



VITAL LACERDA

VINHOS

DELUXE EDITION



2010 RESERVE RULEBOOK

INTRODUCTION

In Vinhos (a Portuguese word, pronounced vin-yos, which means “Wines”) you play the role of a wine producer in Portugal, trying to make a name for yourself. You must demonstrate your business acumen by promoting your label, and establishing the best reputation at home and abroad. Competition is fierce: Only the best labels can survive the test of time!



Wine Regions in Portugal

Each year begins with a weather forecast for the growing season, and ends with wine production. Optimal climatic conditions can provide exceptional vintages, from which you can produce high-quality wines; while cloudy weather and heavy rain usually have devastating effects: The only way to produce palatable wines from such a yield is by expanding your estates or putting enologists, farmers, or even wine experts to work. With time, your wine will mature and become more valuable, but only if you have built a cellar in which it can age.



Sales market

Over a period of 6 years, you will expand your business by establishing estates (local branches of your company) in the different regions of Portugal, buying vineyards and building Wineries there. You can hire skilled enologists and capable farmers to help you increase the quality of your wine. Wine experts will tout popular aspects of your wine (taste, aroma, appearance, and alcohol content) at the Wine Tasting Fair (Feira Nacional do Vinho Português).



Weather forecast

Profit margins for wine producers can be tenuous, but you can increase your liquid cash by selling your wines to local Portuguese establishments, such as the Casa de Fados, the Hotel, or the Enoteca. These sales make it much easier to expand your estates and pay your employees' salaries. But it takes more than money to earn prestige. In order to make a name for yourself on the international market, you must meet the requirements of various countries by exporting high-quality wines.

USING THIS MANUAL

What to expect

This gamebox allows you to play two different versions of Vinhos: the **Special Vintage 2016** and the **2010 Reserve**.

The **2010 Reserve** is nearly the same as the first edition of the game, but with slight rules tweaks for better balance.

The **Special Vintage 2016** is a less complex version of the **2010 Reserve**, with (hopefully) the same depth: It has new rules and adds some new concepts and tiles to the **2010 Reserve**, replacing some of the more intricate portions of it.

The vast majority of the rules are the same for both games; so, to highlight the differences, and make it easy to play one when you are accustomed to the other, we give you some visual cues:

Whenever you see a rule in **dark red**, it only applies to the **2010 Reserve**.

Please see the **Reference Book** for components (p. 1), setup (p. 6), differences from the first edition (p. 11) and other information.





The Wine Fair

Every few years, the Wine Tasting Fair provides an opportunity for global press for the best Wine makers. Being chosen as the best Wine is essential to your company's prestige, and can make all the difference in securing your long-term success!

Three influential Wine industry magnates scrutinize the Wines presented at the Fair. Each would like to offer you some special opportunities, but only if your Wine meets their expectations.

It is up to you to decide the best time to announce which Wine will represent you at the Fair. An early press release will allow you to start calling in favors from an interested magnate immediately, but waiting until the last moment could grant your Wine that extra maturity, and allow you to better know which features will be most appreciated by the judges.



Wine Magnates

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

You are producing Wines to gain the most prestige, which is represented in the game as **Victory Points (VP)**.

GAMEPLAY

YEAR OVERVIEW

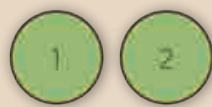


The game lasts 6 rounds, and each round represents 1 year. The Year/Taxation marker indicates the passing of years and of different steps within each year.

Each year comprises the following phases:



Start of Year: (p. 3) Each year begins with the weather forecast for the current year. Discard last year's vintage tile, and flip the new top tile face-up.



Actions: (p. 3) Each player will perform 2 Actions from the 9 options available. You can buy **Vineyards**, build **Wineries**, hire **Enologists**, build **Cellars**, **sell** or **export** Wines that you have produced, go to the **bank**, hire **Wine Experts**, **Pass** and/or announce which Wine you intend to present at the following **Fair**. You can also take advantage of the benefits offered by the 3 Magnates and Wine Experts.



Maintenance: (p. 15) Each player must apply the positive or negative interest from Investments, and must pay Enologists' salaries.



Production: (pp. 8, 16) Every year, Wines will move 1 slot to the right to indicate their aging. Then, each player will receive 1 Wine tile for each Estate on her Player Board that has at least 1 Vineyard, and place it in the leftmost slot of the corresponding Warehouse or Cellar.

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

EXAMPLE: Weather

The new year has begun. The top Vintage tile is discarded and a new one is flipped.



Start of the Year

EXAMPLE: Production phase

Orange has produced 1 White Wine with a value of 3. She places the tile in the leftmost slot of the corresponding warehouse.

Purple has produced 1 Red Wine with a value of 2. She places the tile in the leftmost slot of the corresponding cellar.



Production Phase



START OF YEAR

1. **Discard the Vintage tile used in the previous year and reveal a new Vintage tile for the current year** by flipping the top Vintage tile face-up. The number (from +2 to -2) in the upper-left corner of the Vintage tile indicates the weather conditions for the current year. Weather conditions will influence the Wine production at the end of the current year. The Vintage tile for the 1st year will always be the “0” tile that was placed during Setup.



3. Before the start of the 4th and 6th year, each player flips all of her face-down Wine Expert tiles face-up again. (Look for this symbol on the gameboard).

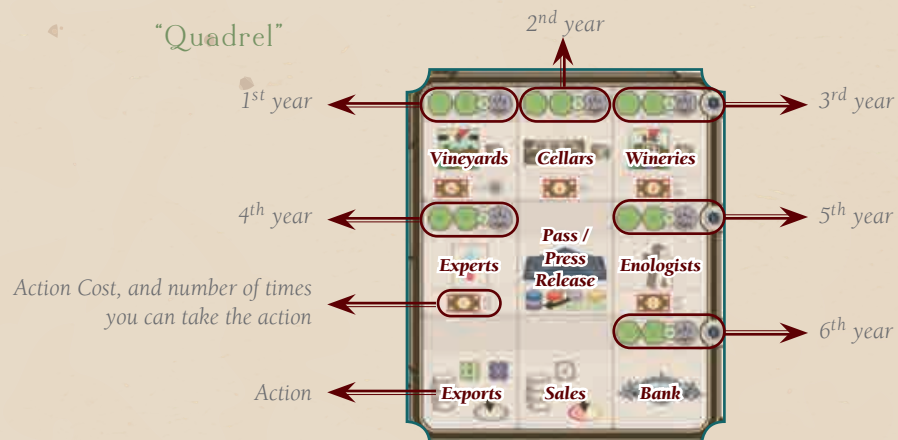


ACTIONS PHASE



Place the Year/Taxation Marker on space “1” of the current year to indicate that everyone is taking their 1st action.

“Quadrel”



The Vintage tile foretells a bad year (the quality of each wine produced will be 1 lower).

...so the Appearance Marker moves up 3 spaces
and the Taste marker moves up 2 spaces.



EXAMPLE: Start of the 4th and 6th year

Yellow has 2 Wine Expert tiles face-down in front of him. He flips both of them face-up.





Player order - **Yellow**, **Blue**, **Orange** and **Purple**

EXAMPLE: Movement

Orange can move her Action Marker free of charge to one of the spaces indicated by the arrows on the left picture. If she moves to any other space, she has to pay 1 Bago (cash) to the common supply.



Movement free of charge

Movement cost - 1 Bago

EXAMPLE 2: Movement

Orange must pay 1 Bago to **Blue** and another 1 Bago to the common supply because her movement was not adjacent to her last position.



Movement costs - 2 Bagos

EXAMPLE 3: Movement

Purple must pay 1 Bago to **Blue**, 1 Bago to **Orange**, and 2 Bagos to the common supply because the Year/Taxation Marker is present in the chosen space, and because her movement was not adjacent to her last position.



Movement costs - 4 Bagos

Movement rules:

- If you are unwilling or unable to take any actions, you must move your Action Marker to the Pass / Press Release space and pass.
- If you move your Action Marker to an **adjacent space** (orthogonally or diagonally), the movement is free of charge.
- If you move your Action Marker to a **non-adjacent space**, you must pay 1 Bago (cash) to the common supply.
- You must pay 1 Bago (cash) to each player whose Action Marker was already present in the space to which you moved.
- You must pay 1 Bago (cash) to the common supply if the Year/Taxation Marker was present in the space to which you moved.



Note: You cannot stay in the same space; you must move to a new space. If you cannot pay the movement costs, and pay for and perform the action, you cannot move to the space.

Exceptions:

- You never have to pay to move to the Pass / Press Release space, even if other Players' Action Markers are there.
- If your Action Marker is already on the Pass / Press Release space, and you have **no way** to take any other Action, then you can stay on the Pass / Press Release space, without moving the Action Marker.

Order of play:

Once all players have taken their first action, if any player chose the Pass / Press Release action, the player order will have to be adjusted:

If any Player Order Marker is in the bottom row of the "Player Order" area, move it to the **same Slot** in the top row, shifting other Player Order Markers still in the top row to the right or left, as necessary, to make room for it.



Once the player order has been adjusted, place the Year/Taxation Marker in space "2" of the current year to indicate that everyone is taking their 2nd action.

2nd Action:

Play proceeds according to the new order shown in the "Player Order" area. Again, on your turn, you must move your Action Marker to another space and take the action related to that space, just as you did for the 1st action.



Once all Players have taken their second action, place the Year/Taxation Marker in the "B" space of the current year to indicate that it is the Maintenance phase.

Once again, after all players have taken their action, if any player chose the Pass / Press Release action, adjust the player order as described in Order of Play above.

Example: Player Order



4th year, Actions Phase, 1st Action.

Place the Year/Taxation Marker in space "1" of the 4th Year.



Order of play is: **Orange**, **Yellow**, **Blue**, and **Purple**

Orange (first Player) moves her Action Marker from the Export space to the Wine Experts space.

Because the destination space is adjacent to the departure space, the move itself is free; however, the Year/Taxation Marker is in her destination space, so she has to pay 1 Bago to the common supply. She then takes the Wine Expert Action.

Yellow moves his Action Marker from the Cellars space to the Pass / Press Release space.



He moves his Player Order Marker to the bottom row, and chooses the first space. He passes and does not take any action.

Blue also moves his Action Marker from the Cellars space to Pass / Press Release space.



He moves his Player Order Marker to the bottom row, and chooses the last space.

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

Purple moves her Action Marker from the Bank space to the Wine Experts space.

The destination space is not adjacent to the departure space.

Both the Year/Taxation Marker and **Orange** Marker are in her destination space.

So, **Purple** must pay 2 Bagos to the common supply for the non-adjacent move and the Year/Taxation Marker being there, and 1 Bago to **Orange**. She takes the Wine Expert Action.



Now that everyone has taken their first action, the Year/Taxation Marker is placed in space "2" of the 4th Year and the Player Order Markers are moved to the top row..



For the 2nd Action, the Player Order is as follows:

Yellow, **Orange**, **Purple**, **Blue**.

EXAMPLE 4: Movement



Orange movement costs 1 Bago.



Yellow movement costs nothing.



Blue movement costs nothing.



Purple movement costs 3 Bagos. 2 Bagos to the common supply and 1 to **Orange**.

EXAMPLE: Vineyards Action

Orange already has Vineyard tiles in 3 Estates: 1 White in Ribatejo, 1 Red in Lisboa, and 2 White in Algarve. She decides to buy 2 Vineyards, and proceeds as follows:



- She buys 1 Dão Red and starts a fourth Estate.

She pays 5 Bagos cash, and places the Dão tile in her 4th Estate. She places that Estate's Region Marker on the region's space on the map, and moves 1 Region Renown Cube to the Region's inset. A new Dão Estate comes with a free Cellar, so she covers this Estate's Warehouse with a Cellar.



- She buys 1 Ribatejo White to expand her Ribatejo Estate.

She pays 5 Bagos cash, and places a Renown Cube in the Ribatejo inset, and the Vineyard in her Estate. Because it is her second Vineyard in the Estate, she does not place another Region Marker (she already placed this Estate's Region Marker earlier).



She cannot expand her Lisboa Red Estate because the Vineyard on top of Lisboa's deck is White. She cannot expand her Algarve White Estate because she already has both of Algarve's White Vineyards.

AVAILABLE ACTIONS

Vineyards (p. 6), Wineries (p. 7), Enologists (p. 7), Cellars (p. 9), Sales (p. 10), Export (p. 11), Bank (p. 11), Wine Experts (p. 13), Pass / Press Release (p. 14)



VINEYARDS ACTION

An estate without any vineyards will not produce any wine — not good if you want to be a wine producer! Each vineyard adds 2 points to the quality of the Wine produced.

When you take this action, you must purchase 1 Vineyard per region from 1 or more regions of Portugal.

For each Vineyard you purchase, you **must**:

1. Take the topmost Vineyard tile from the region's deck,
2. Pay the price (in cash) shown on its cost side,
3. Place it, region-side-up, on your Player Board in 1 empty Estate Slot of your choice.

Only 1 tile (Vineyard or Winery) can occupy any single Estate Slot. In each Estate on your Player Board, Vineyards must be from the same region and of the same color (White or Red). There are 2 White Wine Vineyards and 2 Red Wine Vineyards for each region, so an Estate can never have more than 2 Vineyards.

If it is the first Vineyard in the Estate, you must place that Estate's Region Marker (you just moved it from the first Estate Slot in order to place the Vineyard tile there) on the gameboard in the appropriate Region Space on the map. The Region Markers make it easy for all players to see which players have Estates in the region.

If it is the second Vineyard in the Estate, you do not place a Region Marker. Your Player Board has 4 Estates (each one with 3 Estate Slots), so the map will have a maximum of 4 of your Region Markers on it.

4. If possible, place 1 Region Renown Cube (to be taken from the common supply) in 1 empty Cube Space of the appropriate Region inset. Skip this step if there are no Region Renown Cubes left in the supply, or if there are no empty Cube Spaces in the Region inset.



Important note: A single Vineyard Action never allows you to buy 2 Vineyards from the same region.

Any number of Players may have an Estate (and therefore a Region Marker) in the same region. Also, you can have more than 1 Estate (and therefore more than 1 Region Marker) in the same region.

The first Vineyard in an Estate provides a bonus. The different characteristics of the regions are described on page 12 of the Reference Book.





WINERIES ACTION

Wineries are necessary to house Enologists, and a Winery also adds 1 to the quality of Wine produced.

When you take this action, you must build 1 or 2 Wineries.

For each Winery you build, you **must**:

1. Take 1 Winery tile from the gameboard,
2. Pay 3 Bagos (in cash),
3. Place it **in an empty Estate Slot of your choice on your Player Board**. Only 1 tile (Vineyard or Winery) can occupy any single Estate Slot. Because you will want to have at least one Vineyard in each Estate, **each Estate can have a maximum of 2 Wineries**.
4. If possible, place 1 Region Renown Cube (to be taken from the common supply) in 1 empty Cube Space of the appropriate Region inset. If the Estate already has a Vineyard, place the Renown Cube on an empty Cube Space in that Region's inset; otherwise, place the cube on the Winery itself until the Estate becomes associated with a region. At that point, move the cube from the Winery to an empty space in the Region's inset.



Note: Place the Winery Red-side-up for a Red Wine estate; White-side-up for a White Wine estate. If your estate has a Winery before it has any Vineyards, the color of the Winery doesn't matter, and can be changed to match the Vineyard you eventually buy for that estate.

EXAMPLE: Wineries Action

Blue buys 2 Wineries.

He places one to expand his Douro Estate, and the other one in an Estate without Vineyards.

He Pays 6 Bagos (in cash) and places 1 Region Renown Cube in the Douro Region inset and 1 Cube on the Winery of the Estate without Vineyards.

In a following year, he buys a Ribatejo Vineyard and places it in the Estate that had only a Winery. He takes the Region Renown Cube from the Winery and places it in the Ribatejo Region inset.



Adding a Winery to one of your Estates.



Placing Renown Cube in inset.



On Winery for now (if no Vineyard yet)



Later, you buy a Vineyard for the Estate whose Winery has a Renown Cube. After placing a Cube for the Vineyard in the Region's inset, move the Cube from the Estate's Winery to the inset, too.

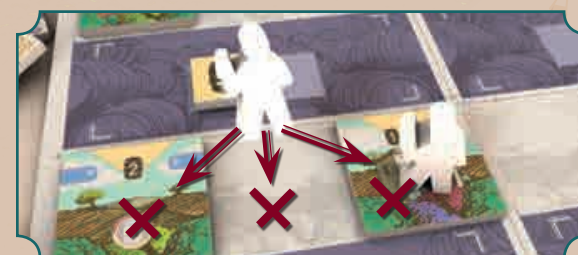


EXAMPLE: Enologists Action

Purple has only 1 empty Winery, so she can hire only 1 Enologist. She Pays 1 Bago in cash and places the Enologist on the empty Winery.



Placing an Enologist on a Winery.



Illegal placements.



ENOLOGISTS ACTION

Enologists work in Wineries. An Enologist adds 2 to the quality of Wine produced. Enologists may move between Estates before Wine Production.

When you take this action, you must hire 1 or 2 Enologists.

For each Enologist you hire, you **must**:

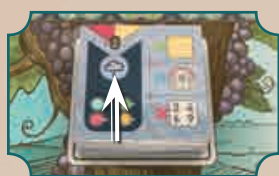
1. Take 1 Enologist from the gameboard,
2. Pay 1 Bago (in cash),
3. Place it on your Player Board **on an empty Winery of your choice**. Each Winery can only host 1 Enologist. (You cannot hire an Enologist if you do not have any unoccupied Wineries).

Each Year during the Maintenance Phase, you will pay each of your Enologists 1 Bago from your bank account.

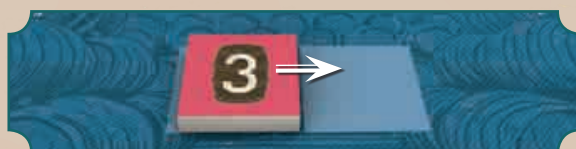
Note: In the 2010 Reserve, you cannot hire Farmers; the only way to get them is by establishing an estate in Ribatejo (see Wine Quality on p.8 for Farmer movement rules).

EXAMPLE: Aging and Wine Production

The Vintage tile is -2.



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



- He does not take a Wine tile for his Estate that has no Vineyards: It's not possible to produce Wine without grapes from a Vineyard. (Image 1)
- He does not take a Wine tile for his Minho Estate: Wine Quality in Minho is 0: (Image 2)
+2 points for the Vineyard,
-2 points for the Vintage tile.
- Due to the bad weather, there were not enough good grapes to make Wine.



- He takes a "5" Wine tile for his Lisboa Estate. The Wine Quality is 5:
+2 points for the Vineyard,
+1 for the Farmer,
+2 points for 2 Wineries,
+2 points for the Enologist,
-2 points for the Vintage tile.

His Lisboa Estate produces Red Wine, because of its Red Vineyard, so he places a "5" Wine tile Red-side-up in the leftmost slot in the Warehouse of his Lisboa Estate.



In order to better understand the rest of the actions, you need to know how Wine is made and aged, how its Wine Quality is calculated at the time of production, and how its Wine Value is determined when it is sold, exported, or presented at the Fair.



AGING AND WINE PRODUCTION

At the end of each Year (during the Production Phase), **move each Wine in each of your Warehouses and Cellars 1 slot to the right** to indicate that it has aged for 1 year.

If a Wine moves out of the rightmost slot of its Warehouse/Cellar, it can age no further. The Wine is lost and must be discarded.

After that, You may move each Enologist to an empty Winery, and each Farmer to an empty Vineyard. Then, Wine production for the current year will start.

For each Estate on your Player Board that has at least 1 Vineyard (if an Estate has no Vineyard, it does not produce Wine) you **must**:

- Calculate the Wine Quality (see below),
- Take 1 Wine tile of the appropriate value (from the common supply),
- Place it in the leftmost slot of that Estate's Warehouse/Cellar, with the "Red Wine" or "White Wine" side face-up, depending on the color of the Vineyard(s) that produced it.



WINE QUALITY

Wine Quality is represented by an icon of a barrel with a number inside. Anything that affects the Wine Quality will depict this icon.

Wine Quality depends on several factors:

1. the number of Vineyards in the Estate, and therefore the quantity of high-quality grapes produced;
2. the work of Farmers who can select the best grapes;
3. the presence of Wineries, which store the grapes in optimal conditions;
4. the Enologists in Wineries, who oversee and optimize the process of turning grapes into Wine;
5. whether you are making Porto Wine (in Douro, see **Reference Book** p.12);
6. the weather conditions of the current year (shown on the Vintage tile).

Wine Quality is calculated as follows:

- + 2 points for each Vineyard in the Estate,
- + 1 point for each Farmer in the Estate,
- + 1 point for each Winery in the Estate,
- + 2 points for each Enologist in the Estate,
- + 3 points if you are making Porto Wine (in Douro, see **Reference Book** p.12),
- ± Weather conditions Value (+2 to -2), shown at the top of the current Vintage tile.

Before production, you can move Enologists and Farmers to whichever of your Estates you like, but each Winery can only host 1 Enologist and each Vineyard can only host 1 Farmer.



Note: If you produce a Wine with "0" Quality, you didn't harvest enough high-quality grapes to make any Wine; do not take a Wine tile (notice that there are no "0" Wine tiles).



WINE VALUE

Wine Value is represented by an icon of a circle with a barrel inside. Anything that affects the Wine Value will depict this icon.

When Wine is **Sold**, **Exported**, or **Presented at the Fair**, you must determine its **Wine Value**, which is based on the Wine Quality, the Renown of its Region of origin, and its time aging in a Cellar.

Wine Value is calculated as follows:

- + Wine Quality (the value on the Wine tile),
- + 1, 3, or 5 points for aging in a Cellar,



+ (optional) 1 or 2 points for the Renown of its Region of origin:

If you choose to rely on the Renown of its Region, **remove 1 or 2 Region Renown Cubes from the inset of the Region of the Wine's origin**, and add 1 point for each removed cube (+2 if the Wine is from Alentejo, region 8).

If you choose not to use the Region's Renown to increase the Wine Value, do not remove any cubes.

+ 1 if the Wine is from Algarve (region 9).

Return removed Region Renown Cubes to the common supply.



Note: A Region's Renown Cubes can be used by any player that has an Estate in the Region (has a Region Marker there), regardless of whose actions generated the Renown in the first place.



CELLARS ACTION

Cellars allow Wines to age longer, increasing the Wine Value for Sales, Export, and the Fair. The older the Wine, the more valuable it is.

When you take this action, you must build 1 Cellar.

For each Cellar you build, you **must**:

1. Take 1 Cellar tile from the gameboard,
2. Pay 2 Bagos (in cash),
3. Place it on your Player Board to **cover a Warehouse** of your choice. Only 1 Cellar can cover any single Warehouse.

Transfer all of the Wine tiles from the Warehouse to the Cellar, respecting their aging.

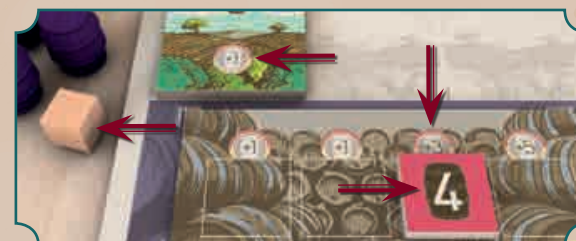
Therefore, a Wine in the leftmost slot of the Warehouse moves to the leftmost slot of the Cellar; a Wine in the second Warehouse slot moves to the second slot of the Cellar.

4. If possible, place 1 Region Renown Cube (to be taken from the common supply) in 1 empty Cube Space of the appropriate Region inset. If the Estate already has a Vineyard, place the Renown Cube on an empty Cube Space in that Region's inset; otherwise, place the cube on the Cellar itself until the Estate becomes associated with a region. At that point, move the cube from the Cellar to an empty space in the Region's inset.

EXAMPLE: Wine Value

Purple has 1 Wine (Wine Quality of 4) in the 3rd slot of the Cellar in her Algarve Estate.

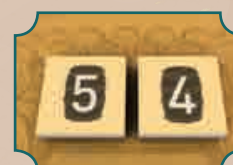
The Algarve Region has 3 Region Renown Cubes. She decides to use one of them. She puts the Region Renown Cube back in the common supply.



As a result, the Wine Value is 9:

- + 4 for its Quality,
- + 3 for aging in a Cellar,
- + 1 for the removed Region Renown Cube.
- + 1 for being an Algarve Wine.

EXAMPLE: Cellars Action



Yellow had previously produced 1 Wine with quality 4 and 1 Wine with quality 5, both of which are still in the Warehouse of his Alentejo Estate.

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



He transfers the "5" Wine from the leftmost slot of the Warehouse to the leftmost slot of the Cellar, and transfers the "4" Wine from the second slot of the Warehouse to the second slot of the Cellar.



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

EXAMPLE: Sales Action

Blue decides to sell the Red Wine (Wine Quality 6) that is in the 2nd slot of the Cellar in his Setúbal Estate.

Setúbal has 2 Renown Cubes, but he decides not to rely on Setúbal's Renown.



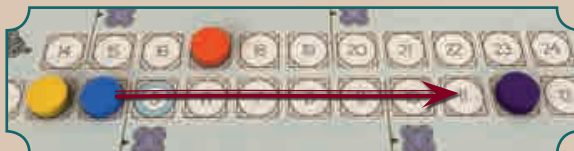
Therefore, the Wine Value is 7: + 6 Wine Quality, + 1 for time aging in a Cellar.

He can place the barrel in any "Red Wine" Sales Slot requesting a value of 7 or lower.

In a previous Sales action, he had placed 1 barrel in the Hotel, selling a White Wine with Value of 6.

Now he also places this barrel in the Hotel, but in the Red 7 Slot.

He advances his Account Marker 7 spaces.



He could continue selling more Wines if he wishes.

EXAMPLE: Sales Action

Yellow decides to sell the White Wine (Wine Quality 5) that is in the 3rd slot of the Cellar in his Dão Estate. Dão has 1 Renown Cube.

Therefore, the Wine Value is 8: + 5 Wine Quality, + 3 for time aging in a Cellar.



If he takes the Renown cube from Dão, he would increase the Wine Value to 9, but unfortunately both the White slots with value of 8 and 9 were already occupied with barrels. Because taking the Renown cube from Dão would be useless, he is not allowed to take it.

He decides to place his barrel in the Hotel, in the White 7 Slot.

He advances his Bank Account Marker 7 spaces.



SALES ACTION

Without Sales you will have no profits to invest in your business. Casa de Fados, the Hotel, and the Enoteca are all eager to buy your wine. Unfortunately, in the poor Portuguese economy, it takes a long time to get paid.

When you take this action, you must sell 1 or more Wines from your Warehouses and Cellars, to 1 or more of the 3 available local Establishments.

For each Wine you sell, you **must**:

1. Place 1 barrel from your supply in an empty Sales Slot of your choice in the Sales Area. Only 1 barrel can occupy any single Sales Slot. The Wine Value must be at least as high as the requested value indicated in the Sales Slot. Red Wines can be sold only in "Red Wine" Sales Slots; White Wines only in "White Wine" Sales Slots. Once placed, the barrel cannot be moved, unless you use a Wine Expert that permits you to do so.
2. Remove 1 or 2 Region Renown Cubes (see Wine Value), if and only if you need them to increase the Wine Value in order to reach the requested value indicated in the chosen Sales Slot.
Note: You cannot remove Region Renown Cubes if you do not need to use them.
3. Discard the Wine tile.
4. Advance your Account Marker by the number of spaces shown on the Sales Slot your barrel occupies, regardless of the Wine Value (1 space = 1 Bago). If your Account Marker reaches the "24" space, you cannot receive further Bagos; any excess goes to waste.



RETRIEVE PAIRS OF BARRELS FROM LOCAL ESTABLISHMENTS

During your turn, before performing an Action, or before the Fair Phase, you can retrieve pairs of your barrels from local Establishments. **Each pair must come from the same Establishment.**

For each pair of barrels taken, you **must** place 2 Renown cubes in 2 different Regions of your choice (or fewer if that is not possible).

Return the retrieved barrels to your supply on your player board. You can reuse them, even immediately, for Sales, Export, or Magnates.

You can never take back only 1 barrel from an Establishment.

EXAMPLE:

Orange decides to retrieve a pair of barrels from the Hotel, and a pair of barrels from the Enoteca. She cannot take back the single barrel remaining in the Enoteca Area.

She must place 4 Region Renown cubes (in at least 2 different regions). She then immediately uses them to perform her Sales Action.





EXPORT ACTION

Export your Wine to the different countries and markets to get prestige. Exports provide immediate points and points at the end of the game.

When you take this action, you must export 1 or more Wines from your Warehouses and Cellars, to any number of the foreign markets (each column represent a different country).

For each Wine you export, you **must**:

1. Place 1 barrel from your supply in an empty Export Slot of your choice in the Export Area. Only 1 barrel can occupy any single Export Slot. The Wine Value must be at least as high as the requested value, indicated in the Export Slot. Once placed, the barrels can neither be taken back nor moved, unless you use a Wine Expert that permits you to do so.
2. Remove 1 or 2 Region Renown Cubes (see Wine Value), if and only if you need them to increase the Wine Value in order to reach the requested value indicated in the chosen Export Slot.
Note: You cannot remove Region Renown Cubes if you do not need to use them.
3. Discard the Wine tile.

You **immediately** earn as many VP as shown alongside the row where you placed the barrel (regardless of the Wine Value and regardless of the Requested Value on the occupied Export Slot).

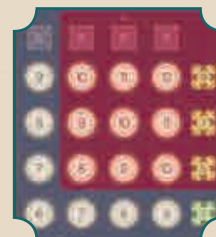
Notice that for any given country (column), the higher the Wine Value requested, the greater the reward.



Note: At the end of the game, each country will reward the player who exported the most barrels to it with the VP as listed at the top of the column. In case of a tie, the points will be divided (rounded down) between the tied players.



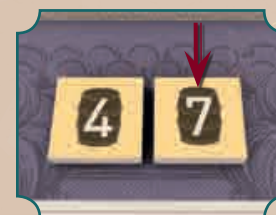
Note: In a 2-player game, only the Export Slots inside the 2-player frame are available.



EXAMPLE: Export Action

Purple exports the Wine (Wine Quality 7) from the second slot of the Warehouse of her Douro Estate.

If she wants to place the barrel in the “8” or “9” Export Slot, she will need to use 1 or 2 Region Renown Cubes, respectively, removing them from the Douro Region inset.



If instead she would like to place it in the “6” or “7” Export Slot, she doesn't need to use any Region Renown cubes, so she cannot opt to remove some, just to spite her opponents.

She chooses to place the barrel in the “8” Export Slot in the 1st Country, and immediately receives 7 VP.



EXAMPLE: End of Game situation



If this were the situation at the end of the game, **Purple** would receive 6 VP for the 1st column; **Blue** would receive 8 VP for the 2nd column; **Blue**, **Yellow**, and **Orange** would receive 3 VP each for the 3rd column; and **Purple** would receive 12 VP for the 4th column.



BANK ACTION

The bank will hold all your profit from sales, and at the end of the game, you also earn points based on how much money you have there.

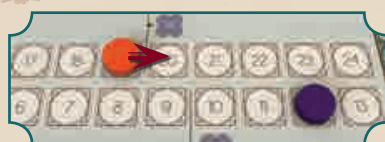
You **must** take at least one of the following three actions, but you may take any number of them, as many times as you wish, in any order:



Withdraw cash from your Bank Account:

Move your Account Marker backward 1 space and receive 1 Bago cash from the common supply.

If your Account Marker reaches the “-2 VP” space, you immediately lose 2 VP, and cannot withdraw any more until your Account Marker moves forward from this space.



Deposit cash into your Bank Account:

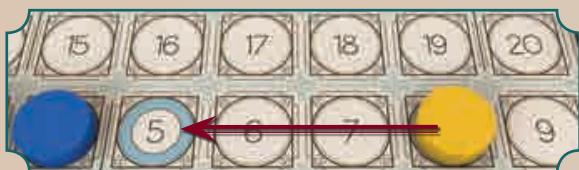
Pay 1 Bago cash to the common supply to move your Account Marker forward 1 space. If your Account Marker reaches the “24” space, you cannot deposit any more until your Account Marker moves backward from this space.

EXAMPLE: Bank Action

Yellow Withdraws 3 Bagos from his Bank Account. He moves his Account Marker backward 3 spaces (from "11" to "8") and takes 3 Bagos cash from the common supply.



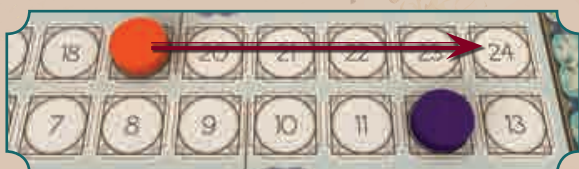
Then he chooses to Invest. He moves his Investment Marker to the right 1 space (from "-1" to "0"). He moves his Account Marker backward 3 spaces (from "8" to "5").



He Invests again. He moves his Investment Marker to the right 1 space (from "0" to "+1"). He moves his Account Marker backward 2 spaces (from "5" to "3").



Orange Deposits 5 Bagos. He pays 5 Bagos cash to the common supply, and moves his Account Marker forward 5 spaces (from "19" to "24").



If your Investment Marker reaches the "+3" space, you cannot invest any more until your Investment Marker moves to the left from this space.

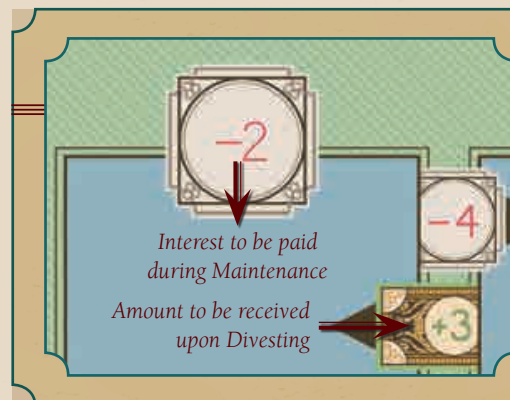
Invest:

Invest Bagos from your Bank Account and your hand to move your Investment Marker to the right 1 space. The amount you must pay is indicated in the top icon between the two spaces. Move your Account Marker backward the appropriate number of spaces, then move your Investment Marker to the right 1 space.

DIVESTING

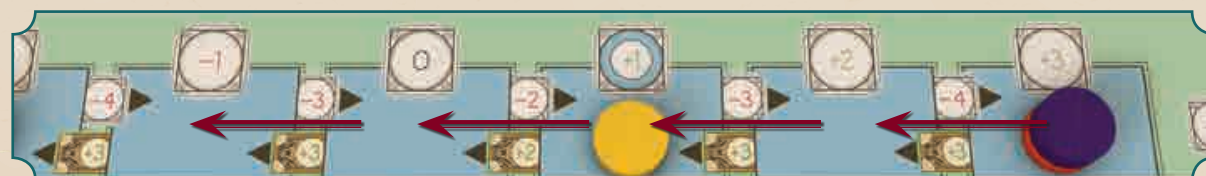
At any time during the game, you can divest (as many times as you wish and are able).

For each divestment, move your Investment Marker to the left 1 space, and receive cash from the common supply: The amount you receive is indicated in the bottom icon between the two spaces. If your Investment Marker reaches the "-2" space, you cannot divest any more until it moves to the right from this space.



During the Maintenance Phase, your Bank Account will receive or pay interest according to the position of your Investment Marker on the Investment Bar.

EXAMPLE: Divesting



It is **Purple's** turn. She would like to move her Action Marker to a non-adjacent space so she can perform the Vineyard Action, but she does not have enough Bagos cash in front of her to do this. No problem!

She divests 4 times: She moves her Investment Marker to the left 4 spaces (from "+3" to "-1").

She receives 11 Bagos cash from the common supply. Now she can afford to move her Action Marker 2 spaces and still go Vineyard shopping.

At the end of the game, your Bank Account will earn you the number of VP indicated beside the section with your Account Marker in it.

EXAMPLE: Bank at End of Game

At the end of the game:

Orange receives 18 VP, **Yellow** receives 3 VP, **Blue** and **Purple** do not receive any VP.





WINE EXPERTS ACTION

Experts in the Wine industry will help you to improve your business and will guide you on your journey into the world of Wine.

When you take this action, you must hire 1 or 2 Wine Experts.

For each Wine Expert you hire, you **must**:

1. Choose a deck and take the top Wine Expert tile,
2. Pay 1 Bago (in cash),
3. Place the Wine Expert tile in front of you, **face-up**.

After you hire the first Expert, then you can decide whether to hire a second one (from the same deck or another).

You are limited to 6 Wine Expert tiles. If you already have 6, and want another, you must first discard one of the 6 you have.

A discarded Wine Expert always goes face-up to the bottom of its deck.



Note: Each tile represents a Wine Expert, who specializes in a specific Wine feature (Taste, Aroma, Appearance, Alcohol Content).

EXAMPLE: Wine Experts Action

Purple purchases the Wine Expert tile from the top of the "Taste" deck.

She pays 1 Bago cash, and places the tile face-up in front of her.

Now she decides to buy a second tile from the same deck. As before, she pays 1 Bago cash, and places the topmost "Taste" Expert face-up in front of her.



During the Fair Phase, you will be able to use a certain number of face-up Wine Experts to promote your Wine and earn you Fair Points.

The greater the Wine Value of the Wine you present, the greater the number of Wine Experts you can use; however, after the Fair, you must discard each Wine Expert that you use this way!



WINE EXPERT ABILITIES

In addition to being able to help promote your Wine at the Fair, each Wine Expert also has a special ability.

During your turn, you may flip **any number of your Wine Expert tiles face-down** to use the special ability depicted on the front.

See the **Reference Book** p.9 for detailed descriptions of the Wine Experts' special abilities, which also tells you when each special ability can be played.



Note: If you flip a Wine Expert tile face-down to use its special ability, it will not be available at the next Fair to promote your Wine; however, after the 1st and 2nd Fairs, it will flip face-up once again, allowing you to use its ability or send it to the next Fair.

EXAMPLE: Wine Expert use

2nd Year (Actions Phase): **Yellow** has 5 Wine Expert tiles in front of him: 4 face-up and 1 face-down (he has already used this one's special ability). He is currently performing the Export Action, and one of his Wine Experts has an applicable ability he wishes to use. He flips that Wine Expert tile face-down to use the special ability. He could flip more Expert tiles but he chooses not to do so.



3rd Year (Actions Phase): **Yellow** performs the Wine Experts Action to buy 2 Wine Expert tiles. Because he cannot have more than 6 Wine Expert tiles, he must discard 1.

He chooses to discard one of his face-down Wine Expert tiles; he wasn't going to be able to use it until after the next Fair anyway. He places the newly purchased Wine Expert tiles face-up in front of him. Now he has 1 face-down and 5 face-up Wine Expert tiles in front of him.



3rd Year (Fair Phase): Although he cannot make use of the face-down Wine Expert tile, he can use the other 5 that are face-up. He plays 3 of his face-up Wine Expert tiles. After the Fair, he must discard the 3 he played at the Fair. Now he has 1 face-down and 2 face-up Wine Expert tiles.



4th Year (before the first action): He flips all of his face-down Wine Experts (there's only 1) face-up.

EXAMPLE: Pass / Press Release

4th Year, Phase 1 (Actions Phase)

Orange moves her Action Marker to the Pass / Press Release space.

She moves her Order Marker to the bottom row of the Player Order Area and chooses the first Player Order Slot.



She decides to perform the Press Release action.

She announces that the Wine she is presenting for the upcoming Fair (the 2nd Fair, which is at the end of Year 5) is her Red Wine (Wine Quality 3) that is in the 4th slot of her Douro cellar.

She chooses to use 2 Region Renown Cubes, removes the cubes from the Douro Region inset, and returns them to the common supply.



This increases the Wine Value to 10: + 3 for Wine Quality, + 5 for cellar aging, + 2 for the removed Renown Cubes.

As a result, she will be able to play up to 4 Wine Expert tiles at the upcoming Fair.

She receives 1 Fair Point because the Wine Value is 10 (1 beyond 9), and moves her Fair Scoring Marker accordingly (from 15 to 16).



She takes her "4" Fair tile from her supply, and chooses to place it on the Appearance/Taste Fair Booth, with the number 4 face-up to remind her she can play 4 Wine Experts at the Fair.

She receives 3 Bagos cash for the Bonus depicted in the Fair Booth she chose. (cont.)



PASS / PRESS RELEASE ACTION

With this action you are positioning yourself and preparing your Wine for the biggest competition in the world. Here you will prove that you are managing the best Wine business of all.

Remember: Moving to this space is always free.

When you place your Action Marker on the Pass / Press Release space, you must first move your Player Order Marker from the top row of the "Player Order" Area to the bottom row, and place it in an empty Player Order Slot of your choice (only 1 Player Order Marker may occupy each Order Slot).

After that, you either:

1. **Pass** (do nothing),

OR

2. **Issue a Press Release** (enter a Wine into the upcoming Wine Tasting Fair) - You can take this action only once per Fair: Once you have issued a Press Release for the upcoming Fair, on further visits to this action space you must Pass.



Note: If you have not taken this action before the Fair, you will have a chance to do a last-minute Press Release to enter a Wine in the Fair (as a free action), because every respectable Wine producer must participate in the Fair. So, you are not required to take the Press Release action during the Actions phase.

"Why would I spend a precious action to issue a Press Release early?" you ask. Entering your Wine in the Fair early lets you choose the best Fair Booth before someone else claims it. Also, the sooner you impress the Magnates, the sooner you can start taking bonus actions!

In order to issue a Press Release, you must perform the following seven steps:

- a. **Declare which Wine** (just one), among those on your Player Board, you will enter in the Fair.
- b. (optional) **Remove 1 or 2 Region Renown Cubes** (see Wine Value) from the Wine's region of origin in order to increase the Wine Value. You might do this in order to meet Bruno's expectation (see step f.), or to play more Wine Expert tiles (see step d.), or even just to earn Fair Points for an exceptional Wine (see step c.).
- c. **Earn Fair Points:** You earn Fair Points if the Wine Value of the Wine you have chosen exceeds 9. The number of Fair Points you earn is the Wine Value minus 9. So, for WV 10, you earn 1 FP; for WV 11, you earn 2 FP; for WV 12, you earn 3 FP, etc. Advance your Fair Scoring Marker accordingly.
- d. **Take Fair Tile:** Determine the maximum number of Wine Expert tiles (from 0 to 4; consult the table on your player board) that you can play during the upcoming Fair, and take the Fair tile of the appropriate value from your supply, then...



- e. **Choose an empty Fair Booth, and place your Fair tile on it** with the appropriate number face-up. Only 1 Fair tile can occupy each Fair Booth.

Note: Once placed, the Fair tile can neither be moved nor taken back until the end of the upcoming Fair.

Each Fair Booth depicts 1 bonus and 2 Wine features. When you select a Fair Booth, you immediately apply its effects, as follows:

- **For each Wine feature depicted**, you earn the number of **Fair Points** depicted at the left of the section where the corresponding Feature Marker is currently located. Advance your Fair Scoring Marker accordingly.
- **You earn the depicted bonus:** The topmost Wine Expert tile from the stack of your choice, 3 Bagos (in cash from the common supply), or 2 Fair Points.



Note: Fair Points do **not** reset to zero after the Fair! They accumulate from Fair to Fair, your reputation building up over time.

f. **Place Barrels (optional):** If it is **not 1st Year**, place 1 or 2 barrels from your supply in the Magnate Area (barrels are placed on the Magnates' portraits), following the steps below:

For each Magnate (Anabela, Bruno, and Carolina) you **must**:

1. **Determine** whether the Wine you entered **meets the Magnate's current expectation**, as indicated on the current Vintage tile: Anabela's request is indicated in the square with the letter **A**; Bruno's, in the square with the letter **B**; and Carolina's, in the square with the letter **C**.
 - Anabela is always interested in Wines of a certain **Color**;
 - Bruno is always interested in Wines with a minimum **Wine Value**;
 - Carolina is always interested in Wines from certain **Regions of Origin**.
2. If your Wine meets the Magnate's current expectation, decide if you want to place 1 barrel from your supply in that Magnate's space.



Note: A single Press Release allows you to place up to 2 barrels (1 on each of 2 different Magnates' spaces), so, even if the Wine satisfies all 3 Magnates, you can still only place a maximum of 2 barrels (on 2 different Magnate spaces of your choice).

There is no limit to the number of barrels present on the same Magnate space; each player may have any number of barrels on a single Magnate space. Also, remember that placing a barrel is optional: You may wish to conserve barrels for other purposes.

Remember: No one can place barrels on Magnates in 1st Year. The Magnates have no interest in startups that haven't stood the test of time.

g. Discard the Wine tile.



Remember: Once you have issued a Press Release for the upcoming Fair, on further visits to this Action space, you change the player order and then you **must Pass**.



MAINTENANCE

Paying salaries and earning or paying interest is part of the everyday routine for an entrepreneur.

Place the Year/Taxation Marker on the appropriate space (B - Bank) of the current year, to indicate that the Maintenance Phase is starting.

Each player must adjust her Bank Account at Banco do Vinho for interest and salaries:

a. **Receive or pay interest according to your Investments.**

Move your Account Marker forward or backward as indicated above the space your Investment Marker occupies in the Investments bar.

If you **cannot** pay your negative interest, **pay all that you can** (remember, when your Account Marker reaches the "-2 VP" space, you lose 2 VP), **then discard a Winery** from your Player Board (return it to its space on the gameboard). If you **do not** have a Winery, you **must discard a Vineyard** from your Player Board (remove it from the game). If it had a Farmer, he moves to an empty Vineyard, or returns to the supply.

b. **Pay salary for each of your Enologists.**

Move your Account Marker backward 1 space for each Enologist on your Player Board. You must fire any Enologists you cannot pay (return them to their space on the gameboard).

Note: You cannot choose to fire Enologists if you have sufficient funds in your Bank Account to pay them.

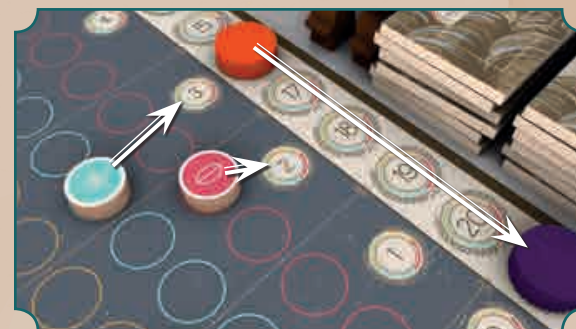
In either case, as soon as your Account Marker reaches the "-2 VP" space, you immediately lose 2 VP, and cannot pay further. This only happens when your Account Marker enters the "-2 VP" space; you do not lose points again for just sitting on the "-2 VP" space.



Note: You cannot use your cash Bagos to pay interest or Enologists' salaries, nor can you receive positive interest in cash.

Maintenance Variant: During Maintenance, in player order, each player **must** take the "Retrieve pairs of barrels from local Establishments" action if he can. He does not have to take more than one pair of barrels.

(cont. from last page)



The Taste Feature Marker is in the "2" section, the Appearance Feature Marker is in the "3" section. She receives 5 Fair Points (2 + 3) for how well her Wine matches the features for which the judges are looking (she moves her Fair Scoring Marker from 16 to 21).



The Magnates' expectations are as follows:

Anabela is looking for a white Wine.

Bruno will only consider a Wine valued at least 8.

Carolina is fascinated by any Wine from region 1 (Trás-os-Montes), 4 (Douro), 7 (Setúbal), or 8 (Alentejo).



The Wine **Orange** has announced (Red Wine from Douro, with a Wine Value of 10) meets Bruno's and Carolina's expectations.

She may therefore place 1 barrel on Bruno's space and 1 barrel on Carolina's space.

She decides to place a barrel only on Bruno's space.

She then discards the Wine tile.

EXAMPLE: Receive/Pay Interest

Purple's Investment Marker is on the "+1" space. She moves her Account Marker 1 space forward.

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

Orange's Investment Marker is on the "-2" space, but she only has 1 Bago in the Bank.



She cannot pay all the interest. She moves her Account Marker down to the "-2 VP" space, and loses 2 VP. Because of her inability to pay in full, she must discard 1 Winery from her Player Board.



EXAMPLE: Pay Salaries

Blue has 3 Enologists on his Player Board, but he only has 2 Bagos in the Bank.

As a result, he can pay only 2 of them. He moves his Account Marker 2 spaces backward to the "-2 VP" space, and loses 2 VP. He must fire 1 Enologist, returning the Enologist from his Player Board to the gameboard.



Neither **Purple** nor **Orange** have Enologists on their Player Boards. So, they do not need to pay any salaries. Although **Orange's** Account Marker is on the "-2 VP" space, she does not lose 2 VP again, because this only happens when the Account Marker enters the "-2 VP" space.



PRODUCTION

Production is the most crucial phase of the game, it's the wine-maker's ultimate goal, and the moment everyone has been waiting for!

Place the Year/Taxation Marker on the appropriate space of the current year, to indicate that Production Phase is starting. Then, perform the following steps:

1. **Age Wine:** As described on page 8 in **Aging and Wine Production**, move each Wine tile on your Player Board (in Warehouses and Cellars) 1 slot to the right. Any Wine tile that cannot be moved to the right any further in its Warehouse/Cellar is lost, and must be discarded.
2. **Redistribute employees:** (optional) Reassign your Enologists and Farmers to different estates. Remember, each Winery can host 1 Enologist, and each Vineyard can host 1 Farmer.
3. **Produce Wine:** For each of your Estates that has a Vineyard, do the following:
 - Calculate the Wine Quality the estate produces this year, as described on page 8 in **Wine Quality** (+2 per Vineyard, +1 per Farmer, +1 per Winery, +2 per Enologist, +3 if you are producing Porto (see **Reference Book** p.12), ± weather Value).
 - If the Wine Quality is greater than 0, take a Wine tile matching the Wine Quality, and place it in the leftmost slot of the Warehouse/Cellar, with the appropriate side of the tile face-up, corresponding to the Vineyard tile(s) in the estate: either "Red Wine" or "White Wine".

If this is the 1st, 2nd, or 4th year, the year ends.

If this is the 3rd, 5th, or 6th year, there will be a Fair Phase, and then the year ends.

EXAMPLE: Production

Purple must move all the Wine tiles on her Player Board 1 slot to the right. Her Quality 3 Red was already in the rightmost slot of her Algarve estate, so she must discard it: her estate is not equipped to age it further.

She chooses to move an Enologist from the Winery in her Algarve Estate to the empty Winery in her Douro Estate, and one farmer from a Vineyard in Dão to her Vineyard in Minho.

Then, for each estate, she calculates the Wine Quality produced, and places the appropriate Wine tile in the leftmost slot of the Warehouse/Cellar.



Aging wine and redistributing employees



WINE TASTING FAIR (ONLY 3RD, 5TH, AND 6TH YEAR)

Now you will get the rewards of your efforts.

Place the Year/Taxation Marker on the Fair space of the current year, to indicate that Fair Phase is starting.

Any players that haven't yet placed their Fair tile in the Fair Area (using the Pass / Press Release action), **must do so now**, in Player Order, respecting the same rules described on page 14 in the **Pass / Press Release Action**, with these **exceptions**: You do not change the Player Order, and you cannot move a barrel to use a Magnate Action (see p. 18).



If you have not entered a Wine into the Fair, and you somehow have no Wine now, you shamefully will not participate in the Fair. This is not good for business!

Now, the Fair starts.

Each player **must** do the following:

- Pick up all of your **face-up** Wine Expert tiles.
- Secretly decide which ones you will play, respecting the following rules:
 - The **maximum** number of Wine Expert tiles you can play is indicated by your Fair tile that is placed in the Fair Area. You are not obligated to play any.
 - You can only play Wine Expert tiles **related to the features depicted in the Fair Booth your Fair tile occupies**.
- Place the Wine Experts you choose to play on the table face-up in front of you, keeping them covered with your hand, so nobody can see how many you have played. Keep the others hidden in your other hand.

Now, all players simultaneously reveal the Wine Experts they played (face-up).

 First of all, **for each Wine Expert with an arrow** that was played by anyone, **move the corresponding Feature Marker 1 space to the right**.

Then, for each Wine Expert tile you played, you **receive** a number of Fair Points depicted to the right of the section where the Feature Marker matching the Wine Expert is currently located.

Determine the ranking according to the number of Fair Points each player has accumulated over the course of the game.

The first 3 players in the ranking immediately gain VP according to their current position in the Fair Scoring Track per the table below, the 4th player takes a Wine Expert (WE) from any stack of her choice after played Wine Experts are discarded (see p. 18):

1 st Fair (3 rd Year)				2 nd Fair (5 th Year)				3 rd Fair (6 th Year)			
1 st	2 nd	3 rd	4 th	1 st	2 nd	3 rd	4 th	1 st	2 nd	3 rd	4 th
9	6	3	WE	12	8	4	WE	15	10	5	WE

In case of a tie, the total amount of VP given by the tied positions will be split (rounded down) by players who tied. If tied for last position in a 4-player game, each of those players gets a Wine Expert.



Note: 4th place gains no VP but does get a Wine Expert.

Important: In a 2-player game, use the 1st and 3rd place scorings.

EXAMPLE: Tie at the Fair

Blue has 35 Fair Points, **Purple** has 30 Fair Points, both **Orange** and **Yellow** have 27 Fair Points.

It is the 3rd Fair, so **Blue** gains 15 VP, **Purple** gains 10 VP, **Orange** and **Yellow** gain 2 VP each $(5+0) \div 2$, rounded down.



Note: The Fair Points you earn will never reset to zero during the game. You do **not** directly earn VP for the Value of the Wine you present. The VP you earn at each of the three fairs is determined by your ranking on the Fair Scoring Track, which records your total cumulative Fair Points over the course of the game.

EXAMPLE: Wine tasting Fair

5th Year, Fair Phase.

Blue is the only one who has not issued a press release for this Fair.

He presents his Quality-4 White Wine from his Alentejo Estate, but there are no region renown cubes to boost its value, so its Wine Value is 4.

This enables him to play up to 1 Wine Expert tile.

He places his Fair tile (with number 1 face-up) in the Appearance / Alcohol Content Fair Booth.



He receives 4 Fair Points for the features, and 2 Fair Points for the Bonus in that space.



The Wine meets **Carolina's** expectations, so he places 1 of his barrels on the **Carolina** space; however, he cannot move it for a bonus action now, because it is not the Actions Phase.



The 2nd Fair starts.

EXAMPLE: Wine Tasting Fair

Blue has 5 Wine Expert tiles in front of him, but they are all face-down. So, he cannot play any Wine Expert tiles.

Purple has 3 Wine Expert tiles face-up in front of her and 1 Wine Expert tile face-down.

Her Fair tile indicates that she can play a maximum of 2 Wine Expert tiles. She placed her Fair tile in the Appearance/Taste booth, so she can only play Appearance and/or Taste Experts.



Orange has 1 face-up Taste Expert tile in front of her. Her "4" Fair tile is in the Appearance/Aroma booth. So, she is unable to play any Wine Experts.



Yellow has 6 Wine Expert tiles in front of him, all face-up. His "4" Fair tile is in the Aroma/Taste booth, so he may have some options!



At the beginning of the Fair, **Blue** was 1st in the Fair ranking with 11 Fair Points, **Purple** was 2nd with 2 Fair Points, **Orange** was 3rd with 1 Fair Point and **Yellow** was 4th with 0 Fair Points.



Players simultaneously reveal the Wine Experts they want to play. (cont.)

Your success in the Wine Tasting Fair builds on your cumulative reputation and "brand recognition". A company that has traditionally performed poorly will come into the Fair as the underdog. ...but the Fair is your opportunity to turn a bad reputation around!

End-of-Fair operations:

- Discard any Wine Expert tiles you just played and place them face-up under of their respective stacks.
- If and only if it is a 4-player game, the player (or players, in a tie) that is last place in the Fair ranking may take 1 Wine Expert tile from the top of a stack of her choice for free and place it face-up in front of her.

Remember: You are limited to 6 Wine Expert tiles; if you have 6 already, you must get rid of one before you can take another.

Example: Tie for last place

Following the tie example from the previous page: **Orange** and **Yellow** each take 1 Wine Expert tile for being last place in the Fair in a 4-player game.

- Retrieve your Fair tile from the gameboard.
- Adjust the order of play. The player that is currently last place on the Fair Scoring Track becomes the first player, second-to-last will play second, and so on. In case of a tie, the relative order of the tied players doesn't change.

Example: Adjust the order of play

Following the tie example from the previous page: **Blue** was first player, **Orange** was 2nd, **Purple** was 3rd and **Yellow** was 4th. Their rankings on the Fair Scoring Track are: **Blue** 1st, **Purple** 2nd, **Orange** and **Yellow** tie for last place. The new Player Order is: **Orange**, **Yellow**, **Purple**, **Blue**.



MAGNATE BENEFITS

At any time during your turn in the Actions Phase (before moving your Action Marker, or before or after performing the Action, but not during the Action itself), you can discard 1 of your Wines to move 1 of your barrels from the Magnate spaces or an Additional Action space to a different space of the same row, and receive the corresponding benefit (Additional Action or Multiplier). See Reference Book p.9.

Note: Using a Magnate benefit does not replace your normal Action: You must always move your Action Marker and perform a normal Action on your turn.

In more detail, in order to use a Magnate benefit, you must do the following:

- Discard 1 Wine of your choice (value, color, and region of origin do not matter) from your Player Board.
- Move 1 of your barrels from either the Magnate space or one of the Additional Action spaces (the barrels placed on Multiplier Slots cannot be moved) and...
- Staying in the same row, place it in either:
 - an Additional Action space. You must immediately perform the depicted Additional Action, and pay any costs associated with the Additional Action.

There is no limit to the number of barrels (of the same or multiple players) that may be present on the same Additional Action space.

This barrel could be moved again in a subsequent turn, respecting the same rules: Discard 1 Wine, move 1 barrel, obtain 1 benefit.

Note: The barrel must always move to a different space.

- **OR** place it in a Multiplier space. You place the barrel in an empty Multiplier Slot of your choice. Only 1 barrel can occupy any single Multiplier Slot. You are not allowed to occupy more than 1 slot of a single Multiplier space. Once placed in a Multiplier space, the barrel cannot be moved.

You receive VP immediately



or at the end of the game.



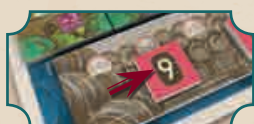
You can move only 1 barrel per normal Action you take, and therefore you can get at most 1 such benefit per turn.

You cannot move Magnate barrels during the other Phases: Start of Year, Maintenance, Production, or Fair.



Note: There are detailed descriptions of the Additional Actions and Multipliers on page 9 of the Reference Book.

EXAMPLE: Magnate Benefits



4th Year, Phase 1 (Actions Phase)

Blue is performing the Press Release action. He announces that the Wine he will present at the 2nd Fair (held at the end of 5th Year) is his Douro Red Wine, valued 9.

The Wine satisfies all the requests indicated on the Vintage tile. He can place 2 barrels in 2 different Magnate spaces of his choice.



He had already placed 1 barrel in Anabela's space during the 3rd Year, when he announced his Wine for the 1st Fair, but he wants another there now. So, he decides to place 1 barrel on Anabela's space, and 1 barrel on Bruno's space. He discards the Douro 9 Red Wine tile.



He can now immediately discard a Wine of his choice to move a barrel and obtain a benefit from a Magnate. This would allow him to move any 1 of his 3 barrels. He discards a Wine of his choice, then moves a barrel from Anabela's space to the "Additional Sales Action" space. He performs the Additional Sales Action.



4th Year, Phase 2 (Actions Phase)

Blue has decided to perform the Enologists Action, but has no empty Winery for a new Enologist. No problem: First, he discards 1 Wine of his choice, and moves a barrel from the "Additional Sales Action" space to the "Additional Winery Action" space. He performs the Additional Winery Action, and then the Enologist Action.



5th Year, Phase 1 (Actions Phase)

Blue has decided to perform the Vineyards Action, but wants to take advantage of having so much cash before someone else claims the Cash multiplier. He discards 1 Wine of his choice, and moves a barrel from Bruno's space to the Cash Multiplier. He will receive those VP at the end of the game. Now he performs the Vineyard Action. The barrel on Cash Multiplier must remain there for the rest of the game.



5th Year, Phase 2 (Actions Phase)

Blue performs the Cellars Action. Then he discards 1 Wine of his choice and moves a barrel from the "Additional Winery Action" space to the Wine Multiplier. He immediately receives the VP. The barrel on the Wine Multiplier must remain there for the rest of the game.

5th Year, Phase 2 (Actions Phase):

Orange again moves her Action Marker to the Pass / Press Release space. She has already declared which Wine she will present, so she must pass. She cannot add barrels at this time to the Magnate Area: She can only add more barrels to the Magnate Area when she is issuing a Press Release.

For details on Magnate Actions, and Multiplier bonuses, see page 9 of the Reference Book

(cont. from last page)

Purple played 2 Taste Expert tiles. **Yellow** played 1 Taste and 3 Aroma Expert tiles. Neither **Blue** nor **Orange** played any Wine Expert tiles.



2 of the Taste Experts and 1 of the Aroma Experts that were played have arrows on them. So, the Taste Feature Marker moves 2 spaces up, and the Aroma Feature Marker moves 1 space up.

The Taste Feature Marker is now in the "4 Fair Point" section and the Aroma Feature Marker is in the "3 Fair Point" section.



Purple gains 8 Fair Points (2 Taste × 4FP) and **Yellow** gains 13 Fair Points (1 Taste × 4FP + 3 Aroma × 3FP).

The players' new totals are as follows:

Yellow is 1st in the Fair ranking with 13 Fair Points, **Blue** is 2nd, still having 11 Fair Points, **Purple** is 3rd with 10 Fair Points and **Orange** is 4th, still having only 1 Fair Point.

It is the 2nd Fair (5th Year), so **Yellow** gains 12 VP, **Blue** gains 8 VP, **Purple** gains 4 VP, **Orange** gains no VP. They move their scoring markers accordingly.



Purple and **Yellow** discard the Wine Expert tiles they played. **Orange** takes 1 Wine Expert tile for being last in the Fair in a 4-player game. She takes the top Wine Expert from the Appearance stack.

The new Player Order is:

Orange, **Purple**, **Blue**, **Yellow**.

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END OF GAME AND FINAL SCORING

After the 3rd Fair (i.e. at the end of 6th Year), starting with the current first player and following the order of play shown in the "Player Order" area, **each player may use a Magnate benefit by discarding 1 Wine and moving a barrel, per the usual rules. Continue until all players drop out.** (You are allowed to use your face-up Wine Experts' abilities, as usual). The game then ends, and players move to the final scoring.



Note: The Wine Expert tiles and Magnate Action tiles do not flip over after the 3rd Fair. Notice the lack of Flip tile icon after the Fair.

You receive VP for:

- The balance of your Bank Account. (See p. 12)
- Majorities in columns of the Export Area. Ties split the points, rounded down (See p. 11)
- End-game Multipliers in Magnates Area (see **Reference Book** p.9)

The winner is the player with most VP. Tie goes to the player with more barrels exported. Further tie goes to the player with more money (cash + bank) after divesting.

EXAMPLE: Final Scoring



Scoring Bank Balances

Orange does not receive any VP;

Yellow receives 7 VP;

Purple receives 12 VP;

Blue receives 18 VP.

They don't receive any points for cash in hand, nor do they receive points for their position on the Investment track.



Scoring Exports

Purple receives 6 VP for the 1st column;

Blue and **Purple** receive 4 VP for the 2nd column;

Blue, **Yellow**, and **Orange** receive 3 VP each for the 3rd column;

Yellow receives 12 VP for the 4th column.



Scoring Endgame Multipliers

Blue has a barrel in the cash multiplier on the 1x 1 Bagos space. He has 12 Bagos in hand and 8 Bagos in the investment track. Normally he would get 20 VP, but since this multiplier provides a maximum of 16 VP, he only gets 16 VP.

Purple has 5 Wineries and a barrel on the 2x Wineries multiplier. She receives 10 VP.

Orange has 5 Wineries and a barrel on the 1x Wineries multiplier. She receives 5 VP.

Yellow has a barrel on the Wine Multiplier, but since this is an immediate scoring multiplier, he gets no endgame VP for it.

For details on Multiplier bonuses, see page 9 of the **Reference Book**.