Stonemaier Games Presents

VITICULTURE

The Strategic Game of Winemaking

by Jamey Stegmaier & Alan Stone

Old-world Tuscany awaits your winemaking skill and strategic cunning.
You'll plant vines, harvest grapes, age wines, and fill merchant orders to create the greatest winery in Italy!

2 – 6 PLAYERS AGES 13 & UP • 45 – 90 MINUTES

VITICULTURE IS A WORKER-PLACEMENT STRATEGY GAME THAT ALLOWS PLAYERS TO CREATE THEIR OWN TUSCAN VINEYARD ANYWHERE A TABLE AND A FRIEND CAN BE FOUND.

Object of the Game

Players begin the game with an old crush pad, three empty fields, a small cellar, and three workers. Players allocate workers and the occasional visitor to complete various tasks throughout the year. In the spring, players decide the schedule their workers will follow. An early rise gives you the chance to act first; however, offering workers a later wake-up time gives you escalating bonuses. In the summer, players place workers on action spaces to plant vines and build structures that help advance that player's vineyard. In the fall, players invite visitors to help their workers. In the winter, players place workers on action spaces to harvest grapes, create wine, and fill orders.

Goal

The goal is to reach 20 victory points, with victory points representing your reputation as a vineyard owner. When a player reaches 20 points, the current year will be played through the year end, and the player with the most points wins. Players may go beyond the 20-point goal, but they may not exceed 25 points. In the case of a tie, tiebreakers are (in order):

- Most lira
- Total value of wine in the cellar
- Total value of grapes on the crush pad

Components

Cards (118 total)

- 42 vine cards (green deck)
- 36 wine order cards (purple deck)
- 20 summer visitor cards (yellow deck)
- 20 winter visitor cards (blue deck)

Boards (double sided)

- 1 game board
- 6 vineyard mats

Pieces

- 36 worker meeples in 6 different colors and 1 gray temporary worker
- 60 clear grape and wine tokens
- 6 wake-up tokens (roosters)
- 6 victory point tokens (corks)
- 6 residual payment tracker tokens (wine bottles)
- 48 wooden structure tokens (8 unique tokens for each color)
- 108 punch board lira (78 bronze £1 coins, 18 silver £2 coins, 12 gold £5 coins)
- 1 first-player token (grapes)

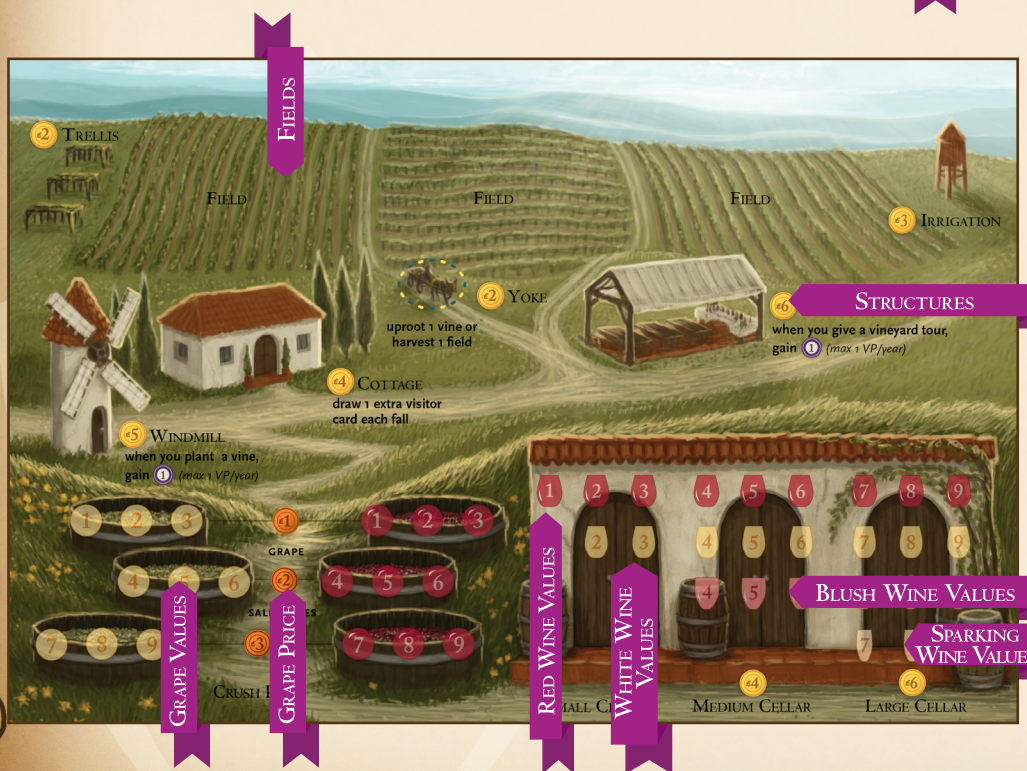
Rule Book

SinglePageRulebook_r3-Panda.indd 1 1/29/13 11:28 PM

Game Board Setup

Place one rooster in each player's color next to the wake-up chart and one cork token in each player's color on the START space on the victory point track. Each player should also place a wine bottle token in their color on the middle of the Residual Payment Tracker.

Note 1: There are negative numbers on the victory point track for a few of the summer and winter visitor cards. A player may not go lower than -5 on the victory point track. If a player has -5 victory points, he may not use a visitor card that requires losing more points.



Note 2: The game board and player mats are double sided. One side is fully labeled for beginners and the other side is unlabeled for experienced players. Other than the labels, there is no difference between the two sides.

Note 3: All information on a player's vineyard mat as well as the number of available workers, lira, and cards available at any given time is public information and cannot be concealed.

SinglePageRulebook_r3-Panda.indd 2 1/29/13 11:28 PM

Game Play Overview

Set aside pinot vine cards equal to the number of players. All decks of cards are then shuffled and each player begins the game with:

A crush pad, a small cellar, and three fields (all on the vineyard mat)

3 in coins

1 pinot vine card

1 random yellow summer visitor card

3 workers

First Round

For the first game of the evening, the oldest player begins with the first-player token.

For all other games, the first-player token goes to the person with the fewest points in the previous game.

Deck Maintenance: If any of the four decks are exhausted during play, immediately shuffle the discard pile and replace the deck. If the deck has been exhausted but no cards have been discarded, that deck is unavailable until more cards are discarded.

Spring

Starting with the first player and moving clockwise around the table, players select how early they will rise for the year by placing the roosters on the wake-up chart. Each player immediately collects the corresponding reward. After all players have placed their roosters, the track displays the order in which players will take actions for the rest of the year.

Summer

In the summer, according to the positions on the wake-up chart, each player places one worker on a yellow summer action space on the game board and immediately takes that action. The next player does the same until either all action spaces are taken, all players have passed, or all players are incapable of taking actions. If a player has passed, he may not place another worker until the beginning of the next action season. (All summer action spaces are described on pages 6 and 7.)

Fall

In the fall, according to the position on the wake-up chart, each player draws either a summer or winter visitor card and adds it to his hand. Any players who have built a cottage on their vineyard mats may draw one extra visitor card from either the summer or winter visitor deck.

Winter

In the winter, players play in the same manner as in the summer, using the blue winter action spaces. Just as in the summer, worker placement order in the winter is determined by the positions on the wake-up chart (the player at the top of the wake-up chart is still the first person to act in the winter, regardless of the last player to act in previous seasons).

Year End

At the end of each year, players will age grape and wine tokens, return workers to their play area, collect residual payments, and rotate the first-player token counter-clockwise.

Terminology:

Throughout this manual, you will notice the terms **value** and **price.**

Value refers to a grape's worth when being turned into wine and the worth of a wine when filling an order.

Price refers to the amount of money a grape will bring when sold. In Viticulture, grapes can be sold for immediate payments, while wine is "sold" via wine orders in exchange for victory points and residual payments.

SinglePageRulebook_r3-Panda.indd 3 1/29/13 11:28 PM

Spring Actions

Wake-up chart: Starting with the player holding the first-player token and moving clockwise, each player places his/her rooster on an unoccupied wake-up level. The number represents how early that player wants his/her workers to wake up in the coming year. 1 is the earliest time and 7 is the latest. For workers, the later the better; for the vineyard owner, perhaps not.

Time 1: No bonus

Time 2: Draw 1 vine card

Time 3: Draw 1 wine order card

Time 4: Gain 1

Time 5: Draw either a summer or winter visitor card

Time 6: Gain 1 victory point

Time 7: Gain the temporary worker for the year

Example: Player 1, the player with the first-player token, chooses the 6 slot and gains a point on the victory point track. Player 2 chooses the 4 slot and gains 1. So, even though Player 1 has the first-player token, for the rest of the year Player 2 will go first and Player 1 will go second based on where each player placed their rooster on the wake-up chart.

Note: The first player to act in the summer, fall, and winter reverts back to the wake-up chart order from the spring of that year. Thus, in the example, above, even if Player 2 (level 4 on the wake-up chart) is the last player to act in the summer, he will be the first player to act in the fall, and then again in the winter.

Helpful Tip: When a player passes during the summer, he will slide his rooster from the left to the right on the wake-up chart for a clear visual of the players that remain active. Then as players pass during the winter, they will slide their roosters back to the left. This will help players track whose turn it is.

Worker Placement

- A player may use each worker only once a year.
- Throughout the year, players take turns placing one worker each on the available action spaces in the current season.
- A player may only choose an action if he can actually complete that action; that is, a player cannot take an action simply to block someone else.
- If a player passes, he may place no more workers that season.

Worker on a Summer Action Space

SinglePageRulebook_r3-Panda.indd 4 1/29/13 11:28 PM

Vine Deck Varieties and Values

Each vine card has a circle with a color representing the type of grape the vine produces and a number representing the value the grape will yield. Some cards have structures in the upper-left corner (irrigation, trellis, or both). The depicted structures must be built before the vine can be planted.

Variety	Color	Value	Total Cards	Prerequisite
Sangiovese	Red	1	4	None
Malvasia	White	1	4	None
Pinot	Red & White	1 each	6	Trellis
Syrah	Red	2	5	Trellis
Trebbiano	White	2	5	Trellis
Merlot	Red	3	5	Irrigation
Sauvignon Blanc	White	3	5	Irrigation
Cabernet Sauvignon	Red	4	4	Trellis & Irrigation
Chardonnay	White	4	4	Trellis & Irrigation

Trellis
Irrigation

Produces a 4-value red grape

Trellis

Produces a 1-value red & a 1-value white grape

Irrigation

Produces a 3-value white grape

Produces a 1-value red grape

Note 1: *A field cannot exceed a total value of 6 when adding the value of the cards on the field together. For example: This vine produces a 2-value red grape, and a 4-value white grape when harvested for the maximum allowed value of 6.*

Note 2: *Although there is some luck involved in which vine cards are drawn, a savvy player will maximize the vine cards he draws by pairing them with complementary wine orders.*

SinglePageRulebook_r3-Panda.indd 5 1/29/13 11:28 PM

Summer Actions

Summertime in the game is the time to expand your vineyard, go to market, plant vines, put your summer visitor to work, show off your vineyard, and sell grapes.

Important Notes about Summer and Winter Visitor Cards

Note 1: When a player plays a summer or winter visitor card, the action described on the card is taken immediately and the card is discarded, ending any bonuses granted by that card.

Example: If a player plays the "Buyer" summer visitor card, which says, "sell grapes at twice their value and gain 1 victory point," that means that the player immediately sells their chosen grape(s), gains double the price of the grape(s), gains 1 victory point, and discards the card, ending the special bonus. The next time this player sells grapes, it will be at their normal price.

Note 2: Visitor cards are played by placing a worker on the Play Summer/Winter Visitor Card action spaces. No additional worker is required to take the action described on the card.

Gain £1 for help: In the summer or the winter, players may place a worker on the cart at the bottom of the board to earn £1. Placing 1 worker here counts as a player's turn. Any number of workers may be placed on this action over the course of the year by any number of players.

Yoke: The Yoke offers a special summer or winter action, provided a player has built this structure. During the summer, a player may use the Yoke action to Uproot 1 Vine. The player takes 1 vine card from his field and returns it to his hand. Using the Yoke action space is the same as taking a board action. A worker must be placed there, and play then moves to the next player.

Scaling the Game Based on Number of Players

In the 2-player game, only the left action space is available; for the 3 – 4 player game the left and middle action spaces are available; and for the 5 – 6 player game all three action spaces are available. These action spaces may be claimed in any order. Each action space can be occupied by only one worker.

Bonus space for 3 – 6-player games

In 3 – 6-player games, the middle action spaces offer bonuses to the player who places a worker on those spaces. If a player is not able to perform the bonus action, he must leave it for someone who can and choose a non-bonus space instead. For instance, if a player only has one vine to plant, he cannot use the plant one vine action space. The only exception to this is if the bonus spot is the only spot remaining after the other(s) have been claimed. A player can then place a worker on the middle space to take the action without gaining the bonus.

SinglePageRulebook_r3-Panda.indd 6 1/29/13 11:28 PM

Play One Summer Visitor Card: A player must discard a summer visitor card face up next to the summer visitor deck and immediately take the action on the card.

3 – 6 player game: A player may choose the middle action space and play an additional summer visitor card from his hand.

Draw One Vine Card: A player must draw one vine card.

3 – 6 player game: A player may choose the middle action space to draw an additional vine card.

Sell Grapes: A player must sell any number of grape tokens on his crush pad for the price indicated by the coin between the crush pads. For example, a 4-value grape token is priced at 2 when sold.

3 – 6 player game: A player may choose the middle action space to move ahead one spot on the victory point track.

Prices for each tier of grape tokens

Give A Vineyard Tour: A player must collect 2.

3 – 6 player game: A player may choose the middle action space to collect an additional 1.

Plant One Vine: A player must plant a vine on one of the fields in their vineyard. Vines are planted by placing a vine card on an empty field, or stacking a vine card on top of another vine that has already been planted.

3 – 6 player game: A player may choose the middle action space to plant an additional vine card from his hand.

Build One Structure: A player must build one of the structures available on his vineyard mat by paying the designated amount and placing a structure token on the structure space of vineyard mat. (See page 8 for an explanation of each structure.)

3 – 6 player game: Players may choose the middle action space to build a structure and receive a 1 discount.

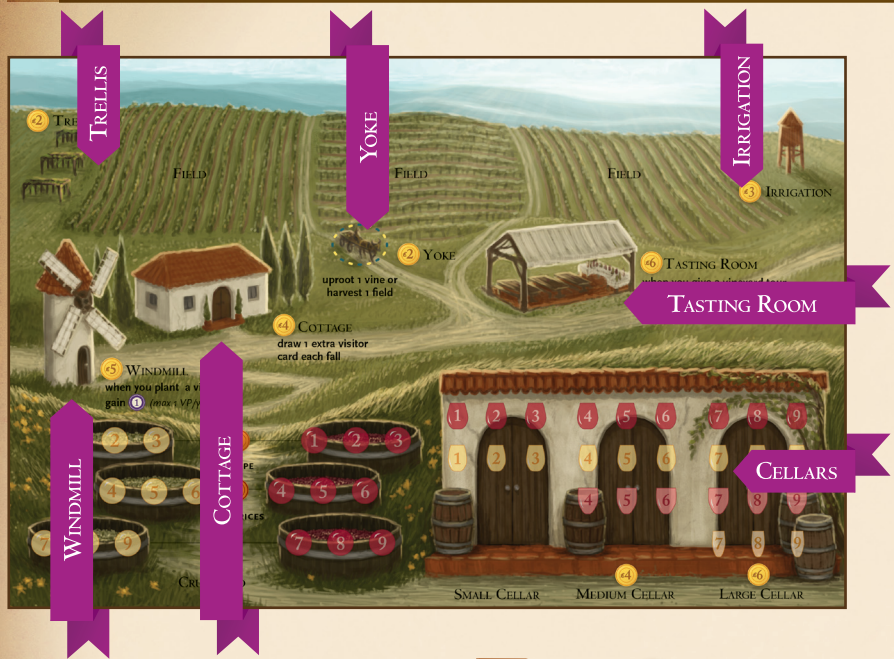
Note 1: Players start the game with 3 fields, crush pad, and small cellar.

Note 2: Players may only have one of each structure on their player mat.

SinglePageRulebook_r3-Panda.indd 7 1/29/13 11:28 PM

Structures

Structures allow you to plant higher quality vines, make better wine, and gain special bonuses in the summer and fall.



Each structure has a cost indicated by a coin on the player mat.

Trellis (2): A trellis is required to plant certain types of vines.

Windmill (5): After a player builds a windmill, he collects 1 victory point whenever he plants a vine (max 1 per year).

Yoke (2): Owning a yoke allows a player to take one of two actions every summer or winter on his vineyard mat instead of the game board. The summer action is Uproot, which allows a player to remove a vine from a field and return it to his hand. The winter action is Harvest 1 Field, which allows a player to harvest one field (see Harvest in the winter section). If a player uses the Yoke action space for the year, it requires a worker and counts as that player's turn.

Irrigation (3): Irrigation is required to plant certain types of vines.

Tasting Room (6): After a player builds a tasting room, he collects 1 victory point for every tour of his vineyard via action spaces or visitor cards (max 1 per year).

Cellars (4 and 6): Players store wine in their cellar, but a small cellar affords only enough room for lesser value varieties. Building medium and large cellars allows players to store higher value wines, as well as create and store blushes in the medium cellar and sparkling wines in the large cellar.

Note: The medium cellar must be built before a player builds the large cellar.

Cottage (4): A player who builds a cottage may draw an extra summer or winter visitor card in the fall.

Note: When a player draws multiple visitor cards in the fall, he must draw all of the cards at the same time.

Fall Actions

Fall is a time to invite helpful visitors to your vineyard. These visitors will arrive in the summer or the winter to provide a helpful hand on your vineyard.

In wake-up order, each player invites either a summer or winter visitor to his vineyard by drawing a visitor card of his choice. Players take this action without using workers. After a player builds a cottage, the player may choose to draw an extra visitor card every year, but must draw both of the cards at the same time.

SinglePageRulebook_r3-Panda.indd 8 1/29/13 11:28 PM

Winter Actions

Winter is the time to reap what you have sown, turn grapes into wine, find out which wines are in demand, train new workers, put winter visitors to work, and fill wine orders.

Draw One Wine Order Card: A player must draw one wine order card.

3 – 6-player game: A player may choose the middle action space to draw an additional wine order card.

Harvest One Field: A player must harvest all grapes from one field and place grape tokens at the corresponding value slot on the crush pad. (See page 10 for harvesting details.)

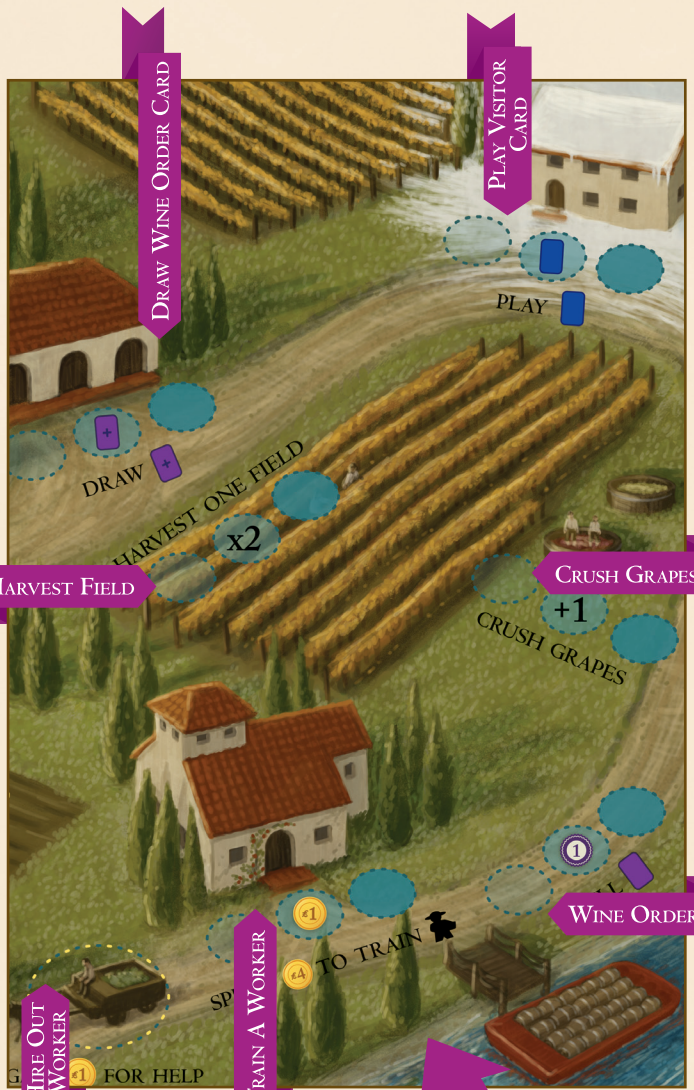
3 – 6-player game: A player may choose the middle action space to harvest an additional field.

Hire out extra workers for €1 per worker: See page 6 for details.

Spend €4 to Train a New Worker: A player must pay €4 to train a new worker. The additional worker is placed beside the "trainer" and is not active until the following year.

3 – 6-player game: A player may choose the middle action space for a €1 discount.

Note 1: A player may have no more than 6 permanent workers. This limit does not include the temporary worker.



Play a Winter Visitor Card: A player must discard a winter visitor card face up next to the winter visitor deck and immediately take the action on the card.

3 – 6-player game: A player may choose the middle action space to play an additional winter visitor card from his hand.

Crush Grapes: (See crush pad diagram on page 10 and 11 for more details.)

Fill One Wine Order: A player must fulfill the criteria on a wine order card in his hand and then discard it. See details on page 11.

3 – 6-player game: A player may choose the middle action space for an additional victory point.

Note: A player may use higher value wine to fill an order, but the difference is lost.

Yoke: The winter action on the yoke—if the structure has been built and the action space is open—is to Harvest 1 Field.

SinglePageRulebook_r3-Panda.indd 9 1/29/13 11:28 PM

Harvesting Fields & Crushing Grapes

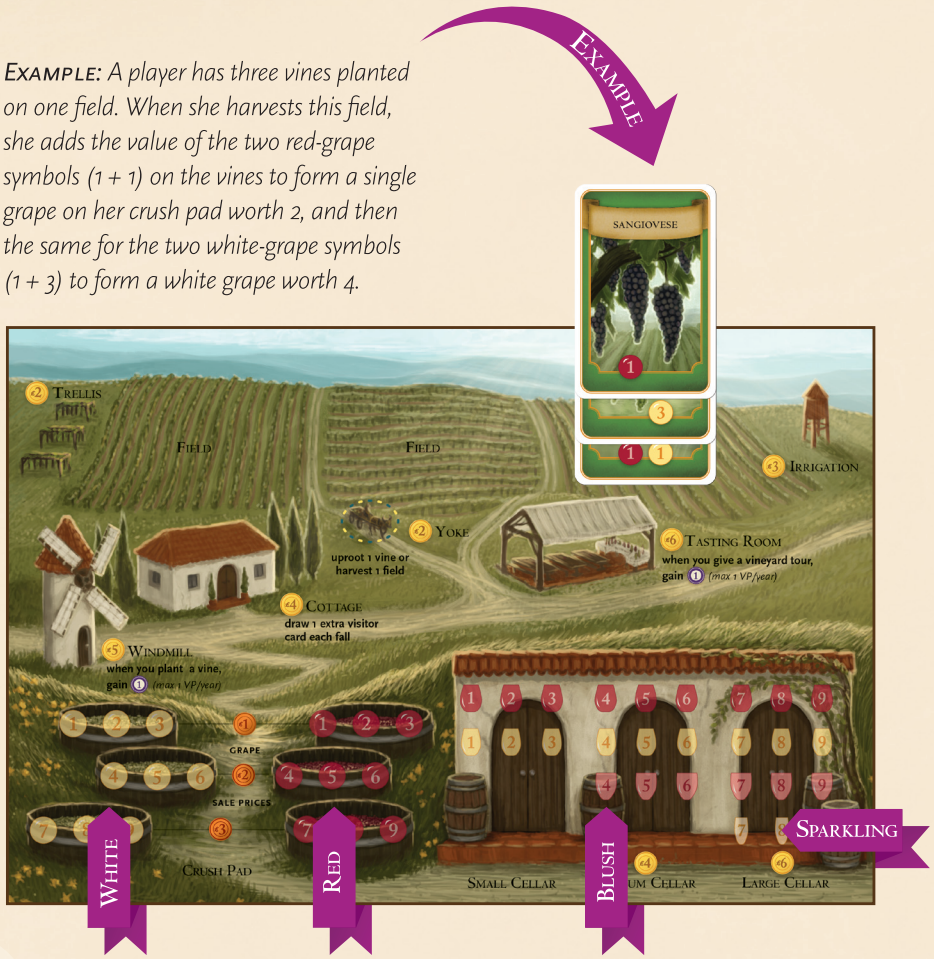
Harvest

Note 1: Multiple red vines or multiple white vines on a single field are harvested by adding their values together to make one red or one white grape token, whereas a red vine and a white vine on the same field are harvested by creating a red and a white token at their respective individual values. ***The vines stay planted on the field.***

Note 2: Each field can only be harvested once per year.

Note 3: Harvesting multiple fields may create two grapes of the same color and value. If this occurs, one of the grapes must be devalued. If there is no room on the pad to devalue it, the grape is lost.

Example: A player has three vines planted on one field. When she harvests this field, she adds the value of the two red-grape symbols (1 + 1) on the vines to form a single grape on her crush pad worth 2, and then the same for the two white-grape symbols (1 + 3) to form a white grape worth 4.



Crush

Crush Grapes: When a player crushes grapes, he is using some or all of the grapes on his crush pad to create wine of any one variety of wine. Players may make as many wine tokens as they can of any one variety (red/white/blush/sparkling) when crushing grapes.

Red/White: To make red or white wine, transfer all grapes of the chosen color to the corresponding cellar space(s). So a 3 value red grape becomes a 3 value red wine. Multiple grapes of the same color are not combined to make a higher-value wine; instead, they produce multiple wines at values equal to that of the grapes being crushed.

Blush: To make a blush wine token, combine a red and a white grape token at a cumulative value of 4 or more.

Sparkling: To make a sparkling wine token, a player must combine two red grapes and one white grape at a cumulative value of 7 or more.

3 – 6-player game: A player may choose the middle action space to increase the value of all wine created from that "crush grapes" action by +1. Because multiple tokens of the same type of wine can be created from a single "crush grapes" action, each token will get the +1 bonus in value.

Note: It may seem odd that 2 red grapes and 1 white grape make pale sparking wine, but that's how it works in reality!

SinglePageRulebook_r3-Panda.indd 10 1/29/13 11:28 PM

Note 1: Discard excess tokens when creating blush or sparkling wine.

Note 2: Players must build the appropriate cellar space to house any wines, blushes, or sparkling wines above a value of 3 and 6, respectively.

Note 3: Any grapes that are not crushed are left on the crush pad.

Note 4: Similar to the rules for the crush pad, only one wine token can occupy a cellar space, so wines must either be devalued until they fit in the cellar or are lost.

Note 5: Once in the cellar, wine tokens may never be combined.

Note 6: A savvy player will crush sparingly and strategically based on the cellars he owns and the wine orders in his hand. After all, grapes in Viticulture age just like wine!

Example: A player decides to crush grapes to make red wine, but he doesn't have a medium cellar yet. The 1-value red grape becomes a 1-value red wine, and the 4-value red grape is devalued to become a 3-value red wine.

Example: The player decides to make a blush wine token, so he combines a red and a white grape to form a single blush wine token equal to their cumulative value. He can only do this because he owns a medium cellar.

Example: Filling a Wine Order

This wine order card requires a red wine token worth at least 2 and a white wine worth at least 4. To fill this order, the player reveals the wine order card, removes the corresponding wine tokens from his cellar, moves up 3 points on the Victory Point Track, and moves up £1 on the residual payment tracker. The player then discards the wine order card.

Order to fill 2 value red and 4 value white

Victory Points Earned

£1 Residual Payment

Players keep track of residual payments from wine orders on the Residual Payment Tracker. All players begin the game with their wine bottle tokens on the lira symbol in the middle of the Residual Payment Tracker. When a player fills a wine order, that player moves his residual token up on the track based on the lira amount on the wine order card. It remains in that position until that player fills another wine order, and then it moves up again. The chart reflects the maximum amount of residual payments a player may receive (£5). (Players receive those payments at the end of each year.)

Residual Payment Tracker

SinglePageRulebook_r3-Panda.indd 11 1/29/13 11:28 PM

Year End

At the end of each year, players age grape and wine tokens, remove all workers from the board, collect any residual payments earned from filling orders, and rotate the first-player token counter-clockwise to the next player.

At the end of each year:

Age Grape and Wine Tokens: Increase the value of all grape and wine tokens on your crush pad and in your cellar by 1 (i.e., a grape or wine token valued at 2 would move to 3 and a 3 would move to a 4). Wine and grape tokens may not have a value higher than 9.

Note 1: Wine tokens can only be aged past the value of 3 if the medium cellar has been built and past 6 if the large cellar has been built.

Note 2: Players do not lose wine or grape tokens if they cannot age them. For example, if a player owns a medium and a large cellar and has red wine tokens valued at 8 and 9, when it comes time to age those tokens, they remain in the same position.

Return Workers: Return all workers to their respective players.

Collect Residual Payments for All Orders Filled: Players collect lira based on their position on the Residual Payment Tracker (max 5 per year).

Discard Down to 7 Cards in Hand: At the end of each year, players must discard down to 7 cards.

Rotate First-player Token: Rotate the first player counter-clockwise and remove all rooster tokens from the wake-up chart.

Note: The new "first player" is merely the first player to select his worker placement order on the wake-up chart in the spring.

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