VITICULTURE

Rules Summary and Reference

Setup

1. Each player takes a vineyard mat and all tokens of a single color.
2. Each player receives 3 different field cards: £5, £6, and £7. Place them on top of each the fields on the vineyard mat ("sold" side down).
3. Shuffle each of the **vine, summer visitor, wine order**, and **winter visitor** decks and place them face-down on the board.
4. Randomly choose a starting player to take the **first player token** (green grapes). Start with the spring season.
5. Shuffle the mama and papa cards and deal 1 of each to each player to determine starting resources.

Turn Summary

Completely proceed through each season in order, starting with spring. In summer and winter, in turn (wake-up) order, each player may take a turn to place one worker on one action space in the current season. Players may only take actions they are capable of completing. That worker cannot be moved again until the end of the year. A player may pass but then cannot take any more actions that season; move the player's rooster (to the right in summer, left in winter) to signify this. Repeat in turn order until all players have passed. Then proceed to the next season.

Action Spaces: When playing a 2-player game, use only the action space on the left. With 3 – 4, add the middle space (**bonus space**). With 5 – 6, use all three. Available spaces may be used in any order.

Using Bonus Spaces: You may take the bonus before or after the main action (or not at all).

Friendly Variant: You may use the bonus space only if you can complete the bonus action unless the action's other spaces are already full.

Building Reference

Trellis (£2): Can grow vines with the "trellis" requirement.

Irrigation (£3): Can grow vines with the "irrigation" requirement.

Windmill (£5): Gain 1 when planting a vine (max. 1 VP/year).

Tasting Room (£6): Gain 1 when giving a vineyard tour if you have at least 1 wine token in your cellar (max 1 VP/year).

Cottage (£4): Gain one extra visitor card (either summer or winter visitor) during fall. Draw them all at the same time.

Yoke (£2): Can place a worker here as an action to **Uproot** or **Harvest One Field** once per year (see "Yoke Actions" on reverse). May only be used by the player who owns it.

Medium Cellar (£4): Can make value 4 – 6 wines (required for blush wines).

Large Cellar (£6): Can make value 7 – 9 wines (required for sparkling wines). Requires medium cellar first.

The Grande Worker

One of the three starting workers is the grande worker. In addition to acting as a regular worker, it may instead be placed on an already full action to perform that action. If it is used in that way, it will not give you the bonus associated with that action.

Devaluing

If a grape or wine token must be placed on a spot where there is already a token of the same value, or if the cellar type for the required value has not been built, it must be placed on the next available lowest spot. If there is no such spot available, that grape or wine is lost.

Harvesting a Field

Use the **Harvest One Field** action to harvest a *single* field. Add the values of *all* the red grape vines on that field and place *one* token on the corresponding red grape portion of the crush pad (devaluing if needed). Do the same with the white grapes. At most, harvesting will create one of each type of grape in the crush pad. The vine cards stay on the Field, but that field *cannot* be harvested again this year.

Making Wine

Use the **Make Wine** action to turn grape tokens into up to *two* wine tokens of any type(s) per the following rules. You must have the minimum required cellar. Devalue wines if needed.

Red or White: Each grape token on the crush pad will produce *one separate wine of the same type and the same value* in the cellar. Move the grape token to the same number in the cellar. Do not combine values.

Blush (requires medium cellar): Use **one red and one white grape token** and add their values (minimum of 4) to create a single blush wine. Place one token on the *combined* value wine. Discard the other.

Sparkling (requires large cellar): Use **two red and one white grape tokens** and add their values (minimum of 7) to create a single sparkling wine. Place one token on the combined value wine. Discard the others.

Filling Wine Orders

When using the **Fill One Wine Order** action, you may discard one wine order card if able to provide *all the wines* in the upper left corner of the card of the *same or higher value*. Remove those wine tokens. Gain the VP listed at the bottom of the card and increase the position of your residual payments token by the amount of £ listed at the bottom of the card (up to a maximum of £5). Do not take any £ yet.

Reference sheet created by Nersi Nikakhtar

Summary of Seasons

Spring: Starting with the first player and going clockwise, each player places the wake-up token on an unoccupied number on the wake-up chart and gains the reward shown to the right (if any). Turn order now starts with the player in the earliest spot (lowest number) and proceeds down the list.

Summer: In turn order, players may take an action to place workers in the **yellow** action spaces.

Action	Bonus
Play: Discard and take the action(s) on one summer visitor card in any order (only if able to fully complete the card's minimum requirements).	Play an additional (completely resolve one at a time).
Draw: Draw one vine card.	Draw .
Sell at Least One Grape or Buy/Sell One Field: Sell (and discard) any number of grapes for the prices (per grape) indicated next to the grape value on the crush pad. Alternatively, sell one field for the lira amount indicated on the field card or buy back a previously sold field (same cost as the sale price).	Gain 1.
Gain £2 for Tour: Gain £2.	Gain £1.
Build One Structure: Build one vineyard structure by paying the amount listed and placing the corresponding token on the mat.	Gain £1.
Plant: Plant one vine card from your hand in any field. You must have built the required buildings in the upper left corner of the vine card, if any.	Plant an additional (doesn't have to be on the same field).

Fall: In turn order, each player takes one summer *or* winter visitor card. (If you have built the cottage, you may take any two.)

Winter: In turn order, players may take an action to place workers in the **blue** Action Spaces.

Action	Bonus
Draw: Draw one wine order card.	Draw .
Play: Discard and take the action(s) on one winter visitor card in any order (only if able to fully complete the card's minimum requirements).	Play an additional (completely resolve one at a time).
Harvest One Field: Place grape tokens on crush pad from a single field. Each field may be harvested only *once per year.*	Harvest an additional *different* field.
Make Wine: Convert grapes on crush pad to up to two wine tokens.	Make an additional wine token.
Spend £4 to Train: Pay £4 to add one worker from reserve pool to this space. This worker is available for use the following year.	Gain £1.
Fill: Sell all the wines (discard the tokens) on one wine order card to fill that order. Discard the card. Gain the listed VP and go up on Residual Tracker by the £ listed (up to the maximum of £5). Do not take any £ yet.	Gain 1.

Gain £1: Available both summer and winter. Place a worker to gain £1. There is no limit to number of workers that may be placed there.

Yoke Actions: These actions are available only to a player who has built a yoke. Take either action ("**Uproot**" or "**Harvest**") by placing a worker on the yoke. This may be performed in either summer or winter but only once per year.

> **Uproot:** Return one planted vine card from your field to your hand.
> **Harvest:** Take a **Harvest One Field** action as above.

End of the Year

After all players have passed their winter actions, complete the following:

Age Grape and Wine Tokens: Increase the value of all grapes and wines by moving the tokens up by 1. You need a medium and large cellar to advance wine value above 3 and 6, respectively. If the token cannot increase in value (is already maximized at 9 or limited by the available cellars), it does not increase.

Retrieve All Workers: Each player takes back all workers, including any newly trained ones.

Collect Residual Payments: Players gain lira (£) as per their positions on the Residual Payment Tracker (maximum of £5). The residual payment tokens remain there until increased again.

Discard: All players must discard their hands down to a maximum of 7 cards (you may choose which cards to discard).

Rotate First Player: Take back wake-up tokens. Pass the first player token to the right (counter-clockwise) and start again with spring.

Winning the Game

When one player reaches 20 VP, finish the current year. The player with the most VP wins. Break ties with (in order): most lira, highest total wine value in cellar, and highest total grape value in crush pad.

You may not take actions that would cause your VP to go below -5.

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