

DISTILLED

Cocktails



COMPONENTS



Cocktail Order Cards (30)



Collectors Cards (9)



Distiller Identity Cards (4)



Signature Ingredient Cards (4)
Signature Recipe Labels (4)



Item Cards (10)



Ingredient Cards (8)



Distillery Goal Cards (6)



Distillery Upgrade Cards (12)



Spirit Award Tokens (6)



Spirit Label Tokens (23)



Mixer Dice (4)



Mixer & Umbrella
Tokens (72)



Cocktail Glass Tokens (30)



Renown Tokens (80)



Player Renown
Boards (5)



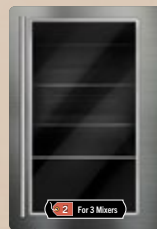
Second Washback
Unlock Track (1) and
Player Key Tokens (5)



Washback Unlocked
Tokens (5)



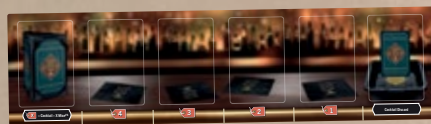
Order Up Board (1)



Mixer Board (1)



World Map Board (1)



Cocktail Market
Board (1)



Distillery Expansion
Boards (5)



Label Bonus
Boards (5)



Label Bonus Tiles (A) (12)
Label Bonus Tiles (B) (15)



**Cocktail Expansion Solo
Goal Cards (24)**



**Cocktail Expansion
Solo Tokens (32)**



**150/200
Scoring Tokens (5)**



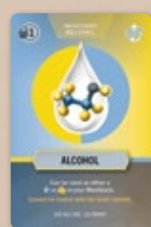
**Mixer Multiplier
Cards (5)**



**Extra Basic
Market Cards (30)**



**Replacement Cards
Distillery Upgrades (12)
Distiller Identities (6)**



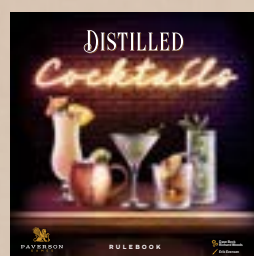
Extra Alcohol Cards (20)



Extra Metal Barrels (5)



**Player Reference Cards (5)
Solo Player Aid Card (1)**



Rulebook (1)

OVERVIEW



Welcome to Cocktails, the spirited expansion to Distilled! In Cocktails, players will expand their distillery, craft high-end cocktails, and accumulate the most spirit points to see who can achieve world renown by the end of the game. The expansion features new distiller identities, signature recipes, ingredients, items, and distillery upgrades, as well cocktail orders, mixers, collectors, renown bonuses, and more! So grab your bar spoons and cocktail shakers, because this expansion is sure to mix things up!

Before You Begin

- Add all the extra basic market and alcohol cards to their respective decks—you'll be making more spirits, so will need more of these essential ingredients and items!
- Swap the replacement distillery upgrades and identities with their previous versions; these should be kept in the game whether playing with the Cocktails expansion or not. The replacement cards have a small white dot to the right of their title, so you know which is which. We have replaced these cards to ensure they are compatible and balanced with this expansion.



Cocktails expansion cards and awards feature the Cocktails icon, making it easier to add or remove them as required.

SECOND WASHBACKS



Cocktails is a **BIG** expansion that adds a lot to Distilled. For your first game, we recommend adding only the second washbacks and waiting to add the cocktails, world map, and collectors. This first section explains all of the setup and rules for playing Distilled with second washbacks, so you can get going straight away without having to learn about everything else this expansion brings.

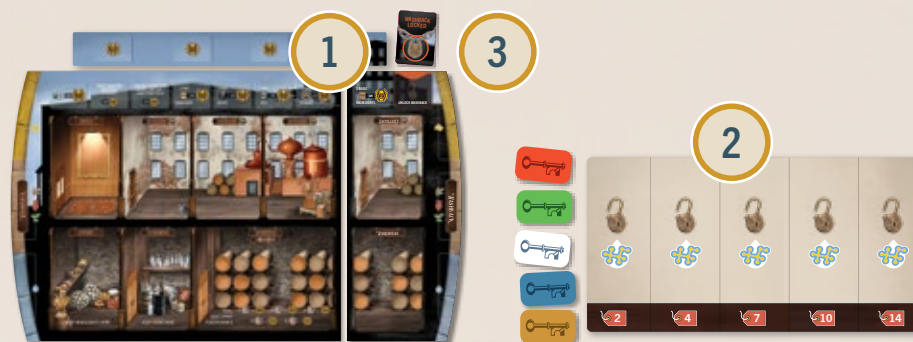
Startup distilleries can survive with one small still, which can still make many bottles of liquor per week. Getting a second still of a different size or type can allow the distiller to experiment with flavors or craft things more suited to their local market.

SETUP

Set up Distilled as normal, but with these additional components:

- Give each player an extra metal barrel starting card to place in their storeroom.
- Set up spirit labels as usual but with 2 extra Moonshine and Vodka labels, 2 extra labels for each bronze-tier spirit, and 1 extra label for each silver-tier spirit.
- Shuffle the eight new premium ingredients, and the **Carpenter** and **Secondhand Washback** distillery upgrades into their respective decks before setting up the premium market.

Wait to add the other distillery upgrades, new identities, items, awards, and goals, as these complement the other elements of this expansion.



Distillery Expansion & Second Washbacks

1. Give each player a distillery expansion board and label bonus board. Place the expansion board to the right of each distillery board with the extra upgrade and warehouse slots side facing up. Place the label bonus board directly above each distillery board with the 4 🏆 on each space side facing up.
2. Place the second washback unlock track in the center of the table near the basic market, and place a key token for each player to the left of it.
3. Place a washback unlocked token of the corresponding color on each player expansion board, locked side up.

Leave all other components from the expansion in the box for now.

GAMEPLAY

Distillery Expansion

- The **distillery expansion board** adds a second washback to your distillery. It also has space for you to add a fourth distillery upgrade, and includes a third warehouse space, meaning you can age up to three spirits at a time. There is also a new spirit label bonus space at the top that provides any three Basic Market ingredients for free, or 2 🏆, when you place a spirit label on it. The ingredients taken can be any combination of those available in the basic market.
- The **label bonus board** provides you with four extra spirit label bonus spaces, which each provide 4 🏆 when you place a spirit label on them. There are no restrictions to when you may place a spirit label on one of these spaces, though they are usually best saved for later in the game.

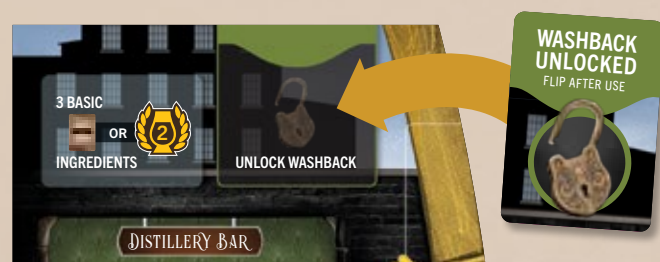


The **Forklift Icons** on the new ingredients and upgrades should be ignored when playing with the second washbacks only. They will be introduced when adding the other elements of the expansion.



Unlocking & Using Your Second Washback

- During the Market Phase, on your turn, you may unlock your **second washback** by placing your **key token** on the second washback unlock track and paying the cost associated. Place your token on the leftmost space and take one Alcohol card. Future unlocks will advance your token 1 step to the right and earn an Alcohol card each time.



- Unlocking your second washback starts at 2 cost and gets more expensive each time you unlock it. You may unlock your second washback a maximum of five times, meaning you'll be able to make up to 12 spirits in a game, if you can afford it!
- Flip your **washback unlocked token** on the designated space on your distillery expansion board to show that your washback is unlocked.
- During the Distill Phase, if your second washback is unlocked, you may distill a second spirit. The usual requirement to have at least one yeast, water, and sugar applies to each washback separately.

In the world of distilling, there is a subtle difference between blending and marrying. Blended is an official term used in scotch for combining whiskies made from different distilleries, ingredients, ages, and/or years. But when they're of the same year or same run from the still, distillers often use the term married. Marrying can also be also a general term used when spirits are combined (sometimes with additional aging afterwards) and may be used to combine spirits of different provenances. But whiskies that are a marriage of many different barrels from the same run aren't called blended whiskey.

- Perform the distilling process for each washback independently and determine which spirit each washback has made.
 - If a different spirit was made in each washback, gain a spirit label for both and treat them as two separate spirits when adding a barrel, aging, and selling.
 - If both washbacks have made the **same spirit**, you must combine the spirit stacks, meaning you only gain one spirit label. Treat the combined spirit as one spirit when adding a barrel, aging, and selling.
- Flip the washback unlocked tile immediately after use. You will need to pay to unlock it again in the Market Phase to use your second washback again.



Remember, your basic bottle returns to your storeroom after each sale, so can be used to sell multiple spirits in the same round.

That's all for second washbacks; enjoy expanding your distillery!

USING SECOND WASHBACK EXAMPLE

During the Distill Phase, Yellow has distilled two batches of Gin in their washbacks. Because both are Gin, Yellow combines the spirit stacks, barrels the single stack with one metal barrel, and sells it for the combined cost, earning 10 and 13.

Red has distilled a batch of Rum and one of Whiskey. Because they are different, each requires its own barrel, and gets a unique spirit label. Both will need to be aged, meaning Red needs to use two spaces in their warehouse during the Age Phase.

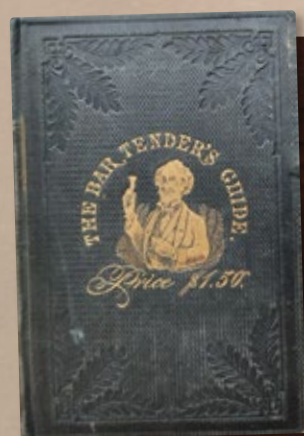


COCKTAILS, RENOWN, & COLLECTORS

This section provides you with all of the setup and rules for cocktails, the world map, and collectors. Follow all of the rules in the previous section for second washbacks, except flip over the **distillery expansion boards** and **label bonus boards**. These provide each player with their own distillery bar to serve their cocktails, and spaces for the new label bonus tiles!



These distillers' special powers have been designed to specifically complement the Cocktails expansion.



Jerry "the Professor" Thomas wrote the first cocktail book, *The Bar-Tender's Guide* in 1862 and is considered the father of American mixology. He was a showman bartender who worked in New York City, in San Francisco during the gold rush, and eventually all over the east coast and Europe. He is known for the Tom Collins, Blue Blazer, and for, at one point, making more money than the Vice President!

image of the first edition, 1862

SETUP

Set up Distilled as described on page 4. Flip over your distillery expansion and label bonus boards, and use these added components:

- Shuffle the extra distillery upgrades and items cards into their respective decks before setting up the premium market.
- Add in the extra spirit awards and distillery goals before dealing these out for the game.
- The four new distiller identities can be used with any of the tasting flights.

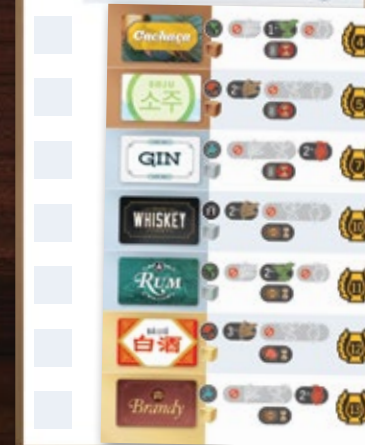
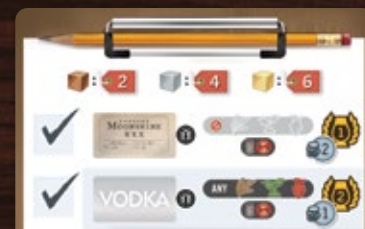
World Map & Player Renown Board

1. Place the **world map board** in the center of the table, with the side showing the compass icon for 2-3 player games and the other side for 4-5.
2. Mix up the **label bonus tiles (A)** face down and randomly draw one for each space on the renown map, then place them face up on the spaces. Discard unused tiles to the box.
3. Place each **player renown board** above their recipe clipboard and stack 4 **renown tokens** in 4 stacks along the top, leaving the first  space empty.
4. If playing with 2 or 4 players, place spare renown tokens on the spaces on the world map indicated by a black dot. There are two in each region.

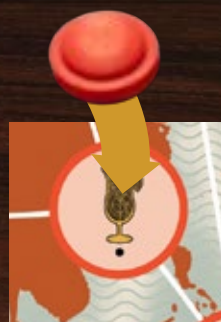




3



NOTE: The Renown Map and the Clipboard are not meant to be placed next to one another.



4



Cocktails



Cocktail Market

1. Place the **cocktail market board** below the premium market.
2. Shuffle the **cocktail order cards** and place the deck face down in the leftmost spot of the cocktail market, then deal four cards face up to the right of the deck.
3. Place the **mixer token and cocktail glass tray** in the center of the table to form a general supply of mixers and cocktail glass tokens.
4. Place the **mixer board and order up board** beside the cocktail market board.
5. Add one umbrella, one of each mixer, plus one extra juice and flavoring as the starting 8 mixers. Then roll the dice and place them onto the order up board.



Collectors

1. Shuffle the **collectors cards** and randomly draw cards equal to the number of players plus 2, and place them out in a row in the center of the table.
2. Mix up the **label bonus tiles (B)** face down and randomly draw two for each collector card, then place them face up on the spaces at the bottom of the cards.
3. If a label bonus tile is drawn related to a region not included on the selected tasting flight, discard that tile and redraw. Discard unused tiles to the box.

GAMEPLAY

As you distill spirits and fulfill cocktail orders, you'll gain renown around the world, garnering bonuses to further improve your distillery!

Distillery Expansion

- The reverse side of the **distillery expansion board** adds a distillery bar to your distillery, with space for up to two cocktail orders at a time.
- The reverse side of the **label bonus board** provides you with four unique spirit label bonus spaces. These provide a small bonus when you place a spirit label on them, as well as the option to add a special label bonus tile to the right of the spirit label from either the world map, or a collector.



Forklift Icons

- To help the market rows cycle with the additional cards, all of the new premium market ingredient, item, and distillery upgrade cards, and six of the cocktail cards, have a  icon on them.
- At the end of the Market Phase, when discarding cards from these rows, whenever a card with a  is discarded, also discard one additional card from that row.
- If the extra card discarded also has a , then discard one additional card from that row, and so on. Only face up cards can be discarded this way, so in the unlikely event that all four cards in a row have the , only those four cards will be discarded.
- This means that in a 2-player game, when discarding two cards from each row, if both cards being discarded have the  on them, you will discard all four cards from that row.



Once you start working with large volumes of spirits, big barrels, and huge sacks of grains, having a forklift in your distillery becomes key to helping manage your space. You'd be surprised to learn who at your local distillery might have the forklift driving certification!



FORKLIFT ICONS EXAMPLE

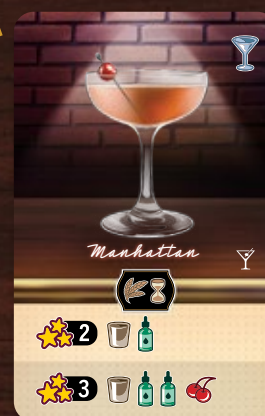
When discarding during the Market Phase, both the Refrigerator and Coppersmith are discarded from the upgrades row, as the Refrigerator has a . The Plums, Quinoa, and Corn are all discarded from the ingredients row, as both the Plums and Quinoa have a . Only the Carton Bottle is discarded from the items row as it does not.



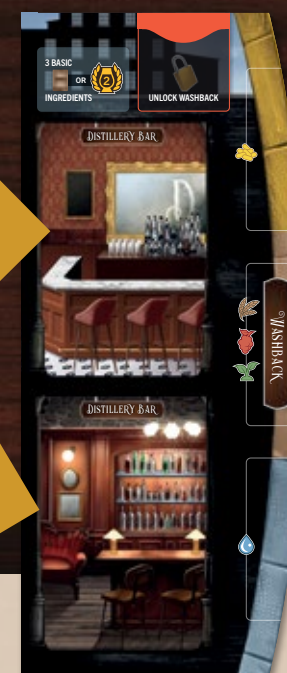


COCKTAILS & MIXERS MARKET

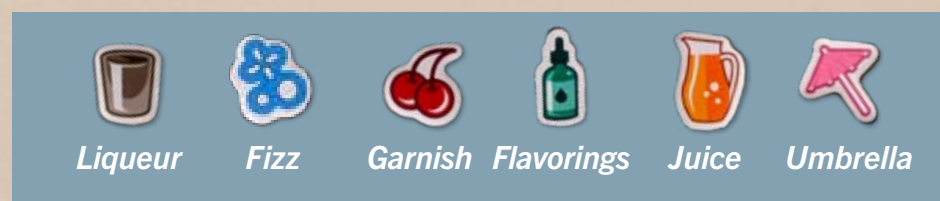
- During the Market Phase, on your turn, you may purchase a **cocktail order**. Pay the cost shown below the card and place it in either of the two bar spaces on your **distillery expansion board**. Then you may take one **mixer** from the mixer board for each you spent on the **cocktail order**. Then slide the cocktail cards to the right and refill the empty space from the draw deck. For example, if you paid 3 for the cocktail card you may take up to 3 mixers.



OR



- Alternatively, you may purchase **mixers** without purchasing a **cocktail order**, paying 2 to take up to 3 mixers.
- There are 5 types of **mixers** plus the cocktail umbrella, which is wild and can count as any one of the 5 mixers when serving a cocktail.



- When taking **mixers** from the market, you may only ever take up to one cocktail umbrella per turn.
- There is no limit on how many mixers you may have in your supply.
- You may have up to two **cocktail orders** at your bar at any one time. If you need to create space for new cocktails, you may discard **cocktail orders** to the discard pile at the start of each round.



Cocktails entertain the mouth with focused flavor, but lack much in texture. Carbonation is a simple way to add texture, but be warned: carbonation increases the pressure in your stomach, which forces alcohol to reach your small intestine more quickly. Yes, you will get drunk faster with bubbles!

MIXER BOARD AND COCKTAIL ORDERS REFRESH

After taking **mixers** from the **mixer board**, at the end of your turn, if there are now 3 or fewer **mixers** remaining, add the eight **mixers** shown on the dice to the **mixer board** and re-roll all the dice. As a bonus for triggering this refresh you may now take one additional **mixer** from the refreshed market. Note the limit of one cocktail umbrella per turn still applies.

At the end of the Market Phase, if there are 5 or fewer **mixers** in the market, discard all **mixers** from the board and add the eight **mixers** shown on the dice, then re-roll all of the dice.

At the end of the Market Phase, discard the rightmost **cocktail card** face down to the discard pile on the right of the **cocktail market board**, shift the other **cocktail cards** to the right to fill the empty spaces, and draw a new **cocktail card** to fill the empty space. In a 2-player game discard 2 cocktail cards and refill.

COCKTAIL ORDERS



Glass Type: There are four different glass types to collect, plus the “wild” tiki glass. Collecting different glasses will help you score additional end game points. This one is a martini glass.



Spirit Requirement: Each cocktail order has a specific sugar type requirement, and may also require the spirit used to be aged. There are also some that allow for either of two different sugar types. This one requires an aged spirit that can be distilled with grains, such as Whiskey.



Renown & Mixer Requirements: Each cocktail order has a basic and advanced serving option at the bottom, each requiring a different combination of mixers, and providing a different amount of Renown. When serving a cocktail you can fulfill either one of the requirements, but not both. This one earns 2 renown if served with liqueur and flavoring, or 3 renown if served with an additional flavoring and garnish.



Glassware can greatly affect your perception of a drink. Its shape can alter the color and appearance of the liquid, the aromas emerging from the glass, the rate at which the drink temperature changes from your hand or the room, and the expectations of the drinker. Appeal is a very important aspect of cocktail making, and glassware is the foundation.

MIXER REFRESH EXAMPLE

During the Market Phase, Green purchased mixers: an Umbrella, Fizz, and Liqueur, leaving only a single Garnish on the mixer board. At the end of their turn, because there are 3 or fewer mixers left, Green adds the 8 mixers shown on the dice to the mixer board, then picks the Fizz that was added, before rolling the mixer dice. They would have loved to take the Umbrella because it is wild, but they already took one this turn.



Running out of Mixers
Mixers are intended to be unlimited. If you run out, use a multiplier card to temporarily increase the quantity.

COCKTAILS PHASE

When playing Distilled: Cocktails there is one additional phase each round, the **Cocktails Phase**, which takes place immediately after the **Age Phase**.

During the **Cocktails Phase**, in turn order, you may serve up to one **cocktail order** that you have waiting at your bar.

To serve a **cocktail order** at your bar:

- You must have a **spirit label** of the required type for the cocktail you wish to serve, that hasn't previously been used to serve a cocktail. Only labels on one of your **spirit label bonus spaces** can be used: You cannot serve a cocktail using a **spirit label** in your warehouse.
- Each cocktail order has two serving options, requiring different mixers and awarding different renown. Choose one option to prepare.
- Discard the required **mixers** for the cocktail and gain the **renown** shown. Cocktail umbrellas are wild and may be used in place of any other **mixer**. You may also discard any three **mixers** to count as a cocktail umbrella/any mixer.
- Place a matching **cocktail glass token** from the supply on the **spirit label** used to serve the **cocktail**. That label cannot be used to serve another cocktail in this game.
- Place the **renown** gained on the **world map** following the steps below.
- Discard the **cocktail order card** to the box, not the cocktail order discard pile.

PLACING RENOWN ON THE WORLD MAP

- Whenever you gain renown you get to place one of your **renown tokens** for each renown gained onto the **world map**. This represents your global renown growing as your distillery becomes more and more famous.
- You must always take tokens from the leftmost column on your **player renown board**. When placing multiple tokens, place them one at a time.
- Your first **renown token** of the game must be placed in one of the spaces in the region matching your distiller identity's region.
- Additional **renown tokens** must be placed in a space connected to at least one of your previously placed renown tokens.
- If the space you place your token did not have another token, immediately gain the bonus covered.

You may place a token on top of another player's token, but if you do, you do not gain any bonus. You may not place two of your tokens in the same space.



Ingredient bonuses are always basic ingredients, and the **cocktail order bonus** allows you to take any of the 4 face up cocktail orders, although you don't get any mixers, since you're not paying for the card.

NOTE: You do not gain the effect stated on the card when taking Yeast or Water from a **world map bonus**.

RENOWN EXAMPLE

In a 4-player game, Blue places their first three renown tokens. Because they're playing a distiller from Asia & Oceania, they must start in that region. They first take bonus 🍷. Because their second token must connect to the first, they then claim the cocktail order bonus and immediately take another face up cocktail order card. Finally, because they want to earn renown in multiple regions, Blue places their third renown on the nearby connected water space in Europe. They do not gain the Water card's effects.



Since Vodka can be made with any sugar type, Vodka labels can be used to serve any cocktail order, as long as it does not require an aged spirit. However, if you do so, you gain -1 renown, to a minimum of zero.

Run out of Renown tokens to place?

Congratulations, your distillery is now world famous! Whenever you are required to place an additional Renown, gain 1 🍷 instead.

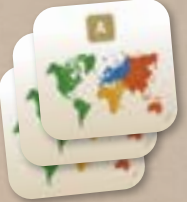


WORLD MAP AND COLLECTOR LABEL BONUS TILES

During the Sell Phase, when you sell a spirit you may place the spirit label on one of the four spaces on the new label bonus board. When you do, immediately gain the small bonus covered.

You may also then claim one of the label bonus tiles that you qualify for, either from the world map or one of the collectors, and place it in the space next to your spirit label.

- **World map label bonus tiles:** In order to claim a world map label bonus tile you must have one **renown** for each region icon next to that tile. For example, to claim the bonus tile with the Europe and Americas icons, you must have at least one renown token placed in Europe and at least one in the Americas. Immediately gain the one-time bonus of the tile you claim.
- **Collector label bonus tiles:** In order to claim a collector label bonus tile, the spirit you sold must be of the required tier (bronze/silver/gold) or a signature recipe (when required) and be worth the 🏆 stated or higher. Immediately gain the money bonus stated on the collector card the tile came from. At the end of the game you will score the variable points stated on the tile, based on the icons on ALL spirit labels you have collected (including those in your warehouse).



COLLECTORS

The Collectors represent prestigious buyers from around the globe who are looking for only the highest value spirits they can find. Each Collector wants two different spirits, which must be of a certain tier (bronze/silver/gold) and of a certain 🏆 or higher. Collectors will not accept Moonshine or Vodka. Some require signature spirits instead of a specific tier.

As well as providing a little extra money, selling one of your spirits to a Collector rewards you with additional prestige in the form of endgame variable 🏆 based on the icons on all of your spirit labels collected throughout the game.

In 2024, Nguyen Dinh Tuan Viet, a businessman living in Ho Chi Minh City, was certified by Guinness World Records to have the most valuable whisky collection. While under 600 bottles, his collection includes three bottles of the 1926 Macallan rare collection, the most expensive whisky ever sold. His collection was valued at \$142,640,137!

COLLECTOR EXAMPLE

This collector pays 2 🤝 for a silver tier spirit worth at least 14 🏆 or a signature recipe worth at least 20 🏆. Her label bonus tiles award 2 🏆 for each clay barrel icon, and 1 🏆 for each fruit icon on all of your spirit labels at the end of the game.





During end game scoring, complete these additional scoring steps before scoring distillery goals.

- **Collector label bonus tiles:** score the stated points for each icon shown on ALL of your collected spirit labels (including those in your warehouse).
- **Cocktail glasses collection:** multiply your different collected **cocktail glass tokens** (max 4) by the renown you have unlocked on the **player renown board**. The multiplier starts at 1 🏆 plus an additional 🏆 for each stack of renown tokens placed on the **world map**. For example, if you have collected 3 different cocktail glasses, and have removed one entire stack of renown tokens, you score 6 spirit points (3x2). The maximum multiplier is 5 🏆, 1 plus all 4 stacks of renown tokens

placed. Additional collected glasses are not worth any points. Each **tiki glass** token can count as any one of the four glass types, but is not a glass type by itself.



• Renown:

- Score 3 🏆 if you have 1 **renown** in all four regions. This can be scored multiple times if you have multiple renown in all regions.
 - Score 3 🏆 for each region you have 6+ renown in.
- In addition, when calculating 🏆 for 🌐 remaining, each mixer and umbrella remaining is worth 1 🌐.





ENDGAME SCORING EXAMPLE

Blue has distilled the above spirits by the end of the game, and acquired the three collector label bonus tiles.

Blue earns 1 🏆 for each grain icon on their spirit labels, so earns 7 (2 Vodka, 3 Soju, 2 Báiǰiǔ).

Blue earns 2 🏆 for each clay barrel icon on their spirit labels, so earns 4 (two for each Báiǰiǔ).

Blue earns 2 🏆 for each Europe icon on their spirit labels, so earns 2 (for the single Gin). The Distiller's Region icons on their Moonshine and Vodka labels do not count towards this tile, even though their distiller is from Europe.

Blue earns a total of 13 🏆 from their **collector label bonus tiles**.

At the end of the game, Blue has placed 8 renown tokens, Red 7, Green 6, and Yellow 5. Only Blue has placed tokens from the third renown stage, so multiplies the number of different glasses they have by 3, while the remaining players multiply by 2.

Blue has a Hurricane, Old Fashioned, and Tiki glass, so they earn 9 🏆, 3 renown multiplied by the 3 glass types.

Blue also earns 3 🏆 renown because they have a renown token in each of the four regions, even though some are covered by other players' renown tokens.

In total, Blue earns 25 🏆 (13 from collector bonuses, 9 from the glass collection, 3 from the renown map bonus), to add to their base endgame scoring.

DISTILLED Cocktails

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Our Cocktails



BEE'S KNEES

The Bee's Knees was created during American Prohibition (when animal slang was the cat's pajamas) to cover the taste of poorly made liquor.



BLOODY MARY

The Bloody Mary helped turn vodka from an unusual eastern European spirit into a global one, and combines traditions of drinking tomato juice for health and spiking the healthy drink for a hangover cure.



CAIPIRINHA • kai-pee-REEN-yah

Drinking culture in Brazil has been quite insular and in country, the Caipirinha or "Little Hillbilly" is akin to America's old fashioned, merely the best known of their batidas.



COSMOPOLITAN

Created in the 1980s, the Cosmopolitan was popularized by the HBO TV series Sex and the City, but is essentially a Kamikaze with cranberry juice.



DAQUIRI

Caribbean peoples have been mixing rum, lime, and sugar for centuries, but in the late 1800s this name was used when an iron mine magnate made drinks for some Americans at Playa Daiquirí, Cuba.



DARK & STORMY

Gosling's Black Seal rum claims this Bermuda classic's recipe is trademarked and might sue you for using some other brand.



FOG CUTTER

A Trader Vic original from 1940s Los Angeles, the Fog Cutter was the first tiki drink to be served in a custom-crafted ceramic mug. A fog cutter is a cocktail used to break the cloud of sleepiness, a term nearly a century older.



FRENCH 75

This Imperial Tom Collins was named for the first reliably stable artillery unit, which itself got its name because it was an improvement over the American version.



GIMLET

The gimlet was originally conceived as a combination of gin and Rose's Lime Juice, a shelf-stable preserved lime juice created in the 1870s for combating scurvy in the British Navy.



GIN & TONIC

Quinine water was used to fight malaria in British Colonial India and officially became the carbonated Tonic Water in Erasmus Bond's 1858 patent. Americans started drinking it about 75 years later.



IRISH COFFEE

In the 1940s, Joe Sheridan created the drink at an Irish airport which all American travelers had to fly through. In the 1950s, a travel writer brought the drink to San Francisco, where a barman reverse engineered it and made it famous at the Buena Vista Café.



MAI TAI

Maita'i is the Tahitian word for excellence and is the official cocktail of the city of Oakland, California, home of the flagship and its origin, Trader Vic's.



MANHATTAN

Created in 1880s Manhattan, this drink reflects the exploding popularity of fortified wines of the time which included vermouth, mistelle, aperitifs, quinas, and some amari.



MARGARITA

Margarita is the Spanish word for daisy, which is a class of drinks made with spirit, citrus, and a liqueur added. The classic margarita uses tequila, lime juice, and orange liqueur.



MARTINI

With its origins in 1890s, the first martinis were made from Old Tom gin with sweet or dry vermouth. Martinis have changed like fashion fads over the years, with vodka, olive juice, and variable proportions now on trend.



MINT JULEP

The mint julep seems likely to have been an invention of house staff from the American South, aka enslaved people, but the essential founding ingredient was ice, available from lakes in the early 1800s.



MOJITO

First gaining popularity with Americans in Prohibition-era Havana, this rum collins nearly disappeared until 1980s Miami Cuban ex-pats brought it roaring back to life.



PALOMA

Its popularity in Mexico made the Paloma a discovery by travelers and spread around the world in the latter half of the twentieth century, sometimes bringing the original Squirt soda with it.



SEA BREEZE

This drink is probably related to the 1930s Sea Breeze Cooler (gin, apricot brandy, lemon juice, grenadine, club soda) and the mid-century Cape Codder (vodka, cranberry juice, lime wedge), but one can't overlook it as a Screwdriver variation.



MOSCOW MULE

The classic mule was created in 1940s Los Angeles, purportedly as a sales tactic between a Smirnoff vodka rep, a Cock N Bull ginger beer rep, and a bartender with a supply of copper mugs.



PIÑA COLADA

Now the signature drink of Puerto Rico, the Piña Colada started as a refreshing Cuban non-alcoholic mix of coconut and pineapple juice but was cemented with the post-war economic-development creation of Coco Lopez.



SIDECAR

First published in 1922, the sidecar may be named for the vehicle, someone arriving at the bar in one, or perhaps not quite fitting into the serving glass and thus served with a shot glass of extra drink.



NEGRONI

One of the few cocktails that continually returns to its original formula, the classic Italian ginned-up Americano gained prominence in 1920s France. Italians took it back as a sort of cultural icon in post-war times.



PLANTER'S PUNCH

This Jamaican classic exemplifies the old recipe ditty: "One of sour, two of sweet, three of strong, four of weak." While originating in the 17th Century, it became famous at the 1924 British Empire Exhibition.



TOM COLLINS

Originally the John Collins, 1870s bar patrons renamed it (and the glass) when using Old Tom gin. A contemporaneous prank was to tell patrons that "Tom Collins" had been badmouthing them and could be found at a local tavern, and then watching the wild goose chase unfold.



OLD FASHIONED

Called such because of its turn-of-the-19th-Century origin as the first "cock-tail," the Old Fashioned distinguished itself a few decades later when fortified wines became a popular addition to drinks. But it is younger than punch, the julep, and a few other drinks.



SAZERAC

This late 1800's Old Fashioned variation was created in New Orleans, where bartenders habitually rinsed a glass with absinthe before adding in a drink. Sazerac de Forge cognac was replaced in the 1870s by rye, in part due to the phylloxera plague in Europe.



WHITE RUSSIAN

While directly related to cocktails from the 1930s and 1950s, the White Russian was created as a marketing vessel in 1965 by shaking the short-lived Coffee Southern Comfort liqueur with cream and vodka.



PAINKILLER

Trademarked by Pusser's Rum, this 1980s tiki drink originated at the Soggy Dollar Bar in the British Virgin Islands, where patrons had to swim up to order, dampening their money. It is, like many cocktails, named as a hangover cure.



SCREWDRIVER

Interned WWII American airmen added orange juice to Turkish neutral spirits, calling it a Screwdriver, and then brought the idea home where vodka made it popular.



SOLO MODE

SETUP

Set up the base game and expansion game (with all the cocktail components) as normal except for the following changes:

- 1. Use the World Map setup for 2 players, as indicated by the compass icon, and place a spare Player Renown Board near it, including 16 Renown Tokens for a second player.
- 2. Use the Solo Goal A cards included with the expansion, instead of the original Solo Goal A cards, and shuffle in the additional B and C cards into their respective decks, then set up the solo goals barrel as noted in the base game (p. 22), based on your chosen difficulty level (1/2/3 rows of B goals).
- 3. Place all of the Cocktail Expansion Solo tokens in a bag or cup and shake it. Alternately, mix up the tokens blindly in a manner of your choosing.
- 4. After setting up the Solo Goal cards, draw Solo tokens from the bag and place them face down (pink side up) above each Solo Goal card in every row except the top 'A' row.
- 5. Then draw Solo tokens from the bag to create three face-down stacks of 6 tokens, and place one stack to the left of each of the three premium market draw decks. Discard unused Solo tokens to the box without looking at them. You also won't need the bag anymore.



DRAW 3
KEEP 1

NOTE: If this label bonus tile is drawn during setup, discard it and redraw.

GAMEPLAY

All the normal solo rules apply, as do the new expansion multiplayer rules for 2 player games, including discarding 2 cocktail cards at the end of each Market Phase. The exception to this is that the icons on the expansion cards work differently in Solo: do not discard an extra card when a card with the icon is discarded.



Triggering Solo Tokens

Whenever you complete a Solo Goal card, place the Solo token above it face down directly above your distillery board without looking at it, to the right of any Solo tokens already placed there.

In addition, when discarding cards from the Premium Market at the end of the Market Phase, if one or more cards containing the icon are removed from an individual row, take the Solo token from the top of the stack next to that row and place it face down directly above your distillery board, to the right of any Solo tokens already placed there. If this triggers in multiple rows in the same round, take Solo tokens in order from top to bottom. In the rare scenario that all six Solo tokens have already been removed from a stack, then ignore this rule for that row.

Then at the end of each Round, flip the Solo tokens above your distillery board one by one from the left to right, and apply their effects. These are explained below. After applying their effects, discard all Solo tokens above your distillery board.

Mixers - Remove the type and number of Mixers from the market matching the indicated dice if possible. Place any one of the mixers removed next to the solo goal cards, and discard the others. Re-roll the indicated dice. If this results in 3 or fewer mixers left, add all 8 mixers from the dice and re-roll them, then remove and discard one cocktail umbrella if possible.



For example, if this Mixers token is revealed, remove the four mixers shown on the top two dice from the market, if possible, then re-roll those dice.





Cocktails: Remove the Cocktail Order in the indicated slot in the market and refill the market. Place the removed card off to the side in a pile for endgame scoring. If there are no mixers next to the solo goal cards, place 1 Renown on the map. If there is at least one mixer next to the solo goal cards, discard one of the mixers and place 3 Renown on the map. Place renown in the region shown on the token, prioritizing spaces in the indicated direction when there is a tie.

For example, if this Cocktails token is revealed, remove the cocktail order that is third from the left, and place the renown in the Americas region, prioritizing spaces farthest East.



Renown: Place one or two Renown on the World Map in the region shown, and remove 1 map label bonus tile matching the region in which the Renown was just placed. If there are two or three tiles to choose from, take the tile in the farthest spot in the direction shown on the Solo token. If no tiles remain matching the region shown on the Solo token, do not remove a tile. Place any removed tiles off to the side in a pile for endgame scoring.

For example, if this Renown token is revealed, place two renown in Europe, and remove 1 map label bonus tile in a Europe spot, prioritizing spaces and tiles farthest West.



Collectors: Remove the Collector label bonus tile in the indicated slot from the indicated Collector card. Place it off to the side in a pile for end game scoring. If that tile has already been claimed then nothing happens.

For example, if this Collectors token is revealed, remove the right label bonus tile on the second Collector card from the left.



Placing Renown

Whenever a Solo token would cause you to place Renown on the map, place Renown tokens in the second player color, taking them left to right from the spare Player Renown Board as normal. All of the Renown gained must be placed in the region shown on the Solo token. Use the following priority list to determine where each Renown token is placed.

1. **Connected Empty Space:** An empty space connected to another second player Renown token.
2. **Empty Space:** If there are no connected empty spaces, a non-connected empty space in the region.
3. **Full Space:** If there are no empty spaces left, place the Renown on top of another token where there is not already a second player Renown token.

If there are multiple options at the same priority level, place the Renown token in the farthest space in the direction indicated by the compass icon on the Solo token (N/E/S/W).

If all of seven spaces in the indicated region already have a second player Renown token, then ignore any additional Renown for that region.

ENDGAME SCORING

In addition to the A and B solo goals accomplished, add the following elements to your target score.

1. Add the glass multiplier score for the Cocktails removed by Solo tokens, calculated by the renown level as described in this rulebook (p. 14).
2. Add 1/2/3 spirit points for each remaining mixer next to the Solo Goal cards, and for each label bonus tile removed by Solo tokens from the map and collectors, depending on your chosen difficulty level (1/2/3 rows of B solo goals).

Do not add any points to your target score for renown placed by Solo tokens that are in the same or different regions.

PLACING SOLO RENOWN TOKENS EXAMPLE

In this example there is already a second player Renown token (yellow) in Europe, and the Solo token states to add another Renown in that region. There are 4 empty spaces to choose from (A, B, C, and D), but only two are connected to the yellow token (B and C). Since the Solo token states to prioritize spaces farthest East, the Renown is placed in space C, since that is East-most of the two connected spaces.



Cocktails Phase (follows Age Phase)

- In turn order, serve 1 cocktail per round.
- Cocktail requires unused spirit label of a specific type on a label bonus space in your distillery and also requires a certain number of mixers to be discarded.
- Place matching cocktail glass token on spirit label used.
- Place renown earned on world map.
- Discard cocktail card to the box.

Any 3 Mixers

Cocktails made with VODKA are -1 Renown.

COCKTAILS: ADDITIONAL ENDGAME SCORING

Score the stated points for each icon shown on ALL of your collected spirit labels (including those in your warehouse).

Multiply collected cocktail glass token types by total visible on personal renown board.

Each Tiki Glass may count as any one of the glass types.

1 renown in all 4 regions. Score multiple times.

Each region you have 6+ renown in.

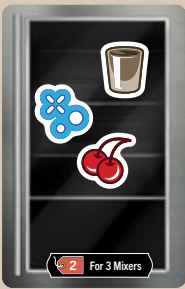
Each remaining mixer token.

UNLOCK 2 nd WASHBACK	RENOWN	FORKLIFT	COLLECTOR
FIZZ	JUICE	LIQUEUR	FLAVORINGS
GARNISH	UMBRELLA (WILD)	TAKE 1 FACE UP COCKTAIL	TIKI (WILD)
MARTINI	OLD FASHIONED	HIGHBALL	HURRICANE

MIXER FRIDGE REFRESH

End of player turn: ≤3 Mixers
Refill from icons on dice & re-roll.
BONUS: take 1 free mixer from new fridge.

End of market phase: ≤5 Mixers
Discard all mixers & refill from icons on dice & re-roll.



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