

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

## END GAME (AFTER 7<sup>TH</sup> 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)