

A game with a real setting always has to find a balance between historical facts and playability – but should be fun to play, first and foremost.

All of the locations and transport connections on the game board existed in this form at the end of the 19th century and the distilleries are taken from Alfred Barnard's standard work "The Whisky Distilleries of the United Kingdom".

As a rule of thumb: if something is not defined in the rules of play, then all of the players can simply decide among themselves, by mutual agreement, how to handle it. And enjoy in moderation and with pleasure, and take care to ensure that alcohol does not fall into the hands of children and young people. For everyone else: a "dram" from one of the Scottish whisky regions can be something wonderful and can make the game even more enjoyable.

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Game pieces, carton and paper FSC certified

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# MALTFRIEND'S JOURNEY

Whisky Adventure in Scotland



We find ourselves in Scotland in the late Victorian period: Scottish engineers and scientists are helping whisky – as well as industrialisation in the British Empire – to reach its heyday. In this time of “economic awakening”, it is all about building distilleries, making wise investments, doing business and coping with misfortune – and thus building a whisky empire.



### Contents:

1 game board, 6 game pieces, 1 dice, 70 casks,  
32 Distillery cards, 36 Malt Moment cards, 36 Building Licence cards

### Aim of the game:

Own a distillery in every whisky region. The game ends when one player has built a distillery in every whisky region.

Alternatively, you can decide on a length of time to play for. In this case, the player with the most points wins: 3 points for each whisky region in which you own a distillery and 1 point for each distillery.

### Game setup:

- Before the game starts, each player gets:  
1 Distillery card (starting location and 1st distillery), 1 Building Licence card, 1 game piece and for 2-3 players: 8 casks, for 4-6 players: 10 casks
- The pieces and casks are placed on the game board according to the cards which have been dealt. The pieces on the starting distillery locations, the casks either on the starting distillery locations or, to make things a bit trickier, on the distillery areas at the edge of the board. The players can decide which way to play.
- The remaining Building Licence cards are shuffled together with the Malt Moment cards and placed on the game board.

### Lines on the game board:

- Black = steam carriage: per move (place to place) = 1 pip
- Red = railway: per move (place to place) = 2 pips
- Blue = ship: per move (place to place) = 3 pips

There may only ever be one player in a location. Players must move for all the pips they roll. Moving back and forth is not allowed. A player who rolls a 6 must first move 6 pips and may then draw a card from the Malt Moment/Building Licence card stack or roll again – regardless of whether they have built a distillery. A player who rolls too few pips to move (e.g. on a ship or rail route) must stay where they are until their next turn. You start at the distillery location drawn at the start of the game.

### Distillery locations:

- If a player is on a distillery location where no distillery has been built, they may build a distillery. To do this, the player must redeem a Building Licence card which they must already own before their move. Construction costs 1 cask which, depending on the style of play, is placed on the distillery location on the board or on the distillery areas at the edge of the board. The player takes the corresponding Distillery card, but may only own a maximum of 8 distilleries!
- If a player lands on a distillery location where a distillery has already been built, they must pay a toll of 1 cask to the owner. They may no longer stay there. However, they can trade with the owner. The location is counted in the move.
- If a player cannot pay the toll, they also do not receive tolls for one turn.

### Landmarks:

- If a player lands on an landmark, they can roll again or draw a card from the Malt Moment/Building Licence card stack.

### Major cities:

- If the player is on a major city, they may trade distilleries, casks and Building Licence cards with any player.
- Instead of trading with other players, the player can draw a card from the Malt Moment/Building Licence card stack for a price of 2 casks, or swap 2 Building Licence cards for 1 cask.

### Game cards:

- Distillery cards prove that you own a distillery.
- Building Licence cards allow you to build a distillery.
- Malt Moment cards introduce special events.

### Course of play:

- The players determine the style of play (collecting distilleries or game duration).
- The player who rolls the highest number starts.
- The players start on the distillery locations they have drawn.
- Used game cards are removed from play and kept in a separate pile on the board.



### Whisky regions:

- SPEYSIDE
- NORTH HIGHLANDS
- SOUTH HIGHLANDS
- ISLANDS
- ISLAY
- CAMPBELTOWN
- LOWLANDS