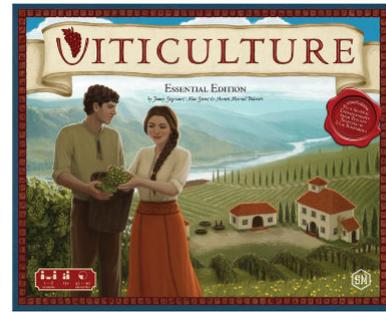


# Players' leaflets for Viticulture

Don't print this - the leaflet starts on next page



It isn't always convenient to pass rules to and fro.

Players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply to them.

That's why I put this together.

So, from the leaflet, each player gets ...

- a mini rules resumé
- an introduction to visitors & elements
- a guide to special actions or effects



## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

Take care over the way that sheet prints back to back - get the numbers right



More little leaflets here ►





### Entertainer - Summer visitor

Either pay £4, and draw three winter visitor cards (blue)  
or discard one wine of any colour or value, and gain 3 victory points.

### Buyer - Summer

Either pay £2, and place one grape token of either colour onto the 1-value crush pad.

Alternatively, remove a grape token of either colour and of any value, and get both £2 and 1 victory point in return.



### Promoter - Winter visitor

Either remove one grape from your crush-pad or any one wine from any cellar, and get 1 victory point in return, and £1 can be added to the residual payment tracker.

### Queen - Winter

Expensive, having royals around!

The player to your right must choose one of three things.

They can lose 1 victory point, or give you any 2 cards of any type that they choose, or pay you £3.



### Mentor - Winter visitor

All the players may make up to two wines of any colour or value (including combinations), if they have the grapes available on their crush pads.

You may draw either one vine card or one Summer visitor card for each opponent that takes advantage of the opportunity.



## Viticulture

... making the most of must

### Rules resumé & reminders

2015 Essential Edition

FunGames4CasualPlayers.com



### Winning - money's not everything.

Money is there to use wisely during play. It's worth nothing when it comes to scoring.

Scores are built up by acquiring victory points.

### Game's end

When someone reaches 20 points, the current year is played to its end. At that point, then the person with most victory points wins.

### It's a seasoned game

It's about planting vines, harvesting grapes, turning grapes into wines, and getting the best sales.

Each year there are four seasons: Spring, Summer, Autumn, and Winter.

Each year, the four seasons call for quite different actions ...

**Spring.** The owners of the vineyards jostle to see who's going to take their actions earliest, trying to gain advantage by doing so.

**Summer.** Activities include acquiring vines and planting them, getting the land and its facilities firmly established, encouraging summer visitors to help out ... and more.

**Autumn.** A low-activity interlude, during which visitors are invited to the domains, in the hope that they'll help out in Summer or in Winter.

**Winter.** Fields are harvested, grapes are put into crushers, grapes that have now been crushed are turned into wine, wines are sold ... and more.

## Getting started

Randomly chosen, someone gets the bunch of grapes. They'll go first at the start of the first year.

The player to their **right** gets it next year.

## Keeping it in the family

First, everybody sets up the bare bones of their vineyard.

Each player gets a Mama and a Papa card.

These determine the basic setup upon which the players will seek to build their estate in the coming years.

## Mama will give you ...

Mama always gives two workers, and sometimes a little bit of cash.

Additionally, she'll bring you vines, or visitors, or even orders for wines.

These will be useful at various and different stages of the game.

## Papa generously throws in ...

He always provides a 'grande' worker: one who's got a bit more muscle than an ordinary one. Often there's some cash to get you going, too.

Then he gives you a choice between acquiring a structure to put into the vineyard, or taking some extra cash.

## Starting the year ... Spring

The person with the grapes gets first choice. They place their rooster on any of the seven sections of the wake-up chart.



The chart shows when players' turns come for the rest of this year.

The rooster that's perched on number 1 will take their actions first - 2 will go second, and so on.

The grape-holder has first choice, but if they do not choose the number 1 spot, they'll not be the first to take action.

Different benefits can be gained from placing one's rooster on different spaces on the chart.

Decisions are demanded, even now.



## Visitors

### Getting them to come

Each Autumn, all owners of the vineyards invite visitors.

Each draws either one Summer or one Winter **visitor** card: one extra if they own a **cottage**.

### Putting visitors to good use

In the two working seasons, players may play visitor cards. The visitors then do the things they love doing.

► It first requires finding a space on the "play visitor" activity spots.

If you access the **bonus** spot, you can call on two visitors.

## Visitors - examples

*Have a look at these example cards.*



### Pedlar - Summer visitor

The pedlar allows you to discard one or two cards of any type - that's what the neutral coloured card-icon means. Two of the same, or two different - it's up to you.

Replace them with cards of the same type as those discarded.

Get rid of some rubbish - but take pot luck on what you get in return.

### Negotiator - Summer visitor

Either discard one set of grapes from a crush pad of any colour or value, and gain £1 on the **residual payment** tracker.

OR discard one wine of any colour or value, and gain £2 on the tracker.



### Noble - Winter visitor

Either pay £1 and gain £1 on the residual payment tracker  
or lose £2 on the tracker, but gain 2 victory points.

## Selling wines - and receiving payments

### Immediate gain

When a wine order's fulfilled (by meeting at least the minimum values shown on the card), there are immediate benefits for the domain owner.

They get victory points. The higher grade the wine, the harder it is to produce: worthy of more victory points.

More payments will come later ....

### Residual payments

When the wine dealer drives off with all those bottles, there is some payment outstanding - this is the **residual** payment.

With every sale, the wine maker's trove of such treasure increases - as shown on the payment tracker.

Their bottle is moved upwards to show how much they've accrued.

Leave it alone unless **told** to move it.

At the end of **every** year, **everybody** receives a payout equal to what's indicated by their bottle at that time.

This can never exceed the upper limit shown on the tracker.

### Need cash in a hurry, and can't give a tour?

In both Summer and Winter, any number of workers can jump onto the "gain" cart. Or sell grapes or fields if the season's right.

## When each year is over

**Ageing** enhances value - grapes on the crush pads and wines in the cellars are upgraded by 1 step (for example, from 2 to 3).

For wines there must be space at the next step up - so there may need to be a bigger cellar. If ageing can't be done, the grape or wine tokens stay where they are.

**Workers & roosters** - workers return to their domains. The temporary one rests up, and is set aside ... to be called upon next year perhaps.

Roosters laboriously fly home to await next Spring.

**Residual payments** - players who've got bottles on the **residual payments tracker** get payments.

**Cards** - seven is the **maximum** that any vintner is allowed to hold at this point.

**First player** - the bunch of grapes is passed **right**.



## Vines - important from the outset

There are **nine** varieties, and **forty two** vines (*cards*).

Four produce red grapes, four white, and one provides both.

The vines vary in the **value** of the grapes they bear, and in their need for **extra care** during growing.

Some need **trellises**, some must have **irrigation**, some need both, and some need neither.

Each **Summer** players seek to buy vines and plant them: fields have **limits** on how many vines they can take.

In **Winter** fields are harvested, wines made, and sold.

Higher value grapes can be used to make higher value wines, earning more victory points.



### One vine bears both red and white ...

**Pinot** - produces both red and white grapes, with a value of 1 for each type.

It needs **trellis** support. (6 vines are available)

### Four reds ...

**Sangiovese** has value of 1. **No** trellis support or irrigation. (4 vines)

**Syrah** has value 2 - it **must** have trellis support. (5 vines)

**Merlot** has greater value, at 3 - **needs** irrigation to grow. (5 vines)

**Cabernet Sauvignon** has value 4 - **must** have trellis and irrigation. (4)

### Four whites ...

**Malvasia** has a value of 1. **No** trellis support or irrigation. (4 vines)

**Trebbiano** has value 2 - **needs** trellis support. (5 vines)

**Sauvignon Blanc** is valued at 3 - needs irrigation. (5 vines)

**Chardonnay** has value 4 - must have both trellis and irrigation. (4 vines)



## Structures - what are they, and why have them?

Structures are essential to the vineyard. They must be paid for. They can be built as Summer activities, and some visitors help to acquire them, too.

**Trellises (£2)**



**Irrigation systems (£3)**



These are required by some of the vines. Check before you plant!

**Windmill (£5)** Once it's been built, the winemaker gains 1 victory point when a new vine is planted: just once each year.



**Cottage (£4)**

With extra accommodation, the domain can house one extra visitor when Autumn comes. It can be a Summer or Winter visitor, as they choose.



**Tasting-room & its table (£6)** If there's wine ready to be tasted, the owner gets 1 victory point for each guided tour & tasting: once a year.



**Yoke (£2)** A worker placed on the yoke can **either** pull one vine up (*returned to hand*), or harvest a field that season - fields can be harvested only once a year.



Can be used in conjunction with harvesting actions by workers on the main board.

**Medium cellar (£4) & Large cellar (£6)** The vineyard starts out with just a small cellar.

It is essential to have the right-sized cellar for higher grade and more complex wines - they need more space.



## Workers - and working

In both active seasons, players place their workers - guided by their position on the wake-up chart. Each places **one** worker, and then it goes around clockwise: several times.

If players don't want to employ all their workers during Summer they can pass, keeping them back for Winter actions.

Grande workers are burlier than average, so even if all three spots on an action area are already taken, any number of Grande workers can squeeze into the **area** and take the action.

They only get a bonus by landing on the **bonus** spot, like ordinary mortals.

► Additional workers can be trained in Winter - at a cost of £4.

► The board shows which **spots** can be used, determined by the number of players.

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## Seasonal actions - and bonuses

### Summer

Summer activities are shown with yellowish play-spots.

One worker may be placed on each spot. The benefit of doing so is indicated on the board.

These descriptions sometimes use card or coin symbols.



### Bonuses, and lack of space

If the centre spot is chosen, it brings a useful bonus: also described on the board.

If all three spots are occupied, no more ordinary workers can undertake that action this year. **Grande** workers can (*standing in the area: not on a spot*).

### Sell grapes or fields

**Grapes** (more than one) may be sold for the amount shown between crush pads.

Unplanted **fields** can be sold for the value shown on their card - and can be bought back at the same price. Vines can't be planted in a sold field.

**Autumn** - don't forget it! (see also page 7)



### Winter

The same kind of action-choosing happens: the play-spots are blue/grey.

### Harvesting & placing crush-tokens

**Grapes** are taken off vines to create grape tokens on the **crush pads**. For the two colours separately, each colour is summed. The **vine** cards stay in the field.

► If the pad's got a token of this harvest's grape-count on it, the new token must be placed at the nearest lower available number.

### Making wines - wine tokens

If grapes are sitting on the crush pad and there is space in the cellars for wines of that colour and value, the grapes can be moved from crushing pads to the cellars.

Red and white grape tokens are added together to create **rosé** (*one of each colour*) and **sparkling** (*two red and one white*) wines.

Once placed on the shelf, wines cannot be mixed.

### Fulfil wine orders

Purple cards display wine orders. If every one of the individually specified wines is available from the cellars, the order can be fulfilled.

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