

Players' leaflets for Viticulture

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

A4 back to back

Players often want to consult the oracle, and to see ahead what their options may be.

(Guided, with thanks, by BoardGameGeek forum discussions)



If you have any comments, suggested tweaks, corrections
or criticisms, please contact me ►

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Viticulture

2015 Essential Edition

Winning - money's not everything.

Money is there to use wisely during play. At the end, when it comes to scoring, it may be of use when there's a tie for first place.

Scores are built up by acquiring victory points.

The game's end

When someone reaches 20 points, the current year is played to its end. At that point, the owner with most victory points wins - "best winemaker".

If it's tied, the owner with most money gets it - and if still tied, the owner with the highest value cellars - and still tied, the value of grapes on the crush-pads.

It's a four season game

Across the seasons, everybody is busy planting vines, harvesting grapes, turning grapes into wines, and getting the best sales.

Of course, there are different jobs to be done in each season ...

... but, to get started

Randomly, someone gets the bunch of grapes, they'll go first in 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. Everyone has a Mama and a Papa to help them start out on their road to riches.

This determines the core, upon which players will seek to build their estate.

Mama gives ...

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.

Papa generously helps, too ...

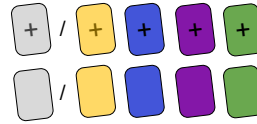
He always provides a 'grande' worker ~ one who's got a bit more muscle than an ordinary one. Often there's some cash to get you going, too.

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



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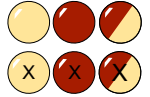
Meanings of the icons on cards



◀ **Draw** any card (grey) - or one of the colour shown (+ means draw a card)

◀ **Play** any card - or one of the colour shown

White, red, or any coloured grape - 'x' indicates a value. ►



◀ Any wine (grey) - or red, white, rosé or sparkling, of any value

◀ or a value determined by 'x'.

Take one or two steps on the Residual Payments tracker. ►



Starting the year ... Spring

Every year, the vintner with the grapes gets first choice, placing their rooster on any of the seven sections of the wake-up chart ~ on the number side.

The chart shows when vintners' 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.

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

- 1 gains no benefits beyond being first to place one's workers during the whole of this year
- 2 allows the vintner to take one vine card, and to go second in placing workers
- 3 gives one wine-sale card
- 4 gives £1
- 5 gives either a Summer or a Winter visitor card
- 6 gives 1 Victory Point
- 7 gives the 'spare worker' for the whole of this year



Decisions are demanded, even now.

Later, rather than placing more workers in the Summer season, vintners may choose to pass - holding them back for use later.

To indicate this, the rooster can be slid to the not number position on the wake-up chart.

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Summer



Summer activities are shown with yellow play-spots.

One worker can sit on each spot. The action it leads to is shown on the board. Actions must be undertaken.

More than one worker from a vineyard may take the actions.

Bonuses, and lack of space

If the centre spot is chosen, it brings a bonus ~ described on the board. The bonus action **may** be left unused.

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

About selling either grapes or fields

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

Unplanted **fields** can be sold for the value shown on their card - and can be bought back at the same price. Vines cannot be planted in a field that's been sold, until it's bought back.

After Summer comes Autumn - don't forget it!

Winter

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

Harvesting & placing grape-tokens on crushers

Grapes are harvested to create grape tokens on the **crush pads**. The field's two colours are summed. The **vines** stay in the field for later years' harvests.

► If the crush-pad's already got a token of this harvest's grape-count on it, the new token must be placed at the next lower number. The bonus allows another field to be harvested.

Making wines - wine tokens

If there are grapes on the crush-pad and **if** there is space in the cellars for wines of that colour, and at the value the vintner wants to create, up to two wines can be created. The action-bonus allows a third wine to be created: the option doesn't **have** to be used.

► Red and white grape tokens can be combined, allowing vintners to create **rosé** (at the ratio of one grape token of each) and **sparkling** (two red tokens to every one white token).

Once in the cellar, wines **cannot** be mixed.

Fulfil ("fill") 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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Vines

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

Four produce red grapes, four white, and one vine 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, but the 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)



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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.

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. Collect a Summer or Winter visitor card, 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 and 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 Summer and Winter, owners 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.

However, 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.

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Selling wines - purple cards

Immediate gain

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

The owners 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



Residual payments

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

With every sale, the wine maker's cash-to-come increases ~ shown on the payment tracker.

Their bottle moves 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 £5.



Do you need cash in a hurry, and you can't give a tour?

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

When each year is over

Ageing ~ this enhances value - grapes on the crush pads and wines in the cellars are upgraded by one 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 are forced to stay where they are.

Workers & roosters ~ workers return to their domains. The temporary one rests up, and is returned to the wake-up chart ... to be called upon next year perhaps.

Roosters laboriously fly home to await next Spring.

Residual payments ~ all owners who've got bottles on the residual payments tracker get payments.

Cards ~ seven is the maximum that any owner is allowed to hold at this point. Choose which cards to discard.



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First player - the bunch of grapes is passed anticlockwise.

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 cards to get a 'feel' for the way cards work.



Pedlar - Summer visitor

The pedlar (*proper spelling*) 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.

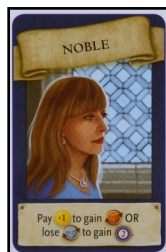
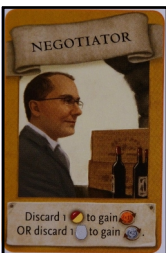
Replace them with cards of the same colours as those discarded.

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.

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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

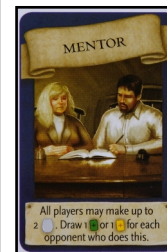
Either remove one grape from your crush-pad or any one wine from any cellar, and get 1 victory point in return, and £1 can be added to the residual payment tracker.

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

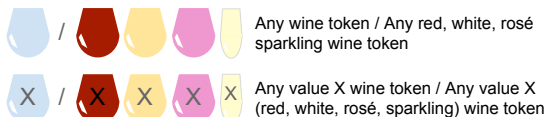
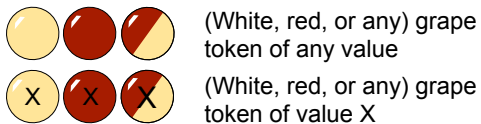
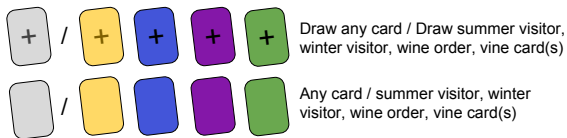
All the players may make up to two wines of any colour or value (including combinations) if they have the grapes available on their crush pads.

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

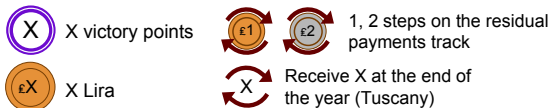
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Leaflets here ► fungames4casualplayers.com/rules-of-game-viticulture

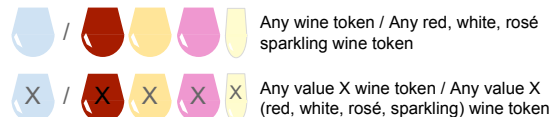
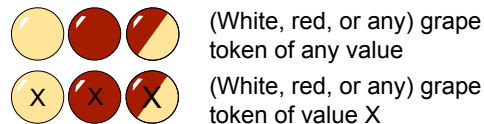
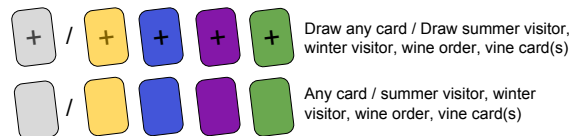
Viticulture Card Symbols Reference Guide



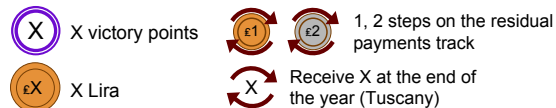
If paying grapes or wines of X value, may overpay.



Viticulture Card Symbols Reference Guide



If paying grapes or wines of X value, may overpay.



Cut and laminate - two should be enough