

Stonemaier Games Presents  
The STraTegic game of Winemaking  
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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, two workers, and one grande worker. 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 the player 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 \*  
30 worker meeples in 6 different colors and 1 gray temporary worker  
6 grande worker meeples  
50 grape and wine tokens (glass) \*  
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) \*

72 punch board lira (52 bronze 12 silver 1 coins, 2 coins, 8 gold 5 coins) \*  
1 first-player token (grapes)  
Rule Book & Quick-Reference Guide.

## GAME BOARD SETUP

Each player places their rooster token above the wake-up chart and their cork token on the start space on the victory point track. Each player should also place their wine bottle token 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 available workers, amount of lira, and number of cards is public information and cannot be concealed.

## SETUP

Remove pinot vine cards from the green deck equal to the number of players and give one to each player, then shuffle each deck of cards and place them on the board

Starting Resources per Player \* A crush pad, a small cellar, and three fields (all on the vineyard mat) \* 3 in coins \* 1 pinot vine card ( ) in hand \* 1 random summer visitor card ( in hand \* 2 workers ( ) ♦ \* 1 grande worker ( ) ♦.

## FIRST ROUND

Take all of the rooster tokens that have been claimed by players, shake them up in your hand, and randomly pick one. The player with that color is the first player and gets the first player token ( 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 the order in which they will "wake up" (turn order) by placing their rooster tokens on an unoccupied row on the wake-up track on the far left of the board. 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.

## 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.

## 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 (i.e., in a 2-player game, Player 1 places one worker, Player 2 places one worker, then Player 1 places another worker, and so on). 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 winter season. (All summer action spaces are described on pages 6 and 7.

### Winter

In the winter, players play in the same manner as in the summer, placing any remaining workers on the blue winter action spaces (each worker may only be used once per year). 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 the year, players age grape and wine tokens, return workers to their vineyard mats, collect residuals, remove rooster tokens from the wake-up track, and rotate the first-player token counter clockwise. The game then ends if any player reached or exceeded 20 victory points.

## 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.

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 see who has yet to pass in the summer and winter.

## WORKER PLACEMENT

A player may use each worker only once a year. Thus a worker placed in the summer cannot be used in the winter. \* A player may place multiple workers on the same action in subsequent turns if there are open action spaces. \* Workers may only be placed on the

current season's action spaces. \* If a player passes, he may place no more workers that season. \* A player must take the action when placing a worker. For example, if a player chooses the "Sell Grapes" action, that player must sell at least 1 grape.

## VINE DECK VARIETIES AND VALUES

Each vine card has a circle with a number representing the value of grape the vine 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 Sangiovese Red 1 4 None Malvasia White 1 4 None Pinot Red & White Syrah Red 1 each 2 Trellis Trebbiano White 2 5 Trellis Merlot Red Red Trellis Trellis Irrigation 3 ToTal cardS prerequiSiTe 6 5 5 Trellis Irrigation Sauvignon Blanc White 3 5 Irrigation Cabernet Sauvignon 4 4 Trellis & Irrigation Chardonnay White 4 4 Trellis & Irrigation.

## GRANDE WORKER PLACEMENT

The grande worker follows the rules to the left for workers but also has a special ability. The grande worker may be placed on an already full action to perform that action. Multiple players may place their grande workers in this way. If you place your grande worker on a full action space, you do not gain the bonus on that action (see page 6). Example: You are playing a 2-player game and the other player chooses to give a tour with regular worker to gain 2 lira. If you really need to give a tour, you may then place your grande worker on that action (on the art for that action, not an action space) to gain 2 lira as well

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.

## 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 to 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. See page 12 for additional details on specific visitor cards.

## GAIN

In the summer or winter, a player may place a worker on the cart at the bottom of the board to gain . 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. In either season, 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. This action is rarely used; its primary use is when a player needs to change the purpose of a field late in the game. 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.

Bonuses: Most actions have one action space with a special optional bonus. A player may take the bonus when placing a worker on an action space with the bonus icon in the middle. When placed on a full action space, a player may take the action and the bonus in any order, but they may only gain the bonus if they complete the action. For example, a player cannot place a worker on the “Fill 1 wine order” bonus space to gain without also filling a wine order

Play One Summer Visitor Card: Play a summer visitor card from your hand to resolve its effect. Place resolved cards on the summer visitor discard pile at the top of the board.

Draw One Vine Card: Draw one vine card. Bonus: Draw an additional vine card.

Give A Vineyard Tour: Collect 2 . Bonus: Collect an additional.

Build One Structure: Build one unbuilt structure on your vineyard mat by paying the cost and placing the corresponding structure token on your vineyard mat. (See page 8 for an explanation of each structure.)

Sell Grapes: Sell any number of grape tokens (at least 1) from your 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. Discard the tokens you sell. Bonus: Gain

Plant One Vine: Plant a vine on one of the fields in your 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 (max. value of 6 per field). Once a vine is planted, it stays on the field for the rest of the game, including when the field is harvested. The only way to remove a vine card is to use the Yoke or a visitor card to uproot it. Bonus: Plant an additional vine card from your hand.

## 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.

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 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 (4 – 6 value wine) and large(7 – 9 value wine) 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 a visitor card in the fall in addition to the visitor card drawn by default in the fall. The two cards drawn may be of the same type or different types of visitor cards. Note: When a player draws multiple visitor cards in the fall, he must draw all of the cards at the same time.

Yoke ( 2): Owning a yoke gives a player an action space only he may use once per year in any season (summer or winter). Placing a worker on the Yoke can either let a player Uproot 1 Vine Card (remove a vine from your field return it to your hand) or Harvest 1 Field (see Harvest in the winter section). If a player uses the Yoke action space, a worker must be placed there as that player's turn.

Irrigation ( 3): Irrigation 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 per year)

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

## 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.

## 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: Draw one wine order card. Bonus: Draw an additional wine order card

**Harvest One Field:** Choose one field and add grape tokens to the crush pad based on that field's yield (see page 10 for details). Vine cards remain on the field when harvesting—viticulturists do not remove vines from the ground when they pick grapes. **draw** Wine order card **harVeST** field play **ViSiTor** card **Bonus:** Harvest an additional field.

**Gain :** Gain . This action space is not limited to 1 worker

**Spend 4 to Train a New Worker:** Pay 4 to train a new worker. The additional worker is placed beside the “trainer” and is not active until the following year. **Bonus:** A discount. **gain**  
**Note 1:** A player may have no more than 5 workers and 1 grande worker. This limit does not include the temporary worker

**Play One Winter Visitor Card:** Play a winter visitor card from your hand to resolve its effect. Place resolved cards on the winter visitor discard pile at the top of the board. **Bonus:** Play an additional winter visitor card

**Make Up to Two Wine Tokens:** ♦ Turn grapes on the crush pad into wine (see page 10 and 11 for more details) **Bonus:** Make 1 extra wine token.

**Fill One Wine Order:** Fulfill the criteria on a wine order card and then discard it. See details on page 11. **Bonus:** Gain . **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.

## HARVESTING FIELDS AND MAKING WINE

**Harvest** When a player harvests a field, he picks grapes off the vines on that field. To harvest a field, add the total value of all red grape icons on the vine to create 1 red grape token and then add the total value of all white grape icons on the vine to create 1 white grape token on your crush pad. The vine cards remain on the field. **Note 1:** Each field can only be harvested once per year. **Note 2:** Each grape icon on the crush pad can fit exactly 1 grape token. If the grape icon already has a token on it when you harvest a grape at that value, you must devalue the grape token to the next lowest icon. Thus if the 4-value white grape icon on your crush pad already has a token on it when you harvest a field yielding a 4-value white grape, the new token would instead go on the 3-value white icon on the crush pad (if it's empty). If there are no empty grape icons available for that grape's value, you may not gain that grape token. **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.

## MAKE WINE

**Make Up to 2 Wine Tokens:** Players make wine by converting grapes on their crush pads into wine tokens. Low-value red and white wine tokens can be created when a player owns only a small cellar, but the cellar must be upgraded to create blush wine, sparkling wine, and

higher-value red and white wine. When a player makes more than 1 wine token, the wine he makes may be the same type of wine or different types

Red Wine: Move 1 red grape token to the corresponding space on the cellar. For example, a 3-value red grape becomes a 3-value red wine.

White Wine: Move 1 white grape token to the corresponding space on the cellar

Blush: Combine 1 red grape token and 1 white grape token to make 1 blush wine token equal to the combined values of the grapes. For example, a 1-value white grape plus a 4-value red grape creates a 5-value blush wine

Sparkling: Combine 2 red grape tokens and 1 white grape token to make 1 sparkling wine token equal to the combined values of the grapes.

Note 1: Discard excess tokens when creating blush or sparkling wine. Note 2: Players must build the appropriate cellar to house any wines, blushes, or sparkling wines above a value of 3 and 6. Note 3: Each wine icon on the cellar can fit exactly 1 wine token. This follows the same rules as explained in Note 2 in the Harvest section of page 10. Note 4: Once in the cellar, wine tokens may never be combined. Note 5: AA savvy player will make wine strategically based on the cellars he owns and the wine orders in his hand. After all, grapes in Viticulture age just like wine

Example 1: A player decides to make 2 red wine tokens, but he doesn't have the 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 2: 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.

## RESIDUAL PAYMENTS

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—do not reset it. At the end of each year, each player gains lira equal to their position on the Residual Payment Tracker (1 = 1 ). The highest residual payment a player can receive 5 , even if they fill additional wine orders. (Players receive those payments at the end of each year.

## YEAR

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, and return the temporary worker to the Wake-Up Chart. Discard Down to 7 Cards: At the end of each year, players must discard their hands down to 7 cards of their choice. Rotate First-player Token: Rotate the first player counter-clockwise and remove all rooster tokens from the wake-up chart. Collect Residual Payments for All Orders Filled: Players collect lira based on their position on the Residual Payment Tracker (max 5 per year). Note: The new “first player” is merely the first player to select his worker placement order on the wake-up chart in the spring.

## VISITOR CARDS

You may only play a visitor card if you are able to fully resolve the effect on the card. For example, if a card says that you must give all opponents each to gain a benefit, you can only play that card if you have enough lira to pay 2 2 to all other players. Multiple actions on visitor cards may be taken in any order. Uncertified Visitors: All uncertified visitors let you spend victory points instead of money. As you can see on the game board, it is possible to have as low as -5 victory points. Thus you can spend victory points even if you are at or below 0 as long as they don't take you below -5. Upgrading the Cellar: Several cards let you “upgrade your cellar to the next level.” That means you may build either a medium or large cellar, depending on what you already have (you may not build a large cellar if you don't have a medium cellar). One Way Conversions ( ): Some cards allow you to trade lira for victory points (or vice versa) at a specific ratio. For example, 3 means that you can gain victory points at a rate of for every 3 you spend  
end game goal and TiebreakerS

When a player reaches 20 points, the current year will be played through the year end, and the player with the most points wins (max. of 25 points). See page 1 of the rulebook for tiebreakers.

## FRIENDLY VARIANT

A player may only choose a bonus action space if he completes that bonus (i.e., play a second summer visitor card) or if there is no other available space on that action. Thus players may not place workers on bonus action spaces to block other players as they can do in the standard rules.