

# BORDEAUX

## AUTOMA

*Viticulture Automa designed by Morten Monrad Pedersen  
Adapted for the Bordeaux expansion by David Studley*




*This rulebook replaces the Viticulture Automa solo rules when playing with the Bordeaux board expansion. These Automa rules are also compatible with the Special Workers and Structures modules from the Tuscany expansion.*

### COMPONENTS

24 Bordeaux Automa cards



### GOAL

You are playing a 2-player game against an artificial opponent called **the Automa**. Your goal is to have more victory points (VP ) than the Automa at the end of the game, which consists of 6 years.

### SETUP

Use the 24 Bordeaux Automa cards instead of those provided with Viticulture. Shuffle the cards to form a face-down deck.

Set up your own vineyard as usual.

For the Automa, instead do the following:

- Choose a player color and give the Automa 6 workers (including its grande worker) and 4 cubes.
- Place the Automa's VP marker on the 30 VP space of the victory point track.
- Place 1 glass token on rows 2–7 of the wake-up chart.
- Remove all visitor cards that **only** give you a benefit if another player takes an action. Alternatively, you may leave them in the decks and redraw when you draw one of them.
- If you are playing with Structures and/or Special Workers from the Tuscany expansion:
  - ◆ Place the Automa's VP marker on the 34 VP space of the victory point track.
  - ◆ **SPECIAL WORKERS:** Remove the following special workers from the game: Chef, Innkeeper, Mafioso, Merchant, and Soldato. If you have the Special Workers Promo Cards, also remove: Apprentice, Martyr, and Storyteller.
  - ◆ **STRUCTURES:** Draw 4 structure cards. Keep 2 and discard 2.



## GAMEPLAY

### WAKE-UP CHART

Place your rooster token as usual except that you may only place it on a space where there is a glass token. Contrary to the multi-player rules, after selecting row 7, you do not select row 1 the following year.

Remove the glass token and place it beside your player mat. This becomes a **bonus action token (BAT)**. You may accumulate these from year to year.

*Note: The "Organizer" summer visitor card action cannot move your rooster to row 7.*

### AUTOMA CARDS AND WORKER PLACEMENT

The colors on the Automa cards correspond to the 4 seasons on the Bordeaux board.

At the beginning of each season where you are to place workers, first draw 1 Automa card from the deck. Then place either 0, 1, or 2 Automa workers on action spaces on the board in the current season, as indicated on the top half of the Automa card.




*Example: If you draw this card during spring, place Automa workers on **GIVE TOUR TO GAIN** (yellow coin) and **MAKE ONE TRADE**. If you draw this card during summer, no Automa workers are placed.*


The Automa grande worker is treated as a regular worker. The Automa workers do not actually perform actions or gain bonuses except as described in the Automa Actions section below.


If the Automa only has 1 worker at the beginning of winter, place that worker on the topmost winter action space shown on the Automa card (if any). If the Automa has no workers left, it doesn't place any.


### AUTOMA ACTIONS

After placing the Automa worker(s) for the season, add the following associated step for these actions, if applicable:

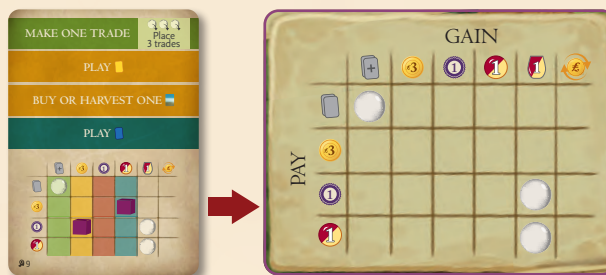
**DRAW** (green icon) :  Refresh the vine cards.

**DRAW** (red icon) :  Refresh the wine order cards.


**MAKE ONE TRADE** (green icon) :  **Place 3 Trades** – Draw 1 Automa card and, using the placement grid at the bottom of the card, place up to 3 glass tokens onto the trade area of the board, as follows:


- Ignoring the colors in the placement grid, the 4 by 6 grid corresponds to the 4 rows and 6 columns of the trade area on the board.
- For each , place a glass token in the corresponding space of the trade area, if possible. If the space is already blocked, nothing happens.

*Example: If you drew this card, the Automa would place glass tokens on each of the 3 spaces of the trade area, as shown.*

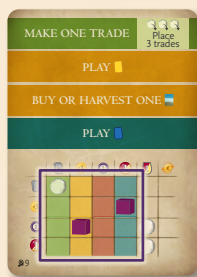




**2: HIRE AN EXPERT** :  **Place 2 Experts** – Draw 1 Automa card and, using the placement grid at the bottom of the card, place up to 2 cubes onto expert spaces on the board, as follows:

- The colors in the placement grid represent the seasons and the 4 by 4 colored grid corresponds to the 4 actions from top to bottom of the board, for each of the 4 seasons.
- For each , place 1 of the Automa's cubes in the expert space for the corresponding action, if possible. If the space is already blocked or if the Automa has no more cubes, nothing happens.

*Example:* If you drew this card, the Automa would place cubes on the : **BUILD ONE STRUCTURE** and : **TRAIN**  actions, if possible.



## EMPTY AUTOMA DECK

If you ever need to draw an Automa card and the deck is empty, reshuffle the discard pile to form a new deck.

## YEAR END


In addition to the usual end-of-year upkeep, retrieve all Automa workers from the board and return them to the Automa's supply.

## BONUS ACTION TOKENS (BAT)

When placing your worker, you may spend 1 BAT to take 1 of the bonuses of that action except for the bonus (if any) of the space you placed the worker on. If you gain 2 bonuses this way, you may gain them in any order.



Further, you cannot spend a BAT to gain the rightmost (5-6 player) bonus.

*Note:* For : **TAKE ANY ACTION** you cannot spend a BAT to gain a bonus of the **selected** action.



*Example:* You place your worker (1) on the action space to take the action and gain a winter visitor as a bonus. You may also spend 1 BAT to gain the age 1 grape bonus. You cannot choose the winter visitor bonus a second time.



*Example:* The Automa has placed a worker (2) on the action space. As usual, you may place your grande worker (3) on the action to take the action. Then, you may spend 1 BAT to gain the winter visitor or age 1 grape bonus.

## END OF GAME

The game ends at the end of the 6<sup>th</sup> year. You win if your VP marker is ahead of the Automa's VP marker. If the Automa is ahead, you lose. If they're on the same space, you share the victory.

## DIFFICULTY LEVELS

You can play against the Automa on 5 different difficulty levels:

**VERY EASY:** Add a 7<sup>th</sup> year. In this 7<sup>th</sup> year you may choose any wake-up chart row and you gain 1 BAT from the supply.

**EASY:** You start at 3 VP.

**NORMAL:** As described in the rules above.

**HARD:** Immediately following setup, draw 1 Automa card and, using the placement grid at the bottom of the card, place 3 glass tokens onto the trade area of the board and 2 cubes on the expert spaces for the corresponding actions.

Each season, the Automa must place at least 1 of its available workers. Until it has or has none available, draw another Automa card and place the Automa workers normally.

**VERY HARD:** Same as the hard difficulty level, but the Automa starts at 36 VP (39 VP if you are playing with Structures and/or Special Workers).

## PACING VARIANT













If you want to add tenseness to the game, you can have the Automa score VP each year and if you're not ahead of it at the end of a year, the Automa will gain extra VP towards its final score.

This variant may be played at easy, normal, and hard difficulty levels.

### SETUP

Place the Automa's VP marker on the 27 VP space of the victory point track. If you are playing with Structures and/or Special Workers, place it on the 31 VP space.

For each of the 6 years, place 1 or 2 glass tokens on the indicated VP space, as shown in the following table:

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Viticulture only	0 	2 	6 	11 	19 	27 
With Structures and/or Special Workers	0 	3 	8 	14 	23 	31 

### END OF YEAR

At the end of each year, compare your VP marker to the glass tokens for that year. If your VP marker is further, return the glass tokens to the supply. Otherwise, place them at the end of the VP track.

### END OF GAME

The game ends at the end of the 6<sup>th</sup> year. The Automa gains 1 VP for each glass token at the end of the VP track. Determine the winner as usual.



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