



LA VIÑA

JOSÉ RAMÓN PALACIOS



RULEBOOK



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STORY

A very old viticulturist has passed on to a better place. When his heirs meet at his house, the question of who will become the new owner of the vineyard is brought up. The jewel of all the old man's property is this small plot of vines, producing grapes of the highest quality, which has sadly fallen into neglect. The various types of grapevines have overgrown the area without any care or supervision. The deceased owner left a will stating that he wanted the vineyard to be brought back to its former glory. In order to avoid splitting up the plot, he declared that the vineyard would be granted to whomever is able to obtain the best yield from it. The grape harvest has just started, and there are many wineries that have offered a good price for the grapes they need.





2-5 PLAYERS / 30-45 MINUTES / 8+ YEARS OLD

SUMMARY OF THE GAME AND OBJECTIVE

Taking turns, each player will move his grape picker down the aisle between the vines on the trellises. The player looks at the grape cards and chooses which one he wants to collect, then puts it into one of his baskets. When he comes out of the vineyard at the end of the aisle, the grape picker can deliver the grapes in his baskets to the wineries, so long as he has collected the minimum quantity they require. He then receives the reward that the wineries offer. When a player carries out his last delivery, the game ends. The rest of the players continue to play until they come to the end of the aisle for the last time. The one who has obtained the most prestige is then declared the winner.

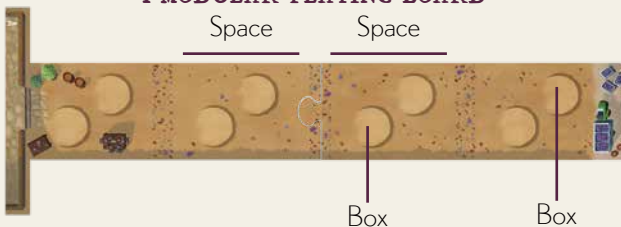




COMPONENTS

his game is made up of

1 MODULAR PLAYING BOARD



72 GRAPE CARDS

(in 4 varieties and 1 without a grape)



Empty vine

Grape varieties:
Pinot Noir,
Garnacha,
Chardonnay,
and Cabernet
Sauvignon.



Grape value

10 STARTING BASKET CARDS

6 BASKET CARDS

Basket capacity



Starting Baskets

Basket value



5 GRAPE PICKER CARDS

7 GRAPE PICKERS
(peones en 5 colores)

Portrait



Pawn

Color

Tool belt

16 WINERY CARDS

Variety requested

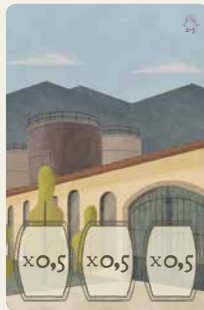
Minimum
delivery value



Reward

Delivery slot

1 WINEMAKING COOPERATIVE CARD



Reward

Delivery slot



30 BARREL COUNTER



8 WILDCARD GRAPE COUNTERS



12 TOOL COUNTERS

4 billhooks, 4 boots, and 4 shears



67 PRESTIGE COUNTERS

(quality seals, labels, bottles, and diplomas)



7 FIGURES







GAME SETUP

Below, you will find a chart with the number of players. The chart shows you how many of each game component you should use, based on the number of players.

NUMBER OF PLAYERS

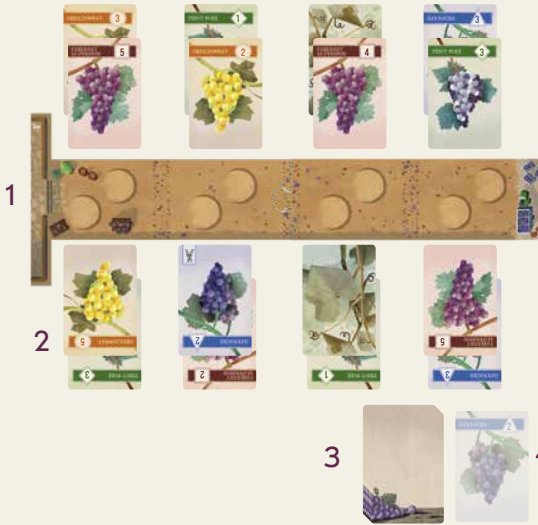
Depending on the number of players in the game, you must set up the playing pieces differently:

	2 players	3 players	4 players	5 players
Grape picker figures per player	2	1	1	1
Aisle spaces	5	4	5	6
Winery cards	5 + coop.	6 + coop.	7 + coop.	8 + coop.
Medium and large basket cards	1	2	3	3
Each type of tool counter	1	2	3	3
Barrel counters per player	7	6	6	5

Notes for two-player games: Each player will receive only one grape picker card but two picker figures of the matching color. The pickers will be placed at the entrance, alternating between the players, at the start of the game. In each turn, the players will move only one of their pickers. Each player will have 7 barrel counters (meaning he can make 7 deliveries). The first player (the one who has his pickers in the 1st and 3rd position at the entrance) will start with 1 quality seal and the second player will start with 3 quality seals. The number of starting basket cards does not vary: 2 for each player which are shared between his two grape pickers.



Set up **the board** (1) in the middle of the table using the number of tiles indicated on the chart. This board represents the main aisle of the vineyard, with its entrance at one side and the exit on the other. The aisle is split up into a series of spaces, each of which has two boxes. Only two grape pickers can be in each space at a time (with one farther ahead than the other), one on each box.



Take the **grape cards** (2) and shuffle them. Randomly place two grape cards face up on each side of every space in the aisle (a total of four cards per space), one on top of the other, without looking at the bottom card. Partially slide the lower card out so its grape variety and value can be seen, but any tools on the card remain hidden. Keep in mind that the rest of the covered cards cannot be seen until a grape picker takes the top card. Leave the rest of the cards face down in a deck (3) with space for a discard pile beside it (4).



Each player takes a grape picker card and places the grape picker figure of their color in the **entrance area** (5). Choose who will be the first player at random. For the moment, he will be the farthest back in the line of pickers (farthest from the entrance). The player sitting to his left will place his piece in front of the first player's, and each player will continue doing the same, going clockwise around the table, with each piece placed in front of the last in the entrance area. In the example, red is the first player.

Each player is given his **starting basket** cards (6) (marked with a star): a small basket that can hold 2 grape cards and a medium basket that can hold 3 cards. Each player places these with their grape picker card. The rest of the starting basket cards are returned to the box. Players can have a maximum of two baskets on their picker card.



Barrel counters (7) are also given out according to the number of players, along with a number of **prestige** counters (8) matching the players' order in turns: 1 quality seal (value of 1) to the first player, 2 to the second player, 3 to the third, etc.

Place a **wildcard grape** counter (9) in the exit area, along with the **winemaking cooperative** card (10) (with the face matching the number of players up), as many randomly chosen **winery** cards (11) as indicated on the chart below (with a maximum of 2 requesting the same variety of grapes, return the remaining cards to the box), the **basket** cards (12) and **tool** counters (13) indicated on the chart, and the rest of the **prestige** counters (14), which will serve as the "bank."

Now you are ready to start the game.



PRESTIGE

Prestige is the gauge used to measure the success of the grape harvesters. It represents the players' liquid finances (prestige is used to purchase better baskets during the game) as well as their bottom line (the reward provided by the wineries when grapes are delivered). The grape harvesters accumulate quality seals (value of 1), labels (value of 5), bottles (value of 10), and diplomas (value of 50). At any time during the game, players can trade their prestige counters with the bank for others or larger value denominations (so long as the overall value matches). So, if a player has 10 quality seals, he may exchange them for 1 bottle; or if he has 10 labels they can be traded in for 1 diploma.

During the game, the players receive rewards of different values from the wineries and they can take their prestige points by combining the counters as they see fit. For example, if they are to get a reward of 27, they could take 2 bottles, 2 quality seals and 1 label.





HOW THE GAME IS PLAYED

The game is played over a number rounds. A round ends once all grape pickers have reached the end of the aisle. During a round, the players take turns moving their pickers and picking grapes. Once a picker reaches the end of the aisle, that player doesn't take any more turns until the end of the round.

ORDER OF THE TURNS

The player whose grape picker is at the back of the line of figures will always be the next to take his turn. It is possible that, if the other players have moved forward several spaces, the same player may have several turns in a row.





A GAME TURN

During his turn, a player **must move** his grape picker forward down the aisle. He can move any number of spaces the player chooses, possibly even moving all the way to the exit from any position in the aisle. If he reaches the exit, he may deliver grapes to the wineries, but he will not be able to take any more turns during the current round (see *Reaching the Exit*, below).

Each space has two boxes, and each box can hold one grape picker at a time, so it is impossible to have more than two pickers in the same space at the same time. Each turn, the picker must move to an empty box in a different space, farther forward in the aisle, even if the other box in his current space is empty.

Before or after moving his picker, the player **can take one of the available grape cards** that are on either side of the space their picker is in. A grape card is available if it does not have any other card on top of it.

The player can discard the card he has just taken or place it in one of his baskets, so long as there is enough space for it in that basket—each basket can hold a number of grape cards up to the capacity shown on the basket. He can mix varieties of grapes in the same basket (but see below to see how this affects making deliveries to the wineries).



If the card the player has taken shows a **tool**, the player takes the corresponding tool counter from the bank (if available) and places it on his grape picker card. Each player can have a maximum of two tools at a time. If he takes a third, he must return one of the three to the general reserve.



There are some cards that show empty vines without any grapes. These are discarded after the player takes whatever tools the card may show.

At any time during his turn, a player can dump **all** of the contents of one of his baskets into his other basket, so long as it does not exceed the capacity of the receiving basket (if it does exceed this amount, this action cannot be taken). Another option is to dump it into the discard pile (discarding all the cards from the basket).

REACHING THE EXIT

If the movement of a grape picker brings him to the **exit area** of the aisle, the player will then perform the following actions:

- **If he is the first picker to reach the exit**, he takes the wildcard grape counter. He can use it in this round or in any following round by adding it to any delivery as a grape of whatever variety he wants. There is no limit to the number of wildcard grape counters that a player can have or deliver, and they do not take up any space in his baskets (since they are kept on the grape picker card).

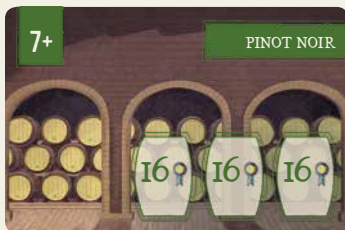


wildcard grape



- He can make one or two grape deliveries, by handing over the contents of his baskets to receive the compensation offered by the wineries. Each delivery is carried out separately from the other, whether it is to the same winery or a different one. Each delivery is made up of all the grapes in one single basket. It is not possible to combine baskets into a single delivery, nor can the players deliver only part of the cards in a basket.
 - › Each winery has a minimum **delivery value** that must be met for the grape cards delivered (including any wildcard grape counters, which add 1 point per counter). The grape variety delivered must be the same as the **requested variety** indicated on the winery card. Some wineries will ask for only one type of grape as they only make a “monovarietal” wine, while others will ask for different grapes for the production of “coupages.” If they want to make a coupage, they always need a predominant grape variety, which must make up **at least half** the value of the grape cards in the delivery.

After the delivery is made, place the grape cards delivered in the discard pile.



For example:

This winery has a delivery minimum of 7, and the requested variety is only Pinot Noir cards.



This winery has a delivery minimum of 7. They produce a coupage, so a delivery for them can be made up of any number of different varieties (but at least 2 different types), and the value of the Garnacha cards must always be equal or greater than the sum of all other grape varieties in the delivery. For example, a delivery could consist of 4 Garnacha, 2 Pinot Noir, and 1 Chardonnay.

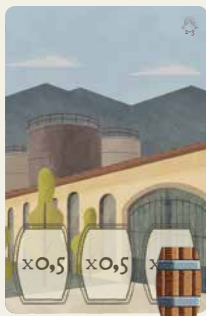
- **The winemaking cooperative** is a special winery that can take any kind of grapes, in any variety and quantity. The cooperative always offers a flat “x 0.5” reward (see below).

A player can deliver more than what is requested. This means that if a winery requests “8+ Garnacha,” it means that the delivery must be made up of cards with a total value of 8 or more, and that the cards can only be Garnacha.





To make a delivery, the player must place one of his barrel counters in the next empty **delivery slot** for the winery in question, then he receives the indicated **reward**. This may be a set compensation (such as 10 prestige) or a multiplier (such as “x 2” or “x 0.5”). If the delivery slot shows a multiplier, the player receives prestige points equal to the **value** of the grapes delivered multiplied by the number after the “x” (rounded down in the case of “x 0.5”).



For example, if the player delivers a basket to the winemaking cooperative with cards adding up to 15, he would place a barrel token on a delivery slot marked “x 0.5” and he would receive 7 prestige points.

Players are never required to show how much prestige they have acquired.

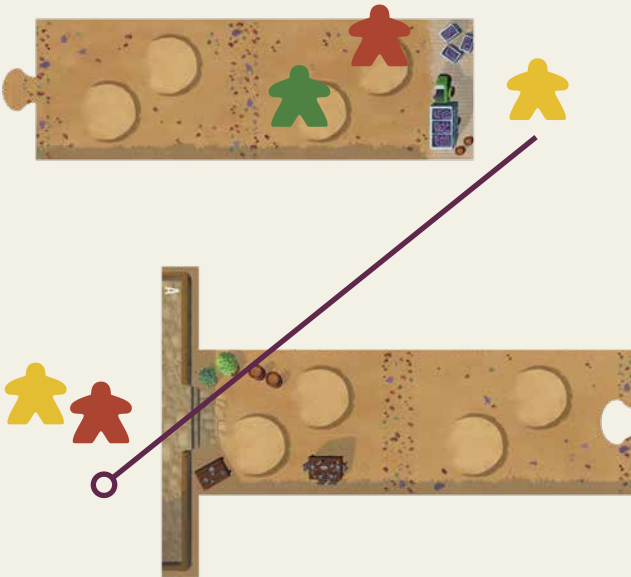
When the last delivery slot on a winery card is covered by a barrel, the grape picker also takes any prestige tokens that are on the winery card.

- **He may upgrade one or more baskets.** If the player wishes to do this, he will may trade in an empty basket he does not want and pay the difference between its price and the price of a new basket he'd like to get. Any basket traded in is retired from the game and cannot be used again. Remember that players are only allowed to have two baskets at any given time.



After exiting the vineyard at the end of the aisle and deciding whether or not to make a delivery to the wineries, the grape picker has completed his round and will not take any more turns until the end of the round, which occurs once all of the grape pickers have exited the vineyard.

The grape pickers are placed back in the entrance area in the same order as they came out. The first to exit the vineyard will be the first to play in the next round, so he will be placed farthest from the entrance, with space in front of him for the other pickers.





TOOLS

During his turn, a player can use any tool tokens he may have on his grape picker card for that tool's effect. The used tool is then returned to the bank. The tools and their effects are:

- **Billhook.** The player can take any card from the space his grape picker is in at the moment, whether or not that card is available normally.
- **Shears.** The player can take two cards from the space his grape picker is in (he must move before or after taking the cards as normal). When the first card is taken, the full sequence is completed before taking the second card (that is: taking the card, placing the tool counter shown on the card, if any, on his grape picker card, and placing the card in one of his baskets or in the discard pile).
- **Boots.** The player can take a card that is next to any space in the aisle behind the one his grape picker is in (that is closer to the entrance than his figure). Using boots does not mean that the player is not required to move forward on his turn.



Billhook



Shears



Boots



During his turn, a grape picker can use two **different** tools at once, thereby **combining** their effects:

- **Boots + shears:** The grape picker can take 2 cards from a space behind him.
- **Boots + billhook:** The grape picker can take 1 card from a space behind him, regardless of whether the card is available or not.
- **Billhook + shears:** The grape picker can take 2 cards from the space he is in, and the first of these two can be taken whether it is available or not.

END OF THE ROUND

Once all of the grape pickers have come out the other end of the aisle, the round is over and a new round can begin.

A NEW ROUND

The players keep their unused tools and wildcard grape counters on their grape picker cards, as well as any grapes they may still have in their baskets.

New cards are added to the vineyard: Draw cards from the deck one by one and add them to the vineyard spaces until there are 2 cards on each side of every space again. If there are any spaces with cards from previous rounds, new cards are placed on top of the existing ones. If there are no more cards left in the deck, reshuffle the discard pile (the delivered grapes) and create a new deck.

Add one quality seal to each winery that has at least one empty delivery slot, except for the winemaking cooperative.

Place one wildcard grape counter in the exit zone.



END OF THE GAME

When a player makes a delivery using his **last** barrel counter, it brings about the end of the game. The rest of the players continue playing the current round, until all of the pickers have exited the vineyard.

Then, the value of each player's prestige counters is added up. The player with the **highest total prestige** is the **winner**. In case of a tie, the tied grape picker who came out of the vineyard first during the last round will be declared the winner.





CREDITS

Author:
JOSÉ RAMÓN PALACIOS

Illustrator:
JOAN GUARDIET

Graphic Design:
BASCU

Editing:
JAUME MUÑOZ

Translation:
ANDREW CAMPBELL

English Revision:
WILLIAM NIEBLING

Publisher:
DAVID ESBRÍ



THE AUTHOR WOULD LIKE TO THANK:

Marián, Lara, Adita, Chomin, Juan, Tomás, Mariel, Eva, Esperanza; Gabi, Juan, Pau, Héctor, Pepe, Víctor, Javi, César; Paco, Sergio, Jose Ignacio, Miguel; Aventum: Dani, Celso, Jeferson, Patricia, Josue, Rafa, Blanca, Chito; Ludo: Beatriz, Jose Antonio.

DEVIR

Devir Americas
9131 California Ave.
SW, Suite 6A
Seattle, WA 98136
www.devirgames.com



