italy, China



Thanks to our Kickstarter backers, we commissioned six custom audio tracks specifically for Distilled. These were inspired by different regions and processes one might find in the world of spirits. Visit tabletopaudio.com and search "distilled" to load these up and play in the background while you enjoy the game!

SPIRITS OF DISTILLED



The term **Protected Designation of Origin (PDO)** is used by many countries to protect local customs and rules for spirits (and many other regional products), ensuring they're made with the quality, provenance, and consistency that consumers expect. A PDO is then unique and thus cannot be made elsewhere or from other materials or processes.



We knew we wanted our Jamaican distiller to make **RUM**, and it only made sense to have them be a pirate! Rum has a long history with the Caribbean, colonial North America, and the British Navy, and is often associated with the “Golden Age of Piracy,” roughly 1650–1730. And thus, **Ruthless Ajani** was born.



For the Filipina distiller, we chose to highlight the Manila Carnival Queens, precursors to contemporary pageant queens. Many of these queens became activists, senators, lawyers, writers, and other high achievers of society. Some also served as brand ambassadors for national products, such as **LAMBANÓG**.



GIN is commonly associated with England, and had its origins as a medicinal aid. Its addictive properties and low cost swept through England, affecting a disproportionate number of women, causing a moral panic and coining the term, “mother’s ruin.” This historical note prompted the creation of abbess **Mother Mary Genever**.



ALL REGIONS



MOONSHINE (MOON-shine)

Country: Global

Technically, moonshine is any spirit made illegally. It can be made from anything since it’s unregulated. This 18th century British term was popularized during American Prohibition, but many countries have their own terms for illegal spirits.



VODKA (VAAD-kuh)

Country: Global

Vodka (“little water”) has roots in Russia and Poland and can be made from anything. Through multiple distillations, it loses its flavor notes and approaches pure ethanol. This unaged, clear spirit is “proofed” (mixed with water) before bottling.



WHISK(E)Y (WIS-kee)

Country: Global

Whisky derives from the Gaelic word uisce (or uisge) meaning “water” and is a grain-based spirit that has been aged in oak barrels. It is spelled with the “e” in America and Ireland. Types of PDO whiskey include scotch, bourbon, and rye.



AMERICAS



CACHAÇA (kuh-SHAA-suh)

Country: Brazil

Cachaça must be made in Brazil from sugarcane juice and therefore is a type of PDO rum. Note that it is not made from other sugar-related by-products, like molasses. It *can* be barrel-aged, but not in the game.



PISCO (PEE-skoh)

Country: Peru

Pisco must be made in Peru or Chile from grapes and therefore is a type of PDO eau de vie or brandy. Chilean pisco is less commonly exported; Chilean law requires distillers to grow their own grapes. Unlike grappa, pisco is made from fresh grape juice.



RUM (RUM)

Country: Global

Rum is made from sugarcane and its by-products, including sugarcane juice and molasses. There is no international standard for production. Types of PDO rum include cachaça (Brazil) and rhum agricole (France). Jamaican rum is known for its funky, earthy flavors.



TEQUILA (tuh-KEE-luh)

Country: Mexico

Tequila is a PDO spirit that must be made in Mexico from Blue Weber Agave (Agave Tequilana). Colloquially, a spirit made from any agave plant is a mezcal. The one that was common in the town of Tequila became popular, and thus this spirit got its name.



ASIA & OCEANIA



BÁIJIǔ (BEYE-jyoh)

Country: China

Báijiǔ is made in China from grains using qū, a mixture of mold, yeast, and bacteria, to form alcohol. Taste profiles vary widely by region. Four major styles: light aroma, strong aroma, rice aroma, and sauce aroma.



LAMBANÓG (LAM-ba-nog)

Country: Philippines

Lambanóg is a PDO spirit made in the Philippines from coconut or palm. It is often called coconut vodka because of its high alcohol content.



SHŌCHŪ (SHOW-choo)

Country: Japan

Shōchū is made in Japan from a variety of sources, but most often rice, barley, or sweet potatoes. It is typically low in alcohol (under 35%) and uses koji in fermentation, instead of yeast. It is not widely exported but does have several PDO styles.



SOJU (SOH-joo)

Country: Korea

Soju is a traditional Korean spirit made from a variety of starches, most often rice, wheat, or barley. It is typically low in alcohol (under 35%) and is one of the most sold beverages in the world. Flavorings are popular and there are recognized PDO styles.



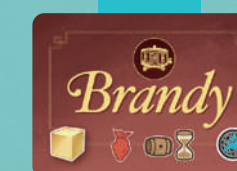
EUROPE



AQUAVIT (AA-kwuh-veet)

Country: Global

Aquavit is originally a Scandinavian beverage, but can be made anywhere today. It is made from a neutral spirit infused with caraway and/or dill and other flavors. It *can* be barrel aged, but not in the game.



BRANDY (BRAN-dee)

Country: Global

Brandy is made from fruit and can also be called eau de vie. Brandy often refers to grape spirit that has also been aged. French PDO brandies include marc, cognac, and armagnac, which also include strict geographical requirements, but brandy can be made anywhere.



GIN (JIN)

Country: Global

Gin is a neutral spirit infused with juniper and other flavors. The base can be made from anything and the infusion can be done via a variety of methods. Gin does not have to be made in England, though it originated there and more obliquely from Holland (as genever).



GRAPPA (GRAA-puh)

Country: Europe

Grappa is a type of PDO eau de vie or brandy made in Europe (mostly Italy, but also in Switzerland and San Marino) from pomace: the spent grapes and stems left over from winemaking. When made in France, it’s called marc.

Like all good inheritances, the distillery bequeathed to you by your eccentric relative comes with several 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.



2. Set the solo goal swap card near the barrel-shaped goal setup in figure A.
3. Shuffle the remaining B goal cards and place them face-down beside the premium market. Return unused A and C goal cards to the box.
4. 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.
5. Choose your distiller identity from any of those paired with the chosen tasting flight.
6. Complete the setup as usual, except include all the spirit labels for Moonshine, Vodka, and the seven recipes on the tasting flight. Ignore the distillery goals and spirit awards.



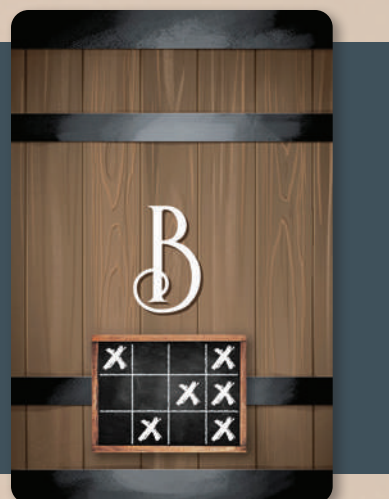
SOLO GAMEPLAY

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 clean up, 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 clean up.

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 and 4th distillery upgrade, the 3rd and 4th ingredient, and the 2nd and 4th item. Then refill as usual.



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 extra scoring token 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 extra scoring token 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 from the general supply 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.



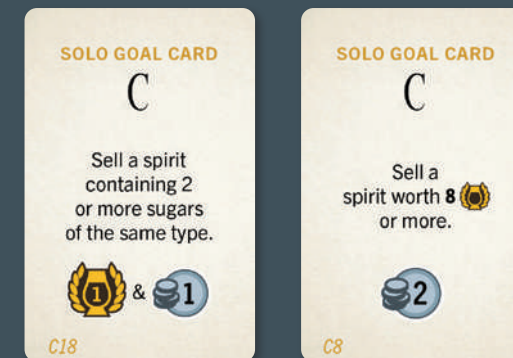
Solo Goals come in four different categories:

- **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.




INCREASING DIFFICULTY

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.



SEQUENCE OF A ROUND


Start of Round perform  effects

1. Market Phase (in player order)



- Take turns in clockwise order to purchase 1 card or cube per turn, until all pass
- Limit of 2 basic market purchases per player, per round

Market Clean Up: Discard last card of each premium market row to truck and replenish; last 2 cards for 2P game



2. Distill Phase (concurrent)

- Place cards in washback
- Add 1  per card in sugar slot
- Distill spirit by shuffling all cards together and removing top and bottom cards
- Add barrel and claim spirit label



3. Sell Phase (in player order)

- Take turns in clockwise order to sell one spirit per turn
- Score  and  and claim spirit label bonus

4. Age Phase (in player order)

- Place  spirits distilled this round in warehouse
- Add 1  card to each spirit in warehouse





End of Round

- Check for fulfilled spirit awards
- If did not sell, may hold tasting: Up to **-4**  = **4** 
- Move round marker forward
- Pass first player token clockwise
- At end of 3rd round, discard down to 2 goals







END GAME SCORING

After 7th Round, score points from:

1. Spirits still in warehouse

- Count  on ingredient cards, barrel and recipe, plus **1**  per  card. Note: as you are not selling, you do not receive  or Aged Spirit Flavor Bonus

2. Bottle Collection **2** = **2** **3** = **4** **4** = **7**

- Same Region: **5**  = **10**  **6+**  = **15** 
- At least 1  from 3 different Regions: **5** 

3. Distillery Upgrades

5. Money at **5** : **1** ratio

4. Distillery Goals

Round down, keep the remainder as tie breaker

ICON GLOSSARY

INGREDIENTS	 WATER	 YEAST	 ALCOHOL	 GRAIN SUGAR	 PLANT SUGAR	 FRUIT SUGAR
ITEMS	 BOTTLE	 BARREL: METAL	 BARREL: CLAY	 BARREL: WOOD	 AGED	 NON-AGED
REGIONS	 ASIA & OCEANIA	 EUROPE	 AMERICAS	 DISTILLER'S REGION	 NOT ALLOWED!	
GAMEPLAY	 SPIRIT POINTS	 FLAVOR	 MARKET COST	 MONEY	 DISTILLERY UPGRADE	 START OF ROUND

INDEX

Age Phase	14	Flavor cards	14	Signature recipes	8
Aged spirit flavor bonus	13	Game end	16	Solo mode	22
Bottle collection	16	Game overview	7	Spirit awards	15
Bottles	13	Game setup	4	Spirit label bonuses	13
Commonly forgotten rules	17	Items & Ingredients	9	Spirit labels	12
Components	3	Market clean up	10	Spirit stack	11
Distill Phase	11	Market Phase	10	Start of round	10
Distiller identities	8	Player setup	6	Tasting flights	18
Distillery boards	7	Recipe cubes	10	Tastings	15
Distillery upgrades	9	Recipes	8, 11	Trade step	11
End of round	15	Sell Phase	13	Yeast & Water powers	10