

Wine Cellar

A quick, elegant, tactical
Wine themed game, using only
18 cards

1-2
players

10+

15
min

18
cards

Basic premise: Each card is a bottle of wine, You play one from your hand to hopefully win your choice of bottles on the table which you then put in your cellar: With different values based on when on the timeline (the cellar): you open it. When you open it (1st, 2nd, 3rd, etc.) determines the value of the wine. Winner gets to pick the next bottle of wine we drink!

Each card has three purposes:

1. The Bid Value for winning tricks, the number in the top left corner: highest number picks first.
2. The Bottle of Wine's age value: in the upper right hand corner, the orange boxes. (1-8) Which is how you will score each bottle at the end. When turned sideways, the top number is the timeline, the bottom number is the score in the timeline
3. Two end game bonus additions: (Bonus for certain countries or color of wines, which both compound)

4 types of wine &
Their Symbols:

Red Wine

Rose' Wine

White Wine

Sparkling Wine

Set Up:

Shuffle all the cards and deal 2 hands of 8 cards, with the two leftover cards (one per player) lying face-up on the table (these will be the wines you are playing for first or "Prizes").

Each player will simultaneously reveal a card from their hand representing a bid for the two prizes. The highest number taking their first choice of the prize bottles on the table. (This is the 1st trick of 8 total.) the lower number taking what is leftover.

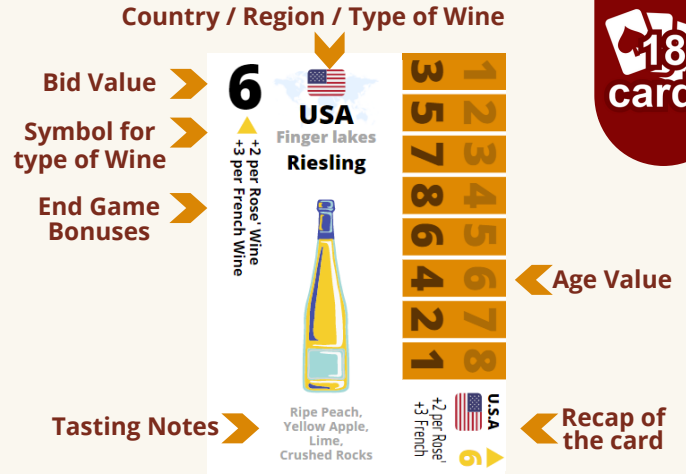
Take your "Prize," and turn the card sideways, with the tan area on top. This starts your cellar.

The cards just used to win the trick are now the prizes for the next trick. Both players pick a new bid from their hands and simultaneously reveal it.

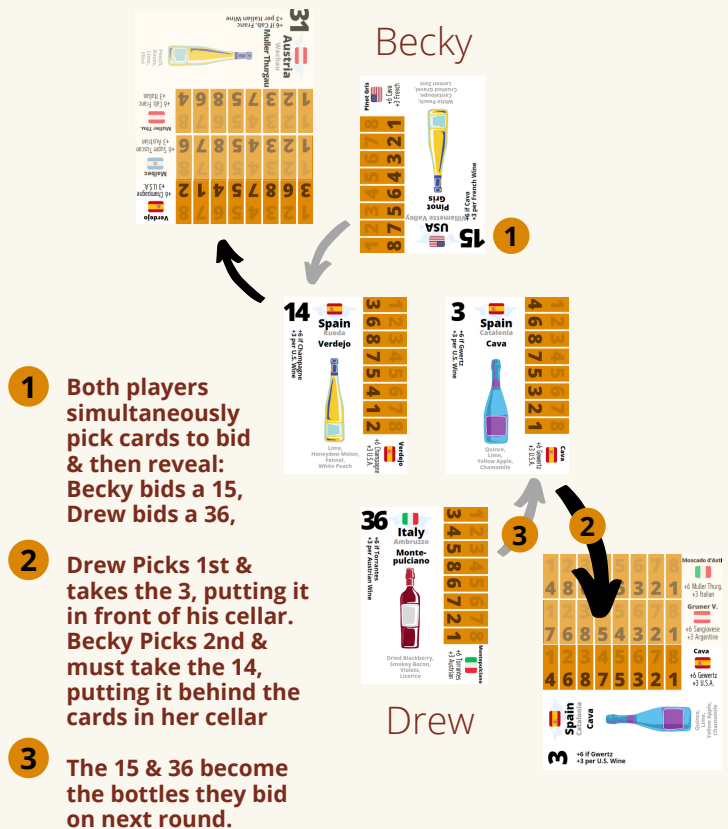
The next "Prize" wine bottle to be stored in your cellar must be on the top or bottom of the stack- it cannot be put in between bottles.

End Game / Bonus Card / Last Trick played card: The last card played from your hand to win the last trick, will also be the end game bonus that is activated.

Once all prizes are collected there will be 8 cards/bottles laying sideways and stacked in your cellar in order from top to bottom, 1st - 8th. And your bonus card on the table face up.



Trick Example:



Designer: Andrew.Stiles@Gmail.com

Cell: 312 550 7015

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Cellar Values:

Each card has 8 times on it (numbered 1-8). With a set value at each time. Between 1-8. Representing the quality of the wine at the time of opening.

There are two endgame bonuses that only activate if it's the last card played with a +1, +2, or +4 for a type of wine, and a +3 for a specific country (all of which can compound)

Advanced Rules: At the end of the game, when you have revealed your last card, which has your end game bonuses, and you have 8 cards in your cellar. You may choose if you want to, to swap out your last card played with any card in your cellar you are not happy with. But if you do, the card you swapped out becomes your new end game bonuses. Add up your scores. Highest Score Wins (That player gets to choose the next bottle of wine you open. Enjoy!)

Solo Rules: Shuffle up and deal two hands of 8 cards each facedown. Leaving the last two cards face up on the table. You pick one of the hands and play against the other:

Starting the game:


Select your card first, then flip over the top card. If your bid value number is higher, you choose first, if you lose: The A.I.'s bid number dictates which card they pick first.. Even numbers on their bid value chooses the right side card. Odds means the left gets picked first. You then take the leftover card.

Continue playing until the cellar is full. The last card played is also your end game bonuses. You may now swap the bonus card for any bottle your cellar you don't like, but if you do, the card you swapped out is now your end game bonuses. Then count up the score and compare to this chart:

End score rank list:

- >72: Master Sommelier,
- >67: Sommelier,
- ≥60: Wine Geek,
- <60: You are still fermenting in the tank.

Scoring Example:

Start Here ➤	1	2	3	4	5	6	7	8	U.S.A. ♥ 2 +1 per White +3 French	◀ +2 for Rose'
8 Points ➤	8	7	6	5	4	3	2	1	U.S.A. ▲ 3 +1 per White +3 French	
7 Points ➤	8	7	5	6	4	3	2	1	U.S.A. ● 12 +1 per Red +3 French	
5 Points ➤	2	4	5	6	8	7	3	1	U.S.A. ● 4 +1 per White +3 French	
6 Points ➤	3	2	5	6	7	8	4	1	France ♥ 5 +1 per Red +3 Spanish	◀ +2 for Rose' +3 for French
8 Points ➤	1	2	4	7	8	6	5	3	France ★ 9 +1 per Red +3 Spanish	◀ +3 for French
8 Points ➤	2	4	5	6	7	8	3	1	Spain ● 10 +2 per Rose' +3 U.S.A.	
8 Points ➤	3	1	2	4	6	5	8	7	France ● 18 +1 per White +3 Spanish	◀ +3 for French
8 Points ➤	1	2	3	4	6	5	7	8		Total Bonus Value: 13
Total Cellar Value: 58	 <p>France Pinot Noir +1 per White Wine +3 per Spanish Wine</p>									Total Score: 71

Last card played is the: Bonus Card



+2 Per Rose' Wine
+3 Per French Wine

I hope you enjoyed playing my game, as much I enjoyed making it. "Cheers"

Designer: Andrew.Stiles@Gmail.com