BOA É A VIDA, MAS MELHOR É O VINHO

VINHOS

In Vinhos (a Portuguese word meaning "Wines") you will play the role of wine producers in Portugal.
You must demonstrate your skills by promoting your label, building a good reputation and gaining prestige at home and abroad.

Over a period of 6 years, you will expand your business by establishing Estates in the different regions of Portugal, buying vineyards and building wineries.
Skilled enologists will help you increase the quality of your wine, while top Wine Experts will enhance the taste, aroma, look and alcohol content of your wine at the "Feira Nacional do Vinho Português", the Wine Tasting Fair.

Every year begins with a forecast of climatic conditions and ends with the production of wine.
With the right weather conditions, exceptional vintages let you produce high quality wines, while cloudy weather or heavy rain usually have devastating effects: expanding your Estates is then the only way to offset the negative effects.
The value of your wine increases with the passage of time, but only if you have built an appropriate cellar to age it.

Selling your wines to Portuguese local hangouts, such as the Casa de Fados, the Hotel and the Enoteca, will establish a market presence for your company and will help you secure the funds to expand your company, and to pay your enologists' salaries.
But, as everyone knows, prestige cannot come from money alone.

To ensure a good reputation on international markets you must meet the requirements of various Countries, by consistently exporting high-quality wines.

Periodically, a Wine Tasting Fair will be held.
The choice of the best wine by value and features is essential to the prestige of your company and will definitely make all the difference!

Three influential managers, fond of wines and keenly interested in the ones that will be presented at the fair, will offer you some benefits, but only if your wine will fully meet their demands.

It is up to you to decide the best time to announce which wine you intend to present at the Fair.
An early announcement will allow you to take advantage of the benefits immediately; however, if you wait until the last moment, chances are that you will present a wine of superior value, and at the same time you will know for sure which features will be most appreciated.

The winner is the Player with the most Victory Points at the end of the game.

Components

Before the start of the first game please remove all Bank Notes, Feature Markers and Vintage, Cellar, Winery, Vineyard, Wine, Fair, and Wine Expert Tiles from the frames.

1) 1 Game Board
2) 4 Player Boards Front Back
3) 9 Vintage Tiles
4) 96 Wine Tiles Red wine side White wine side
5) 16 Winery Tiles
6) 32 Vineyard Tiles Cost side Region Side
7) 9 Cellar Tiles
8) 6 Port Wine Tiles
9) 24 Wine Expert Tiles Front Back

10) 36 Bank Notes (6 by 5,000 *Bagos*, 12 by 2,000 *Bagos* and 18 by 1,000 *Bagos*)
11) 1 Round/Taxation Marker (natural color cylinder)
12) 8 Enologists (natural color pawns)
13) 4 Action Markers (cylinders in the 4 Players colors:1 yellow, 1 red, 1 blue, 1 purple)
14) 32 Barrels in the 4 Player colors (8 yellow, 8 red, 8 blue, 8 purple)
15) 36 Discs in the 4 Player colors (9 yellow, 9 red, 9 blue 9 purple)
16) 15 Region Renown Cubes (natural color)
17) 4 Feature Markers Taste Aroma Look Alcohol Content
18) 12 Fair Tiles in the 4 Player colors (3 yellow, 3 red, 3 blue, 3 purple)

Initial Pr

The picture represents the initial set up for a 4-Player game.

1. Lay the Game Board on the table.

2. Each Player chooses a color (yellow, red, purple or blue) and sets the following items in front of himself (*), in order to create his supply:

- **8 Barrels** of the chosen color
- **9 Discs** of the chosen color
- **1 Action Marker** of the chosen color
- **3 Fair Tiles** of the chosen color
- **1 Player Board**

Each Player Board depicts:
4 Estates (each having 3 Estate slots) and
4 corresponding Warehouses (each having 2 slots).

If the game has fewer than 4 Players, put any unused components and leftover Player Boards in the game box.

Victory Points

3. Each Player places his Scoring Marker (1 of his discs) on «0» (zero) on the Scoring Track.
During the game, every time the Player earns Victory Points, he will advance his Scoring Marker accordingly.
If a VP symbol on the game board is ivory, the Player will earn those Victory Points at the end of the game.

Vineyards and Region Renown Cubes

12.1 Place Region Renown cubes on the Board to form a common supply.

12.2 Divide the Vineyard Tiles depending on the upper left number (that indicates the Vineyard's region), form 8 decks, shuffle each one of them, and place them in the appropriate region spaces with the Cost Side face up.
Place Port Wine Tiles in the Douro space.
4 Players will play with 8 Regions, 3 Players with 7 Regions, 2 Players with 6 Regions. (With 2 or 3 Players, randomly select the Region(s) to be discarded from the game and put the unused Vineyard Tiles in the game box. Suggestion: for the 1st play, with 3 Players remove the Algarve Tiles, with 2 Players remove Algarve and Setúbal Tiles).

12.3 Each Player buys **1 Vineyard of his choice and receives the matching Wine Tile.**
Note: *Each region has a different characteristic (you can find their descriptions at the end of this rulebook).*

The Player **must:**

a. choose 1 region,
b. take the topmost Vineyard Tile from that region,
c. pay (in cash) the price shown on its Cost Side,
d. place the chosen Vineyard Tile with the Region Side facing up on his Player Board,
e. place 1 of his discs on the game board in the chosen Region's Circle on the map,
f. place 1 Region Renown Cube (from the common supply) on the game board in an empty Cube Space of the chosen Region's box,
g. take a Wine Tile valued 2 (For Lisboa and Douro Wine Tiles, see the description of the characteristics),
h. place it on his Player Board on the leftmost Warehouse slot below the Vineyard (For Dão, see the description of the characteristics) with either the "Red Wine" or the "White Wine" side face-up depending on the color depicted on the upper-right corner of the Vineyard Tile.

Note: *more than 1 Player can choose the same region.*

Wine Experts, Cellars, Wineries

11.1 Divide the Wine Expert Tiles depending on the depicted feature (Taste, Look, Aroma, or Alcohol Content), form 4 decks, shuffle each one of them and place them face up in the appropriate spaces.

11.2 Put the Cellar Tiles on the board
(with 4 Players, use 9 Cellars; with 3 Players, 7 Cellars; with 2 Players, 5 Cellars. Put any leftover Cellars in the game box).

11.3 Put the Winery Tiles on the board
(with 4 Players, use 16 Wineries; with 3 Players, 12 Wineries; with 2 Players, 8 Wineries). Put any leftover Wineries in the game box.

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Vintage Tiles and Player order

4.1 Set aside the «0» (zero) Vintage Tile. Shuffle remaining Vintage Tiles and place them face-down as a deck on the appropriate space on the game board. Place the 0 Tile face-up on top of the deck. The first Year's Vintage Tile is always the 0.

4.2 Randomly establish the initial order of play. Each Player places his Order Marker (1 of his discs) on the top row of the Player Order area, accordingly.
Example: **Red** *is First Player,* **Purple** *will play second,* **Blue** *third and* **Yellow** *fourth.*

Wine Tiles

5. Put the wine tiles next to the board to form a common supply.

Wine Tasting Fair

At the Wine Tasting Fair (Feira Nacional do Vinho Português) Players will earn Fair Points depending on the features (Taste, Aroma, Look and Alcohol content) of the wines they present.

6.1 Place 1 Feature Marker on the leftmost space of each row. *During the game, the position of the Marker will indicate the value of the Feature.*

6.2 Each Player places his Fair Scoring Marker (1 of his discs) over this symbol on the Fair-Scoring Track.

During the game, every time the Player earns Fair Points, he will advance his Fair-Scoring Marker accordingly.

Banco do Vinho and Investment Bar

Each Player has a bank account open at Banco do Vinho where he will be credited with earnings from the sales of wine and which he will use to pay his enologists' salaries. The current account balance will increase or decrease according to Investments made and relevant positive or negative interest.

7. Each Player places
- his Bank Account Marker (1 of his discs) on space 5 of the Bank Account and
- his Investment Marker (1 of his discs) in the "+1" space of the Investment Bar.

Whenever a Player's bank account gains or loses money, he moves his Bank Account Marker forward or back accordingly (1 space = 1,000 Bagos). Whenever he invests or divests, he moves his Investment Marker up or down accordingly.

Bank Notes

8. *All purchases will be made in cash (Bagos notes).*
- The first Player receives 11,000 *Bagos*
- The second Player receives 11,000 *Bagos* (12,000 *Bagos* in a 2-Player game)
- The third Player receives 12,000 *Bagos*
- The fourth Player receives 12,000 *Bagos*

Players put their *Bagos* in front of themselves to create their own supply. Place the remaining money next to the game board to form a common supply.

Enologists

9. Put the Enologists on the game board.

Actions Area and Round Track

10.1 Each Player places his Action Marker in the central space of the Actions Area.

10.2 Place the Round/Taxation Marker in the space at the top left corner of the Round Track.

(*) from now on, for simplicity, readability and economy, we will make use of the pronoun «He» when talking about each Player, while it is clearly understood that we indeed mean in each instance to say a more correct «he/she».

Game round

The game lasts 6 rounds, equivalent to 6 years.

The Round/Taxation marker indicates the passing of years and of different steps within each year.

During each round there are the following steps (always in the same order):

Start of Round

Each Year begins with the weather forecast for the current year.

Taking Actions

Each Year, the Player will perform 2 Actions among the 9 available.

He can buy Vineyards, build Wineries, hire Enologists, build Cellars, sell or export the produced wines, manage the sales revenue, hire Wine Experts, pass or announce which wine he intends to present at the following Fair. He can also take advantage of the benefits offered by the 3 Managers.

Maintenance

The Players will calculate the positive or negative interest on their Investments, and will pay their enologists' salaries.

Production

Players will receive 1 Wine Tile for each Estate on their Player Board where there is at least 1 Vineyard, and will place it in the leftmost slot of the related Warehouse or Cellar. Every year, wines will move 1 slot to the right to indicate their aging.

The color of Wine depends on the color of Vineyard, while its Production Value depends on the number of Vineyards, Wineries and Enologists in the Estate, and on the weather conditions of the current year.

Wine Tasting Fair (only 3rd, 5th, and 6th year)

At the end of the 3rd, 5th, and 6th year a Wine Tasting Fair is held.

Each Player must present 1 wine, and only 1 wine, at each Fair.

The Wine Expert Tiles can be played to gain Fair Points. The higher the value of the wine a Player presents, the higher the number of Tiles he can play.

Available Actions:

Vineyards	Cellars	Wineries
Wine Experts	Pass/ Press Release	Enologists
Export	Sales	Bank

Example: Production Step

Red *has produced a "3" white wine. He places the Tile in the leftmost slot of the corresponding warehouse.*

Purple *has produced a "2" red wine.*
He places the Tile in the leftmost slot of the corresponding cellar.

Start of round

At the beginning of each year except the 1st (the 1st Year starts with the Taking Actions Step) Players **must:**

a. **discard the previous year's Vintage Tile, and flip the topmost Tile of the Vintage deck face-up**. The number in the bottom-left (from +2 to -2) indicates the weather conditions of the current year. Weather conditions will influence the production of wines at the end of the current year. The Vintage Tile for the 1st year is the "0" Tile placed during the Initial Preparation. *Every game will play out differently depending on the sequence of vintages. Players will need to give serious consideration to the weather while planning their strategies.*

b. **move the Feature markers to the right 1/2/3 spaces, as indicated on the Vintage Tile**. If a Feature Marker reaches the rightmost space, it cannot be moved further. ***Note:*** *during the game, the Feature Markers will never reset to zero.*
No Feature Marker will be moved at the beginning of the 1st Year.

At the beginning of 4th and 6th year, each Player that has any Wine Expert Tiles face-down in front of him, turns them face-up.

Example: 4th year.

The Vintage Tile foretells a bad year (each production will be worth 1 point less).

The feature Look will increase 3 times, and Taste 2 times.

Move the Look Marker 3 spaces to the right and the Taste Marker 2 spaces to the right.

The **Yellow** *Player has 2 Wine Expert Tiles face-down in front of him. He turns them face-up.*

Taking Actions

This Step is made up of 2 Phases.

Phase 1:
Place the Round/Taxation Marker on space "1" of the current year, to indicate that Phase 1 is starting.

Starting with the First Player and continuing in the order shown in the "Player Order" area, **each Player must:**

a. **move his Action Marker,**
b. **place it in the space depicting the Action** he intends to perform and
c. **take the corresponding Action.**

MOVEMENT RULES:

- **If the Player does not want to or cannot take any actions**, he must **move** his Action Marker to the **Pass/Press Release space and pass**.
- If the Player moves his Action Marker to an adjacent space (orthogonally or diagonally), the movement is free of charge.
  If he moves his Action Marker to a non-adjacent space, he must pay 1,000 Bagos (cash) to the common supply.
  Red *can move his Action Marker free of charge to one of the spaces indicated by the red arrows. Otherwise he has to pay 1,000 Bagos (cash) to the common supply.*

- The Player **must pay 1,000 Bagos (cash) to each Player already on the destination space, if any.**
- The Player **must pay 1,000 Bagos (cash) to the common supply if the Round/Taxation Marker is in the destination space.**

If **Red** *moves to this space, he has to pay 1,000 Bagos (cash) to* **Purple** *and 1,000 Bagos (cash) to the common supply.*

Note: *You must always move to a different space. The Player can not, therefore, perform the same Action twice in a row.*
In order to place his Action Marker in one of the spaces, the Player must be able to perform and pay for the associated Action and must have enough cash Bagos to pay for non-adjacent movement, any opponents already on the destination space and any taxes that need to be paid.

Exceptions:

◊ **Moving the Action Marker to the Pass/Press Release space is always free of charge**, even if there are other Players' Action Markers there;
◊ If his Action Marker is already in the Pass/Press Release space and the Player is in **no way able to take any other Action,** then **he can stay in the Pass/Press Release space**, without moving his Marker.

ORDER OF PLAY:

If the Player places his Action Marker on the Pass/Press Release space, he moves his Order Marker from the top row to the bottom row of the "Player Order" Area and places it in any empty Order Slot he chooses (only 1 Order Marker may occupy any single Order Slot).

Phase 2:
Once all Players have made their first move, **place the Round/Taxation Marker in the adjacent space "2"**, to indicate that Phase 2 is starting.

If necessary, adjust the order of play maintaining the positions of the Order Markers placed on the bottom row. The Order Markers that are still on the top row are shifted accordingly.

Starting with the current First Player, and following the order of play shown in the "Player Order" area, **each Player <u>must once more</u>** (following the same rules of Phase 1) **move his Action Marker, place it in the space indicating the Action** he intends to perform, and **take the corresponding Action.**
<u>At the end of Phase 2, if necessary, adjust the order of play again.</u>

Example: ***4th year, Taking Actions Step, Phase 1.*** *Players put the Round/Taxation Marker in space 1 of the 4th Year.*

Red *(first Player) moves his Action Marker from Export to Wine Experts.*
The target space is adjacent to his original space, so he does not have to pay to move; however, the Round/Taxation Marker is currently on Wine Experts, so he has to pay 1,000 Bagos to the common supply. He takes the Wine Expert Action.

Purple *moves his Action Marker from Enologists to Pass/Press Release.*

He wants to go first, so he moves his Order Marker to the first space on the bottom row.
He passes and does not take any action.

Blue *moves his Action Marker from Cellars to Pass/Release.*
He wants to go last, so he moves his Order Marker to the last space on the bottom row.

He doesn't pay anything to **Purple**, *because the Pass/Press Release action is always free of charge. He takes the Press Release Action.*

Yellow *moves his Action Marker from Bank to Wine Experts.*

The target space is not adjacent to his original space.
Both **Red**'*s Marker and the Round/Taxation Marker are already on Wine Experts.*
Yellow *must then pay 2,000 Bagos to the common supply and 1,000 Bagos to* **Red**. *He takes the Wine Expert Action.*

The Round/Taxation Marker is placed in the adjacent space "2".

Phase 2 will have the following order of play:
Purple, **Red**, **Yellow**, **Blue**

Available actions:
Vineyards, Wineries, Enologists, Cellars, Sales, Export, Bank, Wine Experts, Pass/Press Release

Note: all components are limited to the quantity provided and can therefore run out during the game. The only exceptions are:
Bagos Notes *- In the unlikely event that the common supply runs out of cash, Players keep track of cash transactions on a sheet of paper.*
Wine Tiles *- In the unlikely event that the common supply runs out of Tiles of a certain value, Players can use several Tiles that add up to the appropriate total value (if that is not possible, Players can use a substitute method of their choice).*
All the elements the players have in front of them must always be visible to the other players.

Vineyards

A Player who performs this Action **must purchase Vineyards from at least one region of Portugal**, but may not buy more than 1 Vineyard from each region per action.

For each region he chooses, the Player **must:**

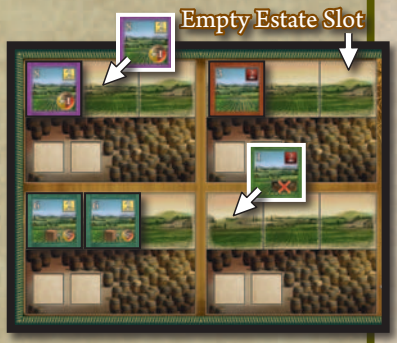
- **take the topmost Vineyard Tile from its deck,**
- **pay (in cash) the price** shown on its Cost side,
- **place it, with the Region Side face-up, on his Player Board in an empty Estate slot of his choice.**
  Only 1 Tile (Vineyard or Winery) can occupy any single Estate Slot. **Within each Estate** Vineyards must come from the **same region and produce wines of the same color (White or Red).** There are 2 White Vineyards and 2 Red Vineyards for each region, so in each Estate there can be at maximum 2 Vineyards.

  If it is the **first Vineyard in the Estate**, the Player must **place 1 of his discs** (from his supply) on the game board **in the chosen region's circle on the map.** The discs are used to quickly see which Players have an Estate in the region.
  If instead it is his **second Vineyard in the Estate**, he does **not place a disc. There are 4 Estates (each one with 3 Estate slots) on each Player Board, so** a single Player can have a maximum of 4 discs placed on the map.
- **if possible, place 1 Region Renown Cube** (from the common supply) **in 1 empty Cube Space of the chosen Region's Box.**

A Player cannot buy 2 Vineyards from the same region in a single Vineyard action.

There is no limit to the number of Players that may have an Estate (and therefore a disc) in the same region.
A Player can have more than 1 Estate (and therefore more than 1 disc) in the same region.
The different characteristics of the regions are described at the end of this rulebook.

Example:



Red *already has Vineyard Tiles in 3 Estates:*
1 in Algarve (white wine), 1 in Dão (red wine) and 2 in Alentejo (white wine).

He buys 1 Red Minho and starts a new Estate.
He pays 3,000 Bagos cash and places the Red Minho Vineyard in his 4th Estate. He Places 1 Renown Cube in the Region Box and 1 of his discs in the Region's circle.

He buys 1 Algarve White and expands his Algarve Estate.
He Pays 4,000 Bagos cash and places a Renown Cube in the Algarve Box. It is his second Vineyard in the Estate so he does not place another disc.
He can neither expand his Red Dão Estate (because the Tile on top of the Dão deck is white), nor the Alentejo Estate (because he already has the 2 available white Vineyards).

Wineries

A Player who performs this Action **must build 1 or 2 Wineries.**

For each Winery, the Player **must**:

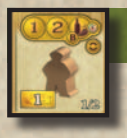
- **pay 3,000** *Bagos* **(in cash),**
- **take 1 Winery Tile** from the game board,
- **place it on his Player Board in an empty Estate slot of his choice.** Only 1 Tile (Vineyard or Winery) can occupy any single Estate Slot. **In each Estate** there can be a **maximum of 2 Wineries.**
- **if possible, place 1 Region Renown Cube** (from the common supply). If the Estate already has Vineyards in a Region, the Renown Cube goes on an empty Cube Space in that Region; otherwise, the cube goes on the Winery itself until the Estate becomes affiliated with a region.
  At that point, move the cube from the Winery to an empty Cube Space in the Region's box.

Example:
Blue *buys 2 Wineries.*
He uses 1 to expand his Douro Estate and establishes a new Estate with the other.
He pays a total of 6,000 Bagos (in cash) and places 1 Region Renown Cube in the Douro Region Box and 1 Cube on the Winery in the new Estate.

In a following round he buys 1 Alentejo Vineyard and places it in the Estate that only has the Winery. He moves the Cube sitting on the Winery to the Alentejo Region Box.

Production Value of the Winery

The color of wine produced (red or white) depends on the color of the Vineyard(s) in the Estate.



Enologists

A Player who performs this Action **must hire 1 or 2 Enologists.**

For each Enologist, the Player **must:**

- **pay 1,000** *Bagos* **(in cash),**
- **take 1 Enologist** pawn from the game board,
- **place it** on his Player Board **on an empty Winery of his choice.** Only 1 Enologist can occupy any single Winery.

Each Year, during the Maintenance Step the Player will pay 1,000 Bagos ***from his bank account*** *for each Enologist in his employ.*

Production Value of the Enologist

The color of wine produced (red or white) depends on the color of the Vineyard(s) in the Estate

Example:
Purple *has only 1 empty Winery. He can thus hire only 1 Enologist.*

He Pays 1,000 Bagos in cash and places the pawn on the empty Winery.

Cellars

A Player who performs this Action **must build 1 Cellar:**

The Player **must:**

- pay **2,000** *Bagos* **(in cash),**
- **take 1 Cellar Tile** from the game board and
- **place it on his Player Board to cover a Warehouse of his choice**. Only 1 Cellar can cover any single Warehouse.
  All the Wine Tiles currently in the Warehouse, if any, must be **moved to the Cellar, respecting their aging.**
  Therefore, the Wine in the leftmost slot of the Warehouse will be positioned in the leftmost slot of the Cellar, the Wine in the second Warehouse slot will go to the second slot of the Cellar.
- **if possible, place 1 Region Renown Cube** (from the common supply).
  If the Estate already has Vineyards in a Region, the Renown Cube goes on an empty Cube Space in that Region; otherwise, the cube goes on the Cellar itself until the Estate becomes affiliated with a region.
  At that point, move the cube from the Cellar to an empty Cube Space in the Region's box.

The Cellar allows the wines to age longer. In addition, every year of aging in the Cellar increases the Value of Wines for Sales, Export, and the Fair.

Example:
Yellow *had previously produced a "4" Wine and a "5" Wine which are still in the Warehouse of his Alentejo Estate.*

Now he buys 1 Cellar and places it in his Alentejo Estate, covering the Warehouse.

He places the "4" Wine in the leftmost slot of the Cellar and the "5" Wine in the second slot.

He places 1 Region Renown Cube in the Alentejo Region Box.

For better understanding of subsequent actions Players need to know how wine is made and aged, how its value is calculated at the time of production (Production Value), and at sale, export or Fair time (Wine Value).

The Wine: Aging and Production

At the end of each year (Production Step), **any Wine Tile still placed in Warehouses or Cellars, move 1 slot to the right to indicate that they have aged 1 year.**
If a wine moves out of the rightmost slot of its Warehouse/Cellar, it cannot age any further. **The Wine is lost and must be discarded.**

After that, current year's production will start.

For each Estate on his Player Board that has at least 1 Vineyard (if there are only Wineries or Cellars no wine is produced) the Player must:

a. **calculate the Production Value** (see below),
b. **take** (from the common supply) **1 Wine Tile of the appropriate value** and
c. **place it on the leftmost slot of the Estate's Warehouse/Cellar** with the "Red Wine" or the "White Wine" side face-up depending on the color of the Vineyard Tile(s).

Example:

The Vintage Tile is -2.

- *In the leftmost slot of* **Blue**'*s Lisboa Warehouse there is a Wine Tile produced at the end of the previous year. He moves it 1 slot to the right to indicate that it has aged 1 year.*

- *He does not receive a Wine Tile for his Estate without Vineyards: an Estate needs a Vineyard in order to produce.*

Production Value

The Production Value of wines depends on several factors: the weather conditions of the current year (shown on Vintage Tiles), the number of Vineyards in the Estate and therefore the quantity of grapes produced, the work of the Enologists to improve the quality of wine, and the presence of Wineries which provide superb storage for the grapes and host the Enologists.

The Production Value is calculated as follows:
+ 2 points for each **Vineyard** in the Estate,
+ 1 point for each **Winery** in the Estate,
+ 2 points for each **Enologist** in the Estate,
+ or - the **Weather conditions Value (+2 to -2),** shown in the bottom left of the current Vintage Tile.

Before production, Enologists can be moved around between your Estates, provided there are empty Wineries to house them.

Producing a wine of 0 Value equates to not producing, so the Player won't receive a Wine Tile.

Wine Value

When the Wine is sold, exported, or presented at the Fair, its Value is determined by a combination of its Production Value, the Region's Renown, and aging in the Cellar.

The Wine Value is calculated as follow:
Production Value
+ 1, 3, or 5 points for aging if the Wine comes from a **Cellar**
+ (optional) 1 or 2 points for Region's Renown:
If the Player chooses to use any of the Region's Renown, he **removes 1 or 2 Renown Cubes from the wine' region of origin and gains 1 point for each removed cube.**
If the Player chooses not to use the Renown gained by the Region, he neither removes any cubes nor receives any additional points.

Removed Cubes go back to the common supply. Renown Cubes can be used by any Player with a disc in the Region's Circle on the map (regardless of who placed the cubes).

(continued):

- *He does not receive a Wine Tile for his Minho Estate.*
  Production Value is 0:
  +2 points for the Vineyard,
  -2 points for the Vintage Tile.
  Producing a wine of 0 Value equates to not producing.

- *He receives 1 Wine Tile for his Lisboa Estate.*
  Production value is 4:
  +2 points for the Vineyard,
  +2 points for the 2 Wineries,
  +2 points for the Enologist,
  -2 points for the Vintage Tile.

His Lisboa Vineyard produces Red wine, so the Wine Tile will be positioned with the Red Side face- up.

He places the "4" Wine Tile just produced in the leftmost slot of the associated Warehouse.

Example:
Purple *has 1 Wine (Production Value 5) in the 3rd slot of the Cellar in his Dão Estate.*

In the Dão Region there are 4 Renown Cubes. He decides to use one of them. He puts the Cube back in the common supply.

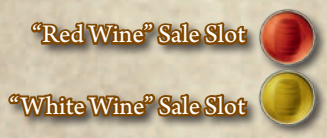
Wine Value is therefore 9:
+ 5 for Production Value,
+ 3 for aging,
+ 1 for the removed Renown Cube.

Sales

A Player who performs this Action **must sell 1 or more wines**, (from his Player Board), to 1 or more of the 3 available local hangouts: the *Casa de Fados*, the *Hotel* and/or the *Enoteca*.

For each wine, the Player **must:**

a. **place 1 barrel** (from his supply) in the Sales Area **in an empty Sale Slot of his choice.** Only 1 barrel can occupy any single Sale Slot. **The Wine Value must be equal to or higher than the requested value** indicated in the Sale Slot**. Red wines** can be sold only in **"Red Wine" Sale Slots**, **White wines** only in **"White Wine" Sale Slots**. Once placed, the barrels cannot be moved.



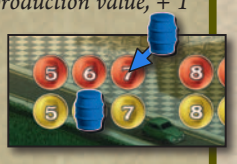
b. **remove 1 or 2 Region Renown Cubes** as described before, only if he needs them in order to reach the chosen Sale Slot's requested value.
Note: the Player cannot remove the Renown Cubes if he does not need to use them.

c. **discard the Wine Tile**

d. **advance his Bank Account Marker the number of spaces shown on the chosen Sale Slot** (regardless of the Wine Value) (1 space = 1,000 Bagos). If his Bank Account Marker reaches the "24" space, a Player cannot receive further Bagos.

Example:
Blue *decides to sell the Red Wine (Production Value 6) in the 2nd slot of his Setúbal Cellar.*

In the Setúbal Region, there are 2 Renown Cubes, but he decides to use no Cubes.
Wine Value is therefore 7: + 6 for the production value, + 1 for aging.
He can place the barrel in any "Red Wine" Sale Slot with a value of 7 or lower.



In a previous Sales Action he had placed 1 barrel in the Hotel Area, selling a White Wine with Wine Value of 6.
Now he places another barrel in the Hotel Area in the 7 Red Slot.

He advances his Bank Account Marker by 7 spaces.

TAKE BACK THE BARRELS FROM 1 LOCAL HANGOUT

As many time as he wants, before performing an Action or before the Fair Step, a Player can **take back 2 of his barrels** that are **in the same local hangout.**

For each 2 barrels taken, he **must place 2 Renown cubes in 2 different Regions** of his choice, if possible.
Because the barrels are returned to the Player's supply, he can reuse them, even immediately, for Sales, for Export or for Managers.

He can neither take back a single barrel nor 2 barrels from 2 different hangouts.

EXAMPLE: **Purple** *decides to take back 2 barrels from the Hotel Area and 2 barrels from the Enoteca Area. He cannot take back the single barrel remaining in the Enoteca Area.*
He must place 4 cubes (in at least 2 different regions). He immediately uses them to perform his Sales Action.
He then sells his Red Douro Wine (Wine value 3) placing 1 barrel in the 3 Sale Slot in the Casa de Fados Area. He also sells his White Lisboa Wine (Wine Value 12) placing 1 barrel in the 10 Sale Slot in the Enoteca Area.
He advances his Bank Account Marker 13 Spaces.

EXPORT

A Player who performs this Action **must export 1 or more wines**, (from his Player Board), to 1 or more of the foreign markets (each column represents a different market).

For each wine, the Player **must:**

a. **place 1 barrel** (from his supply) in the Export Area **in an empty Export Slot of his choice.** Only 1 barrel can occupy any single Export Slot. **The Wine Value must be equal to or higher than the requested value,** indicated in the Export Slot. Once placed, the barrels cannot be taken back nor moved.
b. **remove 1 or 2 Region Renown Cubes** as described before, only if he needs them in order to reach the chosen Export Slot's requested value.
Note: the Player cannot remove the Renown Cubes if he does not need to use them.
c. **discard the Wine Tile.**

He immediately receives as many Victory Points (from now on, VP) as shown alongside the row where he placed the barrel (regardless of the Wine Value and the Value of the occupied Export Slot).

At the end of the game, evaluate **each column to see** who is the **largest exporter to that foreign market**. The Player with the most barrels in that column will earn the **VP indicated above the column**. In case of a tie, the points will be split (rounded down) by tied Players.

EXAMPLE: **Purple** *has no barrels in front of him. He needs 1 barrel to perform the Export Action. He has 2 barrels in the Casa de Fados.*
He decides to take them back. He uses 1 of them immediately. He places 2 Cubes in 2 different regions of his choice.
He exports the wine (Production Value 7) in the second slot of his Dão Warehouse.

If he wants to place the barrel in the 8 or in the 9 Export Slot, he must remove 1 or 2 Cubes from the Dão Region Box, (no points for aging because the wine wasn't on a cellar).
If instead he would like to place it in the 7 or in the 6 Export Slot, he doesn't have the option to remove a cube from Dão, because he doesn't need it.
He chooses to place the barrel in the 7 Export Slot in the 1st column and immediately receives 5 VP.

At the end of the game: **Purple** *receives 6 VP for the 1st column.* **Blue** *receives 8 VP for the 2nd column.* **Blue**, **Yellow** *and* **Red** *receive 3 VP each for the 3rd column.* **Purple** *receives 12 VP for 4th column.*

BANK

A Player who visits the Bank must take 1 or more of the following Actions **as many times as he wants** and **in any order:**

- **Withdrawing cash from his Bank account:**
  The Player moves his Bank Account Marker back 1 or more spaces and receives the corresponding amount in cash from the common supply (1 space = 1,000 Bagos).
  If his Bank Account Marker reaches this space, the Player immediately loses 2 VP and cannot withdraw further.
- **Depositing cash to his Bank account:**
  The Player moves his Bank Account Marker forward 1 or more spaces and pays the corresponding amount of cash to the common supply (1 space = 1,000 Bagos). If his Account Marker reaches the "24" space, the Player cannot deposit further.
- **Investing:**
  For each investment, the Player **moves his Investment Marker up 1 space. The cost** (to be paid from his bank account) **for the movement is indicated to the right** of the Investment bar. The Player **moves his Bank Account Marker back** accordingly.
  If his Investment Marker reaches the "+3" space, the Player cannot invest further.

EXAMPLE: **Yellow** ***withdraws*** *3,000 Bagos from his Bank Account. He moves his Bank Account Marker back 3 spaces (from "14" to "11") and takes 3,000 Bagos cash from the common supply.*

He then invests.
He moves his Investment Marker up 1 space (from "-1" to "0"). He moves his Bank Account Marker back 3 spaces (from "11" to "8").
He makes another investment *and moves his Investment Marker up 1 space (from "0" to "+1"). He moves his Bank Account Marker back 2 spaces (from "8" to "6").*

Red *deposits 5,000 Bagos. He moves his Bank Account Marker forward 5 spaces (from "19" to "24") and puts 5,000 cash in the common supply.*

DIVESTING

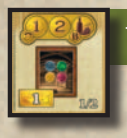
At any time during the game, the Player is allowed to **divest (as many times as he wants).**
For each divestment, the Player **moves his Investment Marker down 1 space,** and **receives the amount of Bagos indicated to the left** of the Investments Bar in cash from the common supply.
If his Investment Marker reaches the "-2" space, the Player cannot divest further.

During the Maintenance Step each Player will receive or pay interest according to the position of his Investment Marker. ***Note:*** *Players cannot use their cash Bagos to pay negative interest.*

At the end of the game, the Player will receive as many **VP as shown alongside the row where his Bank Account Marker sits.**

Example:
It is **Blue***'s turn. He would like to move his Action Marker to a non-adjacent space in order to perform the Vineyard Action. He doesn't have enough Bagos cash in front of him. He divests 4 times: he moves his Investment Marker down 4 spaces (from "+3" to "-1"). He receives 11,000 Bagos cash from the common supply. He can now move his Action Marker to take the Vineyard Action.*

At the end of the game:
Red *receives 18 VP,*
Yellow *receives 3 VP,*
Blue *and* **Purple** *do not receive any VP.*



Wine Experts

A Player who performs this Action **must hire 1 or 2 Wine Experts**.

For each Wine Expert, the Player **must**:

a. **choose a deck,**
b. **take the Tile on the top from it,**
c. **pay 1,000 Bagos (in cash)** and
d. **place the Tile in front of himself, face-up.**

The Player buys the first Tile and then decides whether or not to buy another Tile from the same or another deck.

Each Tile represents 1 Wine Expert, who specializes in one Wine feature (Taste, Aroma, Look, Alcohol Content).

During the Fair Step, the Player could play a number of Wine Experts to promote his wine and gain Fair Points.
The higher the Value of the presented wine, the higher the number of Tiles he can play. After the Fair, the Player will discard all the played Tiles.

THE ABILITIES OF THE WINE EXPERTS

Each Wine Expert also has additional abilities.

During his turn the Player can play 1 or more Wine Experts by exploiting the ability depicted on the upper portion of the Tile.
The description of the abilities and when the Player can play each Tile can be found at the end of this rulebook.

If the Player decides to use the ability, he cannot play the Wine Expert at the following Fair Step. He must then **turn the Tile in front of him face-down,** to indicate that it has already been used.

At the beginning of 4th and 6th year, the Tiles face-down in front of the Player will be turned face up. He can then use the Tiles again (exploiting the ability again or playing the Wine Expert at the following Wine Tasting Step).

A Player cannot have more than 6 Wine Expert Tiles in front of him. If a Player has already 6 Tiles, and purchases others, he must discard excess Tiles of his choice among the face-up and the face-down tiles in front of him. He puts the discarded Tiles at the bottom of the appropriate decks. Purchased Tiles are always placed face-up in front of the Player.

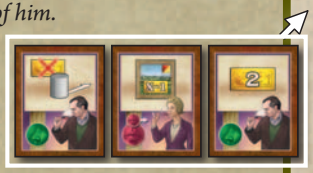
Example:
Purple *purchases the "Taste" Expert Tile from the top of the deck.*
He pays 1,000 Bagos and places the Tile face-up in front of him.
Now he decides to buy a second Tile from the same deck.

He takes a second "Taste" Expert Tile from the top of the deck, pays 1,000 Bagos cash and places it face-up in front of him.

Example:
2nd Year (Taking Action Step): **Purple** *has 5 Wine Expert Tiles in front of him.*
(4 face-up and 1 face-down as he has already used one's ability). He is performing the Export Action and uses the ability of 1 of his Wine Experts. He turns the Expert Tile face-down. Now he has 3 face-up Tiles and 2 face-down Tiles

3rd Year (Taking Action Step): *he performs the Wine Experts Action and buys 2 Tiles. He cannot have more than 6 Tiles in front of him, so he must discard 1.*
He discards one of the face-down Tiles. He places the new Tiles face-up in front of himself. Now he has 5 face-up Tiles and 1 face-down Tile in front of him.

3rd Year (Fair Step): *he cannot play the face-down Tile.*
He plays 3 of his face-up Tiles. After the Fair, he discards them. Now he has 2 face-up Tiles and 1 face-down Tile.



4th Year: *he turns face-up the Tile that is face-down in front of him.*

Pass/Press Release

When he places his Action Marker on the Pass/Press Release space, the Player, first of all, must move his Order Marker from the top row to the bottom row of the "Player Order" Area and place it in the empty Order Slot of his choice (only 1 Order Marker may occupy any single Order Slot).

After that, the Player either:

1. **does nothing (Pass)** (if he does not want to, or cannot, perform the Press Release Action),

OR

2. **performs the Press Release Action** (he issues a press release to announce the wine he will present at the following Fair).

If he chooses to perform the Press Release Action, the Player:

a. **must declare which wine,** among the ones on his Player Board, he will present at the Fair.

b. **determines**, per the table below, **the maximum number of Wine Expert Tiles** (from 0 to 4) that he could play during the following Fair Step, and **picks** (from his supply) **the Fair Tile of the appropriate value.**
If the Wine Value is more than 9 (i.e. 10 or higher), the Player receives 1 Fair Point for each Wine Value Point it is beyond 9. So, if the Wine Value is 10, the Player receives 1 Fair Point; if it is 11, he receives 2 Fair Points; if 12, 3 Fair Points and so on. **He advances his Fair Scoring Marker accordingly.**

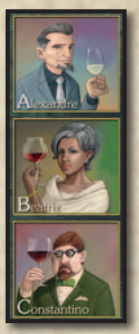
c. **must place his Fair Tile, with the appropriate side face-up, in an empty Fair Slot of his choice.** Only 1 Fair Tile can occupy any single Fair Slot. *Once placed, the Fair Tile can neither be moved nor taken back until the following Fair ends.*

2 features and 1 bonus are depicted on each Fair Slot.
The Player immediately receives the following, depending on the occupied Fair Slot:

- **for each depicted feature, the Fair Points** indicated at the top of that Feature's Marker current section (0-5). **He advances his Fair Scoring Marker accordingly.**
- **the depicted bonus:** 3,000 *Bagos* (in cash, from the common supply) or 1 Wine Expert Tile (taken from the top of a deck of his choice) or 2 additional Fair Points.

Note: the Fair Points gained by the Players will never reset to zero.

d. **(optional) place 1 or 2 of his barrels (from his own supply)** in the Managers Area.



Managers Area

For each Manager (Alexandre, Beatriz and Constantino) the Player **must:**

1. **check** whether the wine he plans to present **satisfies that Manager's request for the current year** (indicated on the current Vintage Tile: Alexandre's request is indicated in the square with the letter A, Beatriz's in the square with the letter B, and Constantino's in the square with the letter C). **Alexandre** is interested in wines with a certain color, **Beatriz** in wines with at least a certain value and **Constantino** in wines that are from certain regions.

2. **if the request is satisfied, decide if he wants to place 1 of his barrels** (from his supply) in **that Manager's space.**

Example: 4th Year, Phase 1 (Taking Action Step)

Red *moves his Action Marker to the Pass/ Press Release Space.*
He moves his Order Marker to the bottom row of the Player Order Area and places it in the first Order Slot.
He decides to perform the Press Release Action.

He declares that at the 2nd Fair (that will be held at the end of the 5th Year), he will present the Red Wine (Production Value 5) in the 4th Slot of his Douro cellar.

He uses 2 Region Renown Cubes. He removes the cubes from the Douro Region Box and puts them back in the common supply.

Wine Value is then 12: + 5 for Production Value, + 5 for aging, + 2 for the removed Renown Cubes.
He can therefore play up to 4 Wine Expert Tiles at the following Fair Step.
He takes the number 4 Fair Tile from his supply.

He receives 3 Fair Points because the Wine Value is 12 (3 Wine Value Point above 9) and moves his Fair Scoring Marker accordingly (from 14 to 17).
He places his Fair Tile on the Look/Taste Fair Slot (with the number 4 face-up).

The Taste Marker is in the "2" section, The Look Marker is in the "4" section. The Player receives: 6 Fair Points for the features (moves his Fair Scoring Marker accordingly from 17 to 23) and 3,000 Bagos in cash for the depicted Bonus.

The requests of the Managers are as follow:

***Alexandre** requests a White Wine*
***Beatriz** requests a wine valued at least 9*
***Constantino** requests a wine from region 1 (Minho), 3 (Dão), 4 (Douro) or 7 (Setúbal).*

The wine **Red** *plans to present (Red Wine from Douro. Wine Value 12) satisfies Beatriz' and Constantino's requests.*
He can therefore place 1 barrel on the Beatriz space and 1 barrel on the Constantino space.

He decides to place a barrel only on Beatriz.

He then discards the Wine Tile.

A single Press Release action allows the Player to place **up to 2 barrels (on 2 different Manager spaces)**, so, **even if the wine satisfies all 3 Manager's requests**, the Player may place a maximum of 2 barrels on 2 different Manager spaces of his choice.
There is no limit to the number of barrels (of the same Player or multiple Players) that may simultaneously be present on the same Manager space. Players can also decide not to place any barrels whatsoever.
Players cannot place any barrels during the 1st Year.
Note: The Player must present 1 wine, and only 1 wine, at each Fair (so 3 wines in total during the game). *He can thus place barrels in the Manager Area 3 times during the game.* Once placed, the barrels cannot be taken back; however, they could be moved following the rules described below.

e. **remove 1 or 2 Region Renown Cubes** as described before, only if he needs them to increase the Wine Value in order to play more Wine Expert Tiles or to satisfy Beatriz' request.
Note: the Player cannot remove the Renown Cubes if he does not need to use them.

f. **discard the Wine Tile**

Note: *If the Player places his Action Marker in the Pass/Press Release space and 1 of his Fair Tiles is already placed in the Fair Area, he is then compelled to pass.*

Note: *At the beginning of the Fair Step, all the Players that haven't done so yet will declare which wine they are presenting. After the Fair Step, Players will take back their Fair Tiles.*

THE BENEFITS

During the Taking Actions Step, immediately before or after moving his Action Marker and/or performing the Action, the Player, **can decide to give 1 of his wines** to a Manager with whom he has a relationship established. This allows the Player to **move 1 of his barrels** in that Manager's row, and **get a benefit (a Multiplier or Bonus Action)**.
Note: *moving the Action Marker and performing the Action is mandatory.*

In order to do this, the Player must:

a. **discard 1 wine of his choice (regardless of its value, color, and region of origin)** from his Player Board,
b. **move 1 of his barrels** from a Manager space or a Bonus Action space (barrels placed on Multiplier spaces cannot be moved) and
c. **staying in the same row, place it in:**

- **a Bonus Action Space.** The Player must immediately perform the action depicted, paying any associated costs.
  There is no limit to the number of barrels (of the same or multiple Players) that can simultaneously be present on the same Bonus Action space.
  The same barrel can be moved again during a subsequent turn, following the same rules: discard 1 wine, move 1 barrel, get 1 benefit.
  Note: *the barrel must move to a different space.*

OR

- **a Multiplier Space.** The Player places the barrel **in any empty Multiplier Slot**. Only 1 barrel can occupy any single Multiplier Slot. A single Player may not have more than 1 barrel on the same Multiplier space. Once it's placed in a Multiplier space, a barrel cannot be moved.

  The Player receives VP immediately or at the end of the game.

The Player cannot move the barrels during other Steps: Start of Round, Maintenance, Production and Fair.

During each Phase of the Taking Actions Step, the Player can move only 1 barrel and therefore obtain only 1 benefit.
The descriptions of Bonus Actions and Multipliers can be found at the end of this rulebook.

5th Year, Phase 2 (Taking Actions Step):
Red *moves his Action Marker to the Pass/Press Release space again. He has already declared which wine he will present, so he is compelled to pass, which means he cannot put additional barrels in the Manager Area.*

Example: 4th Year, Phase 1 (Taking Actions Step)

Blue *is performing the Press Release Action.*
He declares that the wine he will present at the 2nd Fair (that will be held at the end of 5th Year) is his Minho White Wine valued 9.
The wine satisfies all the requests indicated on the Year Tile.
He can place 2 barrels in 2 different Manager spaces of his choice.
He had already placed 1 barrel in Alexandre's space during the 3rd Year when he declared the wine for the 1st Fair.
He decides to place 1 barrel on Alexandre's space and 1 barrel on Beatriz' space. He discards the Wine Tile he announced.

He can now immediately discard 1 wine of his choice in order to move 1 barrel and obtain 1 benefit. He can move any 1 of his 3 barrels. He discards 1 wine of his choice and moves 1 barrel from Alexandre's space to the "Sales Bonus Action" space. He performs the "Sales" Bonus Action.

Bonus Action spaces Multiplier spaces

4th Year, Phase 2 (Taking Actions Step)
Blue *is performing the Enologists Action. He discards 1 wine of his choice and moves 1 barrel from the "Sales Bonus Action" space to the "Winery Bonus Action" space. He performs the "Winery" Bonus Action and then the Enologist Action.*

5th Year, Phase 1 (Taking Actions Step)
Blue *is performing the Vineyards Action. He discards 1 wine of his choice and moves 1 barrel from Beatriz' space to Cash Multiplier. At the end of the game he will receive the indicated VP. Then he performs the Vineyard Action. The barrel cannot be moved further.*

5th Year, Phase 2 (Taking Actions Step)
Blue *is performing the Cellars Action. He discards 1 wine of his choice and moves 1 barrel from the "Winery Bonus Action" Space to Wine Multiplier. He immediately receives the indicated VP. Then he performs the Cellars Action. The barrel cannot be moved further.*

Maintenance

Place the Round/Taxation Marker on the appropriate space of the current year, to indicate that the Maintenance Step is starting.

Using his Bank Account at Banco do Vinho, each Player must:

a) **receive or pay interest according to his Investments.**
He moves his Bank Account Marker forward or backward as indicated by the space on which his Investment Marker sits.
If he cannot pay the interest, the Player, after paying all he can, must discard a Winery from his Player Board. If he does not have a Winery, he must discard a Vineyard of his choice.

b) **pay the salary of each of his Enologists,** if any.
He moves his Bank Account Marker backward a number of spaces equal to the number of Enologists that are present on his Player Board.
If he cannot pay, he must fire the Enologists whom he failed to pay. He puts all the fired Enologists in the appropriate space on the game board.
Note: *The Player can never fire Enologists if he has sufficient funds in his Bank account to pay their salaries.*

In both cases, as soon his Account Marker reaches the "-2" space, the Player immediately loses 2 VP and cannot pay further. If the Account Marker is already placed in this space, the Player does not lose VP again.

Note: *Players can neither use their cash Bagos to pay interest or salaries, nor can they receive positive interest in cash.*

Example:

Purple's *Investment Marker is in the "+1" space. He moves his Bank Account Marker forward 1 space.*

Blue's *Investment Marker is in the "0" space. He does not move his Bank Account Marker.*

Red's *Investment Marker is in the "-2" space.*
He cannot pay all the interest. He moves his Bank Account Marker backward 1 space. He loses 2 VP and must discard 1 Winery from his Player Board.

Blue *has 3 Enologists on his Player Board.*
He can pay only 2 of them. He moves his Bank Account Marker backward 2 spaces. He loses 2 VP and must discard 1 Enologist of his choice from his Player Board.

Purple *and* **Red** *have no Enologists on their Player Boards, so they do not move their Account Markers.* **Red** *does not lose VP again.*

Production

Place the Round/Taxation Marker on the appropriate space of the current year, to indicate that the Production Step is starting.

As described above, each Player must, first of all, **move any Wine Tile** still on his Player Board **1 slot to the right**. **If there are no more slots available,** the Player is unable to age it further. **The Wine is lost and must be discarded**.
He then receives 1 Wine Tile for each Estate on his Player Board that has at least 1 Vineyard and **places it on the leftmost slot of the Estate's Warehouse** or Cellar with the "Red Wine" or the "White Wine" side face-up depending on the color of the Vineyard Tile. Production Value of the Wine Tile is calculated as described above (p. 8, Production Value). Before production, Players may move Enologists between their Estates, provided there are sufficient empty Wineries. Producing a wine of 0 Value equates to not producing, so the Player won't receive a Wine Tile.
If this is the 1st, 2nd, or 4th year, the year ends.
If this is the 3rd, 5th, or 6th year, the Fair Step will be held. Then, the year ends.

Example:

Purple *moves all the Wine Tiles on his Player Board 1 slot to the right.*
He must discard the Wine Tile (Production Value 3) placed in the second slot of the warehouse in his Algarve Estate because he is unable to age it further.

He moves 1 Enologist from the Winery in his Minho Estate to the empty Winery in his Algarve Estate.

Then, he calculates the Production Value of the wines produced in his Estates, receives the appropriate Wine Tiles and places them in the leftmost slot of the warehouses.

Wine Tasting Fair (only 3rd, 5th and 6th Year)

Place the Round/Taxation Marker on the appropriate space of the current year, to indicate that the Fair Step is starting.

Players are compelled to present 1 wine at each Fair, if they can.
Anyone who has at least 1 Wine Tile on his Player Board and hasn't yet placed a Fair Tile in the Fair Area by making a Press Release **must now** do so, in Player Order, as described above (Pass/Press Release action):
declare which wine they will present, decide if they want to use the renown of the region, determine the maximum number of Wine Expert Tiles they can play, place their Fair Tile, receiving the appropriate Fair Points and Bonus, optionally place 1 or 2 barrels in the Managers Area, and finally discard the Wine Tile.
Players that are unable to present a Wine, won't place their Fair Tiles and won't participate in the Fair.
After that, the Fair starts.
Each Player must:

a. pick up any face-up Wine Expert Tiles he has, into his hand,
b. secretly decide if, how many, and which he wants to play, respecting the following rules:

Example: 5th Year, Fair Step.
Blue *is the only one who has not placed his Fair Tile in the Fair Area.*
He now declares that he will present his Terras do Sado white Wine (Wine Value 4).
He can play up to 1 Wine Expert Tile.

He places his Fair Tile (with number 1 face up) in the Look/Alcohol Content Fair Slot. He receives the Fair Points for the features and 2 Fair Points for the Fair Slot's Bonus.
The wine satisfies Constantino's request, so he places 1 of his barrels on the Constantino space. Because it is not the Taking Action Step, he is not allowed to move 1 of the barrels right now.
The 2nd Fair starts.

- ▹ **the maximum number of Wine Expert Tiles** a Player can play is indicated by the Fair Tile he placed in the Fair Area. He can decide to play no Tiles.
- ▹ **which kind of Wine Experts (i.e. in which features they must be specialized)** a Player can play is indicated on his chosen Fair Slot. *Example: the chosen Fair Slot depicts Look and Taste, so the Player can play only Look and/or Taste Wine Experts.*

c. place the Tiles he decided to play on the table in front of himself covering all his Tiles with his hands so that other Players cannot see which and how many Tiles he has played.

After that, all Players turn the played Tiles face-up simultaneously.
First of all, **for each "Move Feature" symbol (the ones with an arrow)** on the played Tiles, if any, **move the appropriate Feature Marker** 1 space to the right.
Then, **each played Wine Expert** earns the person who played it **the Fair Points** depicted at the top of that Feature's Marker current section (0-5) **The Player advances his Fair Scoring Marker accordingly**.
Now determine the ranking according to the number of Fair Points accumulated so far by each Player.
The top 3 Players on the Fair Scoring Track immediately gain VP according to the table below:

The 4th Player gains no VP, but he can choose 1 Expert Tile from the top of any pile (see below).
In case of a tie, the total amount of VP given by the tied positions will be split (rounded down) by Players who tied.
Note: the Fair Points gained by the Players will never reset to zero. *At end of each Fair (so, 3 times during the game) Players will gain VP depending on the ranking determined by the Fair Points they accumulated up to that moment.*
Note: *If a player is unable to present a wine, he does not gain Victory Points, regardless of where he is in the Fair Points ranking. He also will not receive a Wine Expert Tile if he is in 4th place.*

End of fair operations:

a. **All Players discard the played Wine Expert Tiles** and put them at bottom of the appropriate decks.
b. **If it is a 4-Player game, the Player in last place on the Fair Scoring Track takes a free Wine Expert Tile** from the top of the deck of his choice and places it face-up in front of him. (If it is a 2- or a 3-Player game, the Player in last place on the Fair Scoring Track doesn't get a free Expert Tile).
If he has already 6 Wine Expert Tiles in front of him, he must choose whether or not to take the free Tile. If he decides to take it, he must discard 1 of the Tiles he has in front of him (either face-up or face-down) and put it at the bottom of the appropriate deck.
In case of a tie for last place, all the Players who tied take 1 Tile.
c. **Each Player takes back his Fair Tile** from the game board and places it in his supply.
d. **Adjust the order of play.** The Player in last place on the Fair Scoring Track becomes First Player, second-to-last will play second and so on. In case of a tie, the order between the tied Players doesn't change.

Example:
Blue *has 35 Fair Points,* **Purple** *has 26 Fair Points, both* **Red** *and* **Yellow** *have 20 Fair Points.*
It is the 3rd Fair, so **Blue** *gains 15 VP,* **Purple** *gains 10 VP,* **Red** *and* **Yellow** *gain 2 VP each (5+0)/2.*
All Players discard the played Wine Expert Tiles. **Red** *and* **Yellow** *tied for last, so they take 1 Wine Expert Tile each.*
At the beginning of the Fair, **Blue** *was First Player,* **Red** *was 2nd,* **Purple** *was 3rd and* **Yellow** *was 4th.*
The positions on the Fair Scoring Track are: **Blue** *1st,* **Purple** *2nd,* **Red** *and* **Yellow** *tied for last. The new Order of play is:* **Red Yellow Purple Blue**.

Blue *has 5 Wine Expert Tiles in front of him, all face-down. He cannot play any Tiles.*
Purple *has 3 Wine Expert Tiles face-up and 1 face-down.*
His Fair Tile indicates that he can play a maximum of 3 Wine Expert Tiles.
Because it is placed in the Look/Taste Space, he can play only Look and/or Taste Experts.
Red *only has 1 Taste Expert Tile face-up.*
Because he placed his Fair Tile on a Slot that restricts him to play only Look and/or Aroma Experts, he can't play any Tiles.
Yellow *has 6 Wine Expert Tiles in front of him, all face-up. His Fair Tile indicates that he can play up to 4 Taste and/or Aroma Experts.*

At the beginning of the Fair,
Blue *is 1st in the Fair ranking with 15 Fair Points,*
Purple *is 2nd with 6 Fair Points,*
Red *is 3rd with 5 Fair Points and*
Yellow *is 4th with 4 Fair Points.*

Players simultaneously reveal the Tiles they want to play.

Purple *decides to play 2 Taste Expert Tiles.*

Yellow *decides to play 3 Aroma and 1 Taste Expert Tiles.*

Blue *and* **Red** *do not play any Tiles.*
There are 2 Move Taste and 1 Move Aroma, so the Taste Marker moves right 2 spaces, and the Aroma Marker moves right 1 space. The Taste Marker is now in section "4" and the Aroma Marker in section "3".

Purple *gains 8 Fair Points and* **Yellow** *gains 13 Fair Points.*
So, the ranking determined by the Fair Points accumulated so far is:
Yellow *is 1st in the ranking with 17 Fair Points,*
Blue *is 2nd with 15 Fair Points,*
Purple *is 3rd with 14 Fair Points and*
Red *is 4th with 5 Fair Points.*
It is the 2nd Fair (5th Year), so **Yellow** *gains 12 VP,* **Blue** *gains 8 VP,* **Purple** *gains 4 VP,* **Red** *gains no VP.*

Purple *and* **Yellow** *discard the played Tiles.*
Red *picks 1 Wine Expert Tile. He chooses the Look deck.*

The new Order of play is:
Red, Purple, Blue, Yellow

End of the game

After the 3rd Fair (i.e. at the end of 6th Year), using the same rules as described above, **each Player in turn order** may **discard 1 wine from** his Player Board in order to **move 1 of his barrels** from a Bonus Action space or a Manager space **to a different space** in the same row, **receiving the benefit** indicated. Remember that barrels already on Multiplier Spaces are not allowed to move.

Continue until all Players pass. Once a Player passes, he can't choose to jump back in later.
Players can use the abilities of their face-up Wine Experts.

The game then ends.
Players receive VP for:

- Majorities in columns of the foreign markets (see Export Action)
- The balance of their Bank Account (see Bank Action)
- Some Multipliers (See below, Multipliers)

The winner is the Player with most VP.
In case of ties, the Player with the highest number of barrels in the Export Area is the winner. In case of further ties, the Player with the highest amount of money (cash and bank) is the winner (Players can divest).

Wine Experts Abilities

This Tile can be used during the Vineyard Action. It allows the Player to obtain a discount of 1,000 Bagos off each Vineyard purchased.

This Tile can be used during the Vineyard Action. It allows the Player to reorganize the Vineyard Tile deck in a single Region before buying the Vineyard.

This Tile can be used before performing an action or before the Fair Step. It allows the Player to take back 1 of his barrels from the Export, Sales, Benefits or Managers Areas. The barrel is returned to the Player's supply, allowing him to reuse it, even immediately.

This Tile can be used at any time during the game. It allows the Player to immediately receive 2,000 Bagos (in cash) from the common supply.

This Tile can be used before performing an action or before the Fair Step. It allows the Player to place 1 Region Renown Cube in 1 region of his choice.

This Tile can be used before moving the Action Marker. It allows the Player to move his Action Marker free of charge (i.e. paying neither for moving to a non-adjacent space, nor for taxes, nor for other Players who are already in the target space).

Multipliers

At the end of the game, the Player receives VP **for each Cellar on his Player Board:**
4 if his barrel is in the left space, **2** if it is in the right space.

At the end of the game, the Player receives VP **for each Enologist on his Player Board:**
4 if his barrel is in the left space, **2** if it is in the right space.

At the end of the game, the Player receives VP **for each complete Estate** (i.e. all 3 slots are filled by a Vineyards and/or Wineries) **on his Player Board:**
4 if his barrel is in the left space, **2** if it is in the right space.

At the end of the game, the Player receives VP **for each Vineyard on his Player Board:**
2 if his barrel is in the left space, **1** if it is in the right space.

At the end of the game, the Player receives VP **for cash Bagos in front of him** (Players may divest)**:**
1 per 1,000 Bagos if his barrel is in the left space, **1 per 2,000 Bagos** if it is in the right space.

At the end of the game, the Player receives VP **for each Winery on his Player Board:**
2 if his barrel is in the left space, **1** if it is in the right space.

The Player discards 1 wine of his choice (from his Player Board) and **immediately** receives VP equal to its value (production value+aging+(optional) removed Renown cubes).

The Player **immediately** receives 8 VP if he currently has, face-up in front of him, Wine Experts specialized in each of the 4 wine features.

The Player **immediately** receives 1 VP for each Renown Cube currently placed in the regions where he has at least 1 of his discs.

Note: Players can occupy a Multiplier Slot even if they do not satisfy the indicated condition. In this case, they do not receive any VP.

Bonus Actions

The Player buys 1 Winery for 1,000 Bagos (cash).
He places it on his Player Board following the usual rules.

The Player buys 1 Vineyard of his choice with a discount of 2,000 Bagos.
He places it on his Player Board following the usual rules.

The Player takes a free Wine Expert Tile from the top of a deck of his choice, and places it face-up in front of himself.

The Player performs 1 Sales Action (following the usual rules).

The Player performs 1 Export Action (following the usual rules).

The Player moves his Investment Marker up 1 space for free.

Characteristics of regions

1 Minho: Players cannot build cellars in Minho Estates.
The name Vinhos Verdes (green wines) owes its fame not only to the exuberant vegetation of a humid region that imparts a green tone to it, but also to its typically acidic, light flavor, high alcohol content, and good digestive properties. The best wines are intended to be drunk within a year.

2 Trás-os-montes: The Player receives 2 additional Fair Points if he presents a Trás-os-montes wine at the Fair.
The region's name means "behind the hills", which accurately describes its location at the far north east of Portugal. The region produces red wines that are usually fruity and slightly astringent, as well as white wines that are soft, with a floral bouquet. The vines that grow in this region are ancient. These wines are known for their great quality, and are in high demand at the fairs.

3 Dão: When he places the first Dão Vineyard in an Estate, the Player receives 1 cellar and places it to cover that Estate's warehouse. The Player does not place any additional Renown Cubes for the cellar.
If during the **Initial Preparation** the Player chooses Dão, he immediately receives 1 cellar. He places the wine tile in its leftmost space. *Soils bearing many pine trees and much corn characterize the Dão region, which is surrounded by mountain ranges that protect it from wind. The wines produced in Dão have great potential for aging. White wines are very aromatic, fruity, and balanced. Red wines are full-bodied, aromatic, and may become complex after aging.*

4 Douro: When he places the first Douro Vineyard in an Estate, the Player receives 2 Porto Tiles. During the Production Step, he must choose whether to produce Douro wine (following the usual rules) or Porto wine. If he chooses Porto, he adds 3 Points to the Production Value and discards 1 of his Porto Tiles, placing it back in the Douro region box.
If during the **Initial Preparation** the Player chooses Douro, he receives a wine tile valued 2 or a wine tile valued 5 depending on his decision to produce Douro or Porto wine.
Porto is the wine that immediately characterizes the Douro region. Made in poor soils on steep slopes bathed by the river Douro, Porto is the ambassador of Portuguese wines. To maintain the wine unaltered during journeys, they started adding spirits to it. With this addition, the fermentation process stopped, making the wine sweeter.

5 Lisboa: When he places the first Lisboa Vineyard in an Estate, the Player receives 1 Winery and places it in that Estate. The Player does not place any additional Renown Cubes for the winery.
If during the **Initial Preparation** the Player chooses Lisboa, he immediately receives 1 Winery and 1 Wine Tile tile valued 3.
Lisboa's diversity of elevation and microclimates enables the region to produce a great variety of wines. This region's red wines are aromatic, very elegant, rich in tannins, and capable of aging for some years. White wines have a fresh and citric character. Formally known as Estremadura, this region had high investments made by the government to modernize the area.

6 Alentejo: Each Region Renown Cube is worth 2 instead of 1. As usual, Players can take 1 or 2 Cubes from Alentejo, which in this case allows them to add 2 or 4 Points to the Wine Value.
This hot and arid region is made up of wide plains producing White wines that are usually soft, slightly acidic, with tropical fruit aromas. Red wines are rich in tannins, full-bodied, with strong aromas of wild, red fruit. Alentejo has benefited from numerous investments in the wine sector, which enabled the region to produce the best Portuguese wines and, therefore, gain international recognition.

7 Setúbal: When (during the game or during the **Initial Preparation**) he places the first Setúbal Vineyard in an Estate, the Player takes 2 Wine Expert Tiles from the top of 1 or 2 decks of his choice and places them face-up in front of him.
Península de Setúbal's fortified wine, produced from the Moscatel and Moscatel Roxo grapes, is one of the oldest and most famous wines in the world, greatly recognized by experts all over the globe.

8 Algarve: The Player always adds 1 Point while calculating the Wine Value.
Due to tourism encroaching on many of the agricultural lands, wine production in Algarve has decreased. Located in the south of Portugal, Algarve has a very specific climate: it is near the sea, but also suffers the influence of a mountain, and it produces soft and very fruity wines. Currently, there is renewed interest in growing new vines in the region, and great investments are being made in the sector.

NOTE: The second Vineyard in an Estate never doubles any of the bonuses listed above.

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