Stonemaier Games Presents

TUSCANY

Essential Edition

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This is a modular expansion to any version of Viticulture.
What story will you tell as you seek to create the most successful vineyard in Tuscany?

1 – 6 PLAYERS AGES 14 & UP • 60 – 120 MINUTES

Tuscany Essential Edition includes 3 expansion modules that can be used in any combination: special workers, the extended board, and structures. Our favorite way to play is with all 3 expansion modules at the same time, but you can also try them out 1 at a time to see how they work.

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EXTENDED BOARD

You've grown your vineyard as much as possible. It's time to expand your operations to all four seasons and spread your influence over the land.

Components

1 game board

36 influence tokens (⬟) in 6 player colors

New Concepts

Four full worker-placement seasons

Adjusted and added bonuses on actions

Extended wake-up chart

Grey "any card" icon

Influence map

Trade action

Sell wine action

Extended victory point track

End-of-year cleanup and wake-up selection

Introduction

Why would we make the board bigger? Well, it's not so much about size. It's that we wanted to enhance the flow of the game by adding spring and fall worker-placement seasons to the game.

Setup

Set the original board aside and replace it with the extended board. Make sure it's on side 1; side 2 has spaces for orange cards on the upper right—that's for the structure expansion. Each player begins the game with 6 ⬟ of their color among their pool of unbuilt structure tokens and untrained worker meeples.

Gameplay

While the core gameplay is the same on the extended board as it was on the original Viticulture board, there are some new actions and nuances to explain in depth.

Place the green grapes first-player token (🍇) as shown on the lower right of the wake-up chart (instead of giving it to the first player).

Four Seasons

There are now four seasons for worker placement in Tuscany, each with four actions. All previous rules apply—you can only place each worker once per year, and the player who wakes up the earliest chooses his first worker placement each season before all other players. The only change is that you don't necessarily take a visitor card in the fall—that depends on your position on the wake-up chart (see next page).

Credit to Justin Killam, the winner of the Viticulture expansion design contest, for inspiring the creation of the influence map on the extended board.

Action Spaces and Bonuses

Just like in regular Viticulture, the action spaces available depend on the number of players. The opacity of the action spaces has changed, but their order is still the same (see graphic on left). The action spaces may be selected in any order if they're available.

Some bonuses have changed positions—they aren't necessarily on the middle action space. Some actions even have 2 different bonuses.

EXTENDED BOARD

Wake-Up Chart

At the beginning of the game, randomly select one player's rooster token. That rooster's player is the first player to choose his/her wake-up time, and wake-up selection proceeds clockwise around the table. You may not choose to wake up 1st (the number 1 slot), and you do not gain any bonuses from the wake-up chart when you place your rooster.

For the rest of the game, choose your wake-up time for the following year when you pass out of the winter season. If you chose the 7th row of the wake-up chart the previous year, you must now wake up 1st—that is the only way to choose the first row of the wake-up chart.

When you place your rooster on the wake up track in the spring, you don't get an immediate bonus. You're simply choosing your wake-up order for that year—your rooster will remain on that same row for the rest of the year, often gaining a bonus when you pass to the next season.

Spring

In wake-up order, you may either (a) place 1 worker on a green action space on the game board or a private action space you control (e.g., Yoke) or (b) pass to the summer by sliding your rooster to the summer column of the wake-up chart (the row does not change, and you may only pass to the next season—you can't skip ahead to future seasons). Players may continue to take turns in this order for the spring until everyone has passed to the summer.

When you pass into the summer, take the bonus (if any) as indicated in the summer column on the wake-up track. For example, if your rooster token is on the 2nd row, when you pass to the summer, you gain 1. Any workers you placed in the spring remain where they are—you only retrieve workers at the end of the year.

Summer

When all players have passed to the summer, players take turns in wake-up order (the player with the earliest wake-up time takes the first turn each season) using the yellow summer actions or, as in any season, private action spaces.

Fall

When you pass into the fall, take the bonus represented in the fall column (if any). Unlike Viticulture (in which all players would automatically draw a visitor card in the fall), you only draw a card if you are in rows 3–7 of the wake-up chart. If you own a cottage, draw a visitor card of your choice when you pass into the fall in addition to any card you might draw from the wake-up chart (draw a card from the cottage even if your rooster is on rows 1 or 2 of the wake-up chart). The + on the chart means "draw 1 of any card type."

Winter

When you pass into the winter, again, take the bonus (if any). The star means that you place or move 1 ★ on the map, as explained on the next page. "Age grapes" means that you immediately age all grape tokens on your crush pad according to the usual aging rules (also age them at the end of the year).

End of Year Upkeep

When you use your turn to pass out of the winter (which you may do even if you have workers remaining), you immediately do the following in this order:

1. **Retrieve your workers** (including the temporary worker if you controlled it this year). This could open up action spaces in the winter for players who have not yet passed.
2. **Age grapes and wine:** Increase the value of all grape and wine tokens by 1. Wine tokens may not move into cellars you haven't built.
3. **Discard down to 7 cards in hand.**
4. **Collect residual payments.**
5. **Choose your wake-up position for the upcoming year.** You no longer pass the first-player token ( ) for wake-up selection (the token no longer serves a purpose other than to remind the player who woke up 7th the previous year to now wake up 1st).

EXTENDED BOARD

NEW ACTIONS

Influence Action

You now have the ability to use workers to influence the various regions of Tuscany. Thus if you place a worker on the "Place or Move ★" action (or wherever you see an influence token on the board, like on the wake-up chart or the "Sell One Wine Token" action), place 1 of your 6 available influence tokens from your supply onto the map on the lower left of the board and immediately gain the benefit listed below the name of the region (e.g., place a star on Livorno to draw a summer visitor card). Once placed, you cannot return a star to your supply.

After all of your stars have already been placed, you may still use the influence action to move a star to any other region. You don't gain any immediate benefit from moving a star—you only get the benefit when you place a star. You may only place or move your stars, not other players' stars.

The bonus on the Place or Move ★ action is to place or move an extra ★.

At the end of the game, the player with the most influence tokens in each region (compared to each other player with stars in that region) gains the victory points listed on that region. Thus, if Jamey has 2 ★ in Arezzo and Jennifer has 1 ★ there, Jamey gets (2) at the end of the game. However, if Jamey and Jennifer each have 2 ★ there, neither of them get any points.

Variant: Before the game begins, players may decide to not score any points for stars at the end of the game (stars still give you cards/lira during the game). We recommend using this variant for 2-player games.

Trade Action

The "Trade" action has replaced the "Sell Grapes" action. When you place a worker on the trade action, exchange one of the options represented on that action (£3, (1), 2 [+], or a 1-value grape on your crush pad) for any option there. For example, pay £3 to gain (1), discard any 2 cards and draw any 2 cards, or even discard a red grape token to gain a 1-value white grape token on your crush pad. You can trade away a grape of any value; however, if you choose to trade for a grape token, it must be a 1-value grape token. Also, the +1 bonus means that you may make an additional trade. Ignore the grape prices on your vineyard mat (unless you play a visitor card that says "sell grapes").

Sell One Wine Token Action

This is a new way to get victory points for wine. Discard a wine token from your cellar and gain the corresponding number of victory points. Only the ***type*** of wine matters, not the ***value***. The bonus on this action lets you place or move ★.

End Game

The game is over at the end of a year in which a player has reached 25 or more victory points (not 20) by the end of winter. After all players pass at the end of that year's winter (each player must pass because other players may be holding out for the action spaces your workers are on), add in victory points from the influence map. The player with the most victory points is the winner. Lira is still the tiebreaker, and the VP track goes to 40 (there is no maximum point limit).

SPECIAL WORKERS

As your vineyard grows, you become more selective about the workers you hire. Some workers have unique skill sets they bring from their previous occupations that might have a positive impact on your vineyard.

Introduction

Employees aren't identical in real life, so why should workers in a board game do the exact same thing? These new workers not only add a spark of realism to Tuscany, but they also change the value of many action spaces in relation to other players to add more variability.

Components

11 special worker cards

14 special worker meeples

Setup

Before Mamas & Papas are selected (when using the Viticulture Essential Edition), randomly shuffle the 11 worker cards and place 2 on the table (in a 2-player game, if you draw the Innkeeper card, discard it and draw another). Set the rest aside—they will not be used this game. The 2 selected worker cards represent the only special workers available to be trained in the current game. Place 1 of the gray workers on each of the cards to show which meeple shape represents each special worker.

Gameplay

When training a worker, you now have the option to pay 1 additional lira to train one of the available special workers instead of a regular worker. No matter the cost offered to you elsewhere to train a new worker (€1, €2, 1, €2 discount, etc), you always have to add 1 extra lira to train a special worker instead of a regular worker. The special workers are available to all players throughout the game—the cards stay on the middle of the table. Each player may train no more than one of each type of special worker.

Each special worker has a unique, optional ability as described on the following page and on the corresponding special worker reference card. If a worker's ability involves something that happens when you place the worker or when another worker is placed on the same action space, that ability triggers before anything else happens (unless a card says otherwise). Special workers act just like regular workers in all other regards.

You are not required to train special workers—if you prefer to train regular workers instead, that's fine. The maximum number of workers you may have is 6—when you have 6 workers, you may no longer train any new workers. Just like regular workers, unless a visitor card says otherwise, you cannot use a newly trained special worker until the year after it is trained.

Just like regular workers, you may place special workers on private action spaces (your vineyard mat, the construction mat extension, and structures you've built), but most special worker abilities trigger when they're placed on the board (this is noted on their cards). You may never place any of your workers on an opponent's private action spaces.

DESIGNER NOTES

When we created the grande worker for Arboriculture and later added it to the core rules of Viticulture, we knew we had stumbled into an interesting area of game design: Workers in a Euro game that have vastly different abilities, giving players not just the choice of where they place their workers, but also which worker to place.

As we started to develop the special workers, we thought that each player might have access to a different special worker. So one player might be the Chef, another the Politico, another the Farmer. But we quickly realized that some players might end up with an advantage over other players, and it would be hard to keep track of so many abilities.

So we decided to make two of the special workers available for each player to train. This creates a multitude of combinations of special workers for players to explore.

Special Worker Abilities

Farmer: When you place the Farmer on the board, you may gain a total of one bonus of your choice among all bonuses on that action even if the Farmer is not on a bonus action space. All bonuses on each action are available regardless of player count.

Mafioso: When you place the Mafioso on a non-bonus action space, after you take the action, you may take the action again. You may not break the rules of the game with the Mafioso—for example, you may not harvest the same field twice in one year.

Chef: You may place the Chef on an action space already occupied by an opponent's worker by "bumping" that worker back to the opponent's pool of available workers. Chefs can't bump Chefs.

Innkeeper: When you place the Innkeeper, you may pay £1 to an opponent who has a worker on the same action to take 1 visitor card at random from their hand (you may choose summer or winter visitor card type). *Not available in a 2-player game.*

Professore: When you place the Professore, you may retrieve 1 of your regular workers from an action space on the board in the current season. That worker is available to be placed again this year.

Soldato: If the Soldato is on an action space on the board, opponents must pay you £1 to place a worker on the same action. Opponents may place workers on the same action as your Soldato even if all action spaces are full.

Politico: When you place the Politico on a bonus action space on the board, after you take the action and gain the bonus, you may pay £1 to gain the bonus again.

Oracle: When you draw cards with the Oracle, draw 1 extra card of the same type and discard 1 of the cards you drew. You may not draw more than 1 extra card per turn with the Oracle.

Merchant: If you place the Merchant on the board after all opponents have passed to the next season, after you take the action, you may draw 1 of any card.

Traveler: You may place the Traveler on any open action space in a previous season of the current year, regardless of the action spaces available based on player count. Immediately take that action.

Messenger: You may place the Messenger on an action space in a future season. When you take your first turn that season, use the Messenger's action instead of placing a worker. *If you are unable to take the action, you may not gain the bonus (if you're on a bonus action space), and your turn is over.*

Pay a £1 surcharge when training a special worker instead of a regular worker.

STRUCTURES

You've worked with the same structures for many years now, so when a local carpenter starts mentioning some new ideas, you're all ears. It's time to build a better vineyard.

Introduction

The structure expansion lets players make permanent additions to their vineyards through a variety of structure cards.

Components

36 structure cards *(orange)*

Extended game board *(side 2)*

6 construction mat extensions

Setup

Place the construction mat extension to the left of your vineyard mat. Flip the game board over to side 2 (the side with spaces for orange cards in the upper right), shuffle the structure deck, and place it on the board.

Gameplay

Playing (Building) Structure Cards

To build a structure card from your hand, place a worker on a "Build One Structure" action space. Pay the cost on the upper left corner of the structure card and place it either (a) on an open space on your construction mat or (b) on an empty field you own ("empty" means there are no vines or structures on it). All structures give you 1 when built as indicated on the bottom of the card.

Destroying Structure Cards

If you build a structure card and later decide you don't want it, you may destroy that structure card (remove and discard) by placing a worker on the action space on your construction mat. You do not lose any victory points for destroying a structure.

Types of Structure Cards

Action Structures: These have a private action space on them for you to place one worker per year (any season). Most have a cost or an action to take (written below the action space), as well as. a benefit (shown in the middle of the action space). You must pay the cost to gain the benefit. Grande workers cannot use their special ability to be placed on an occupied action structure.

Enhancement Structures: These give you an ongoing bonus.

Residual Structures: These give you a residual bonus at the end of each year (in addition to lira residuals or end-of-year actions like aging wine). They are similar to the existing residual bonuses gained by filling wine orders, except they give you other resources instead of money.

Examples

Action Structure

Enhancement Structure

Residual Structure

Note: *The Statue gives you a victory point at the end of each year, not during the year. Thus that residual VP can't trigger the last year of the game by giving a player their 25th victory point.*

Drawing Structure Cards

Structure cards are kept in hand just like any other card, and they count towards your hand limit. There are several ways to draw structure cards:

* 4th or 7th row of wake-up chart
* Lucca region of the influence map (this region is known for construction and stone quarries)
* Trade One for One action in summer
* Flip 1 Property bonus
* Sell One Wine Token bonus
* Gain €1 or Draw + (formerly "Gain €1")

If you're not playing with the extended board, you can draft structure cards at the beginning of the game. After selecting Mamas & Papas (when using the Viticulture Essential Edition), draw 4 structure cards, select 1, and pass the others to the player on your right. Proceed until each player has selected 4 cards. These cards count towards your hand size.

NEW AUTOMA RULES

The following rules supplement those from the Automa rules in the Viticulture Essential rule book.

Setup

Place 1 Automa ⬟ on each of the influence map regions worth ① and 2 Automa ⬟ on those worth ② (you will need to use two colors to have enough).

Remove the following special workers from the game: Chef, Innkeeper, Merchant, and Soldato.

If you have the Special Workers Promo Cards, then remove: Apprentice, Martyr, and Storyteller.

Automa Cards and Worker Placement

The four colors on the Automa cards correspond to the four seasons on the extended board.

If the Automa only has one worker at the beginning of winter, place that worker on the topmost winter action space shown on the Automa card. If it has none left, it doesn't place any.

When placing a worker on an action with bonus actions you can as usual spend one bonus action token. This allows you to take one of those bonus actions, though if the worker was placed on one of them, you can't take that one again.

End of the Game

Both you and the Automa score victory points from the influence map following the normal rules.

Aggressive Variant

You can use the aggressive variant, when playing with all three expansions included in this box. The Automa's victory point numbers are in the table below.

Year	1	2	3	4	5	6	7
Easy	-1	-1	0	4	9	15	24
Normal	-1	0	1	6	12	18	28
Hard	-1	0	1	6	13	22	32

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