

Vignobles

GAME RULES

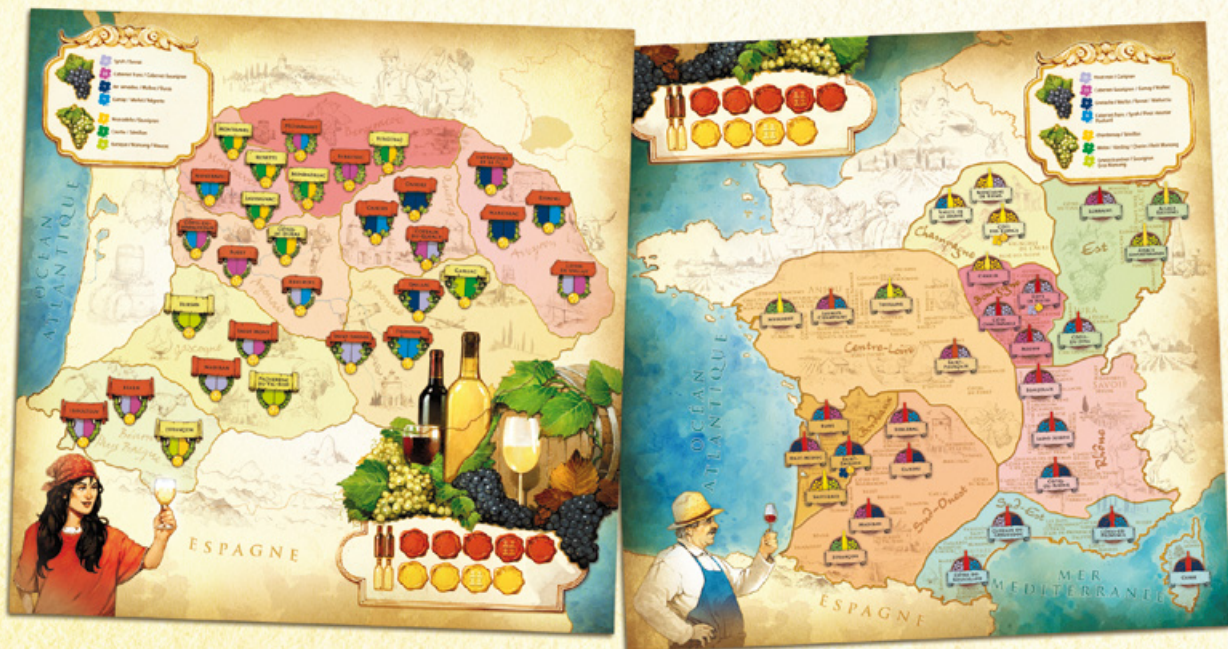


The idea of the game

The players are winemakers who have set up in the best vineyards in one of the great winegrowing regions in France or, more specifically, South-West France (according to the side of the game board played). They blend wines in their cellars from the grape varieties grown and brought in during the picking season. These reds and whites right from the heart of the great appellations (sometimes medal-winners in the most prestigious competitions) will take the player who is the quickest to develop their wine production through to victory. While most wines need time to assert their character in the real life of a wine estate, only the first producer in "Vignobles" to achieve one of the four conditions for victory will win the game.

Equipment

1 game board with one side devoted to the South-West France wine-growing regions and the other covering France as a whole, each being divided into 8 regions.



30 "Wine" cards
South-West side

France side



12 "Action" cards, equally divided
into 4 "Harvest", 4 "Barrel" and 4 "Merchant"



60 "Grape Variety" cards



1 "Harvests" mini-board
to be assembled



1 "Cloud" counter



9 "Gold Medal"
mini-bottles



1 first player
cork

47 spécial cards



For each player
(4 different colours) :
1 "Merchant" counter,
8 "Estate" counter,
2 marker counters,
1 "Private Cellar" mini-board



Set-up

Vignobles

- 1 / Choose which side of the board you wish to play on and place the players' "Producer" counters on the Garonne region (South-West side) or on the Burgundy region (France side). Deal out to each player their "Private cellar" mini-board and their "Estate" counters they will then put in front of them.
- 2 / Place a counter for each player at the start of the red wines and white wines scoring trail.
- 3 / Draw "Appellation" cards at random (7 for 2 players, 8 for 3 or 4 players and 9 for 4 players going into a long game). These wines will be Gold Medals for this round. Place small bottles on the places provided on the game board.
- 4 / Shuffle the "Grape Variety" cards and stack them face down on the "Harvest" mini-board. Deal 2 of these cards to each player for their first hand. Turn 2 cards from the stack face up.
- 5 / Make a second face down stack of special cards, keeping them well apart from the "Varietal" cards.
- 6 / Prepare the stack of "Action" cards (see details on page 6) according to the number of players :

2 players
3 "Harvest" cards
3 "Barrelling" cards
3 "Merchant" cards
(1 of each type)

3 players
4 "Harvest" cards
3 "Barrelling" cards
4 "Merchant" cards

4 players
4 "Harvest" cards
4 "Barrelling" cards
4 "Merchant" cards

The other "Action" cards are placed in the box.

To start the game, each player states when they last visited an estate or cooperative winery. The most recent visitor will be first to play. That player takes the cork.



Example of a game set-up with the South-West board for a 3-player game. The yellow player has the first player's cork...

Aim of the game

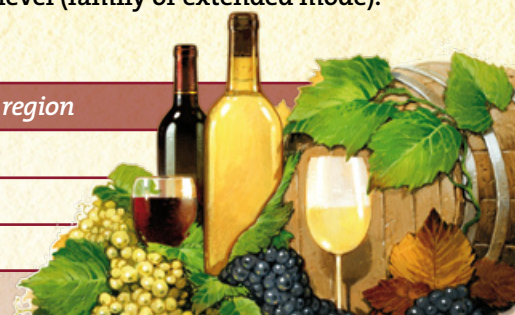
“Vignobles” game is a race across the wine-growing regions. The players are each called on in turn to choose between a number of actions. “**Harvest**” cards provide an opportunity to procure the precious grapes in their different varieties. You will then turn them into wine in your cellar during the “**Barrel**” stage. Finally, once the wine is ready, you will have to call on your **Merchant** to buy in wine from the different regions!

There are 4 ways to win:

- **by blending a certain number of medal-winning wines,**
- **by blending a certain number of red wines,**
- **by blending a certain number of white wines,**
- **or occupying 75% or 100% of a region,** according to the number of players and the chosen level (family or extended mode).

The following table explains how to win:

	Gold Medals	Red Wines	White Wines	Wines from the same region
2 players	4 / 7	5	4	100%
3 players	4 / 8	5	4	100%
4 players	3 / 8	4	3	3
4 players (extended mode)	4 / 9	5	4	100%



The first player to achieve one of these 4 objectives will be declared the Winner.

Grape varieties

There are a great many grape varieties that can be used to make wine. They provide the main source for the wine's essential characteristics taste-wise, including its acidity, tannins and alcohol content but also its appearance and aromas. More than a hundred varieties are grown in France. You can sometimes encounter something of this extraordinary range in just a single wine as with Châteauneuf-du-Pape where up to thirteen varieties can be used to blend a red wine! In “Vignobles”, this diversity is represented by different grape variety colours (4 for reds and 3 for whites) distributed differently between the two sides of the board.

TWO GRAPE VARIETIES TO PRODUCE A WINE...

Each wine in the game is a blend of 2 grape varieties. You therefore need 2 “Grape Variety” cards to produce a wine from among the 30 appellations on the board.



While a Pécharmant can be a blend of Cabernet Franc, Cabernet-Sauvignon, Merlot and Côt, all you need in the game is two varieties (South-West board).



This Sauternes requires the Sémillon and Sauvignon varieties for the game (France board).

France board: special features

Some Champagnes are produced from a blend of black and white grapes.



Côtes de Nuits (Burgundy), Côte des Blancs (Champagne) and Saint-Émilion (Bordeaux) are among France's most prestigious wines...

If these wines are drawn at random for Gold Medals, they will require 3 “Grape Variety” cards to obtain the precious mini-bottle. You can produce these wines with just 2 “Grape Variety” cards, but in that case the mini-bottle will be removed from the game.



Game rounds

Vignobles

Each round is in 3 stages:

Stage 1 : *Moving the cloud*

The player who will be last to play on the next round must move the cloud symbolising a storm. **The cloud is to be moved to a region adjacent to where it is situated. It must never stay on the same region 2 rounds in succession.**

From then on, for the round to come, no player may blend wine in the region under the storm cloud (unless the special “Micro-climate” card is used).

During the first round of the game, the cloud is to be placed on any region decided on by the last player in the round.

Stage 2 : *Player actions*

The “Action” cards are explained next page.

The first player shuffles the “Action” cards and, depending on the number of players, turns up:

2 players : 6/9 | 3 players : 8/11 | 4 players : 9/12

These “Action” cards will provide the possible actions for that round of the game.

The first player starts the round by choosing 1 “Action” card from among the “Action” cards that are face up. That player then turns it face down and it can then no longer be used for the rest of the round.

The same player then has the choice of either performing the chosen action OR picking up 2 special cards.

You can always refuse to act on the chosen card and pick up a special card instead. Special cards are extremely valuable as you can use them to hinder the other players or move on faster towards winning.

In addition, picking an “Action” card to take up a special card means the active player can deprive another player who might be interested in that role and block their progress.

Picking special cards goes like this: **the player draws the first two cards from the stack, keeps one and discards the other.**

The special card picked will form part of the player’s hand and be counted **within the limits of the 5 cards** they are entitled to. If a player has more than the 5 cards allowed, excess cards will be placed in the discard stack.

The “Varietal” cards in the discard stack can come back into the game if the “Grape Variety” cards stack is empty or if a player uses the “Recycling” special card.

Special cards discarded will no longer be used for the remainder of the game.

Once the first player has finished, it will be up to the next player, to his or her left, to play by turning up an available “Action” card and playing. Having played, it will be the next player’s turn, and so on.

Two complete rounds are to be played, with each player playing twice.

As soon as a player has fulfilled one of the conditions for a win, the game comes to an end immediately!

Stage 3 : *Preparing the next round*

The first player passes the cork to the player on their left who then becomes the new first player.

The new first player recovers all the “Action” cards, whether they have been used or not, and shuffles them.

A new round then begins, with the previous first player moving the cloud.

You continue playing until a player fulfils one of the conditions to win the game.



In this example, the green player is the last to play in the present round. That player moves the cloud from the Garonne region to the Aveyron region to prevent the red player from producing wine.



Example of a 3-player game:

8 cards out of the 11 that the “Action” cards stack contains will be accessible when the round starts.



After each player has played once, there will only be 5 cards accessible to the first player for their second action in the round.

Actions

The players will have to take the "Grape Variety" cards in their hands and then age them in barrels in their cellar to finally be able to blend wines (all comprising 2 grape varieties) with help from their Merchant.

You can never blend a wine directly from the cards you have in your hand. The grape varieties must always be matured in barrels that can be seen by all the players.



"Harvest"

Pick a varietal card from the visible deck

OR

Pick 2 face down "Varietal" cards and discard one card placing it in the face up deck.

The card discarded in the face up deck does not have to be one of the 2 cards just picked up. However, the discarded card must not be a special card.

Each player is limited to a hand of five cards.

You can continue to harvest even if you go over that limit, but the player must end the round with 5 cards, discarding special or "Grape Variety" cards.

The face up deck is completely discarded as soon as a player discards a 5th card into it.



"Barrelling"

Place all the Varietal cards of a single variety in one of the barrels in your cellar.

There is no limit to the number of "Grape Variety" cards that can be placed in a barrel.

Each barrel can only contain a single type of "Grape Variety" card.

Once the barrel is empty, you can add any variety you want.

If the 3 barrels are already occupied, the player can replace the content of a barrel by discarding old "Grape Variety" cards.

Emptied barrel cards are to be added to the "Grape Variety" cards discard stack.



"Vineyard Visit" Merchant

Move your Merchant counter by 1 or 2 adjacent regions.

This action does not allow you to blend a wine.



"Local Vineyard" Merchant

You must: Blend a wine from the region where your Merchant is by discarding the 2 "Grape Variety" cards needed that are present in your cellar, **THEN**

You may: Move your Merchant counter from one region to an adjacent one.

To move your Merchant, you have to blend a wine in the region you are in.



"Neighbouring Vineyard" Merchant

You must: Move your Merchant counter from one region to an adjacent one, THEN

You may: Blend a wine from that region by discarding the 2 "Grape Variety" cards needed that are present in your cellar.

But remember, you have to move your Merchant to use this card.

Once your Merchant has blended a wine, you can place an "Estate" counter with your colour on the board. That wine will then belong to you and cannot be claimed by any other player for the rest of the game.

You can then move your marker along the red wines or white wines trail and recover the Gold Medal if entitled to do so (the small bottle is placed on one of the places provided on your personal cellar).

The cards used to blend a wine are to be added to the "Grape Variety" cards discard stack.



Special cards

The game has 40 special cards distributed as follows:

- 16 cards to be played during the “Harvest” action
- 6 cards to be played during the “Barrelling” action
- 12 cards to be played during the “Merchant” action
- 13 cards to be played without having to use an “Action” card.

If you choose not to play the action indicated by the “Action” card (Harvest / Barrelling / Merchant) you must pick up 2 special cards.

Turn the “Action” card face down so it cannot be used by another player. Then, the player chooses one card from among the two special cards picked up and discards one of them.

You cannot use that card immediately as its action has been lost. It is then kept in the hand. You can have several special cards in your hand of 5 cards maximum.

Using special cards

You can only use a special card when it is your turn to play (apart from “Block” and “Insurance”).

The effect of a special card is explained on a label in the lane of the action that activates it.

There are special cards whose effects follow on from the normal action and others that are used instead of the action chosen by the player. Cards with grey labels (topped by a corkscrew) are used at the “right time” according to the instructions.

You can always play a number of special cards of the same colour on one action and so combine their effects.

For example, when proceeding with “Harvest”, you can have an “Bumper Harvest” and then pick a card from an opponent with the “Social Contribution”, and finally play the “Phylloxera” card that will attack all your opponents’ vines!

Special cards played are to be discarded and cannot be taken up again.

Once used up, they are to be eliminated from the game (unlike varietal cards that come back into the game).



“Block” card:
in a 4-player game, the last to play will be obliged to take a special card on their second action in the round.

End of the game

You win as soon as you fulfil one of the four conditions for victory!

In a 4-player game, you have to decide right from the start whether you play in family or extended mode as the conditions for a win are different (see Aim of the Game).