

# Viticulture Quick Reference


## Spring actions


Choose starting order

## Summer Actions

Build structure (-£)

Draw 

Use 

Plant 

Tour (get £2)

Sell grapes or buy/sell field

Gain £1

## Autumn Actions


Draw  / 

## Winter Actions

Train worker (-£)

Draw 

Use 

Fulfil order 

Harvest field

Make wine

Gain £1

## Use money to:

Build structure

Train worker

Buy back field

## Get money by:

4th starting position

Tour

Sell field


Sell grapes



Gain £1

Visitor cards  

## Get VP by:

6th starting position

Fulfil wine orders 

Visitor cards  


## Making Wine

1. Get vine 

2. Plant vine 

3. Harvest field

4. Make wine

5. Fulfil order 

## Harvest field:

Choose 1 field

Add up red—place marker in crush pad

Add up white—place marker in crush pad

NOTE: Vines remain in field—not uprooted!

## Make wine:

Can make 1 or 2 wines.

Red/white: Move marker from crush pad to cellar

Blush/Sparkling: combine markers, add values

NOTE: Need cellar upgrades for older wines