# Setup

## Board

* Moonshine & Vodka = 2x players (others 1x)
* 1+players Awards (represented regions only)
* Premium Market: 4 of Upgrades, Ingredients, & Items

## Player

* Keep 1 of 2 Identities matching Tasting Flight A p.18
* Starting Items: Metal Barrel & Glass Bottle
* 3 Distillery Goals
* Take Identity grants & Signature Items
* Easy Variant: +$2 per player

# Turn Structure

1. Start of Round actions trigger
2. **MARKET** (immediate refills)
	1. One card or cube purchase per round (or Pass for phase)
	2. Basic Ingredients next to washback (limit 2)
	3. Discard 4th card after all players pass
3. **DISTILL**: add Barrel & Sprit Label (if any remain) to stack
	1. Optionally trade 1 Ingredient or Item (except Basic or Starter) for 1 Basic Ingredient of equal or lesser value.
	2. Place cards in Washback or return to the Pantry
	3. Add 1 Alcohol per sugar to Washback then stack & shuffle
	4. Move head & tail cards to Pantry then produce 1 spirit ONLY
4. **SELL** one spirit per round (or Pass for phase)
	1. Add bottle and get money and points
	2. Place Spirit Label (if any) on any unoccupied spot for its reward
	3. Expend ***used*** cards
		1. Return starting items to storeroom
		2. Add premium bottles to collection
		3. Discard Basic Ingredients & Alcohol to their decks
		4. Discard Premium Ingredients & Barrels to Truck
		5. Remove Signature Ingredients from the game
5. **AGE**: add to warehouse and add a flavor card UNSEEN
6. End of Round
	1. Check for Award completions: turn face down
	(divide ties rounding up)
	2. Offer tastings (ONLY players that did not sell):
	Sell up to 4 points for $1 each.
	3. Advance round maker (discard 1 goal after 3rd round)
	4. Pass 1st Player token clockwise

# End Game (after 7th Round)

* Score unsold spirits in warehouse (1 point per flavor).
Flavor Sell Bonus only applies when SOLD.
* Score bottle collection, upgrades, Spend $5/point
* Score goals (player must have a non-zero contribution)