

Stonemaier Games presents

BORDEAUX

designed by Jamey Stegmaier
art by Sylvain Leroy

1–6 PLAYERS • 90–120 MINUTES • AGES 14+ • COMPETITIVE



The Bordeaux alternative board expansion to Viticulture offers 4 full worker placement seasons, a wake-up chart full of benefits, new actions and revisions to existing actions, a trade market, and some face-up cards to choose from when drawing.

COMPONENTS

- 1 game board
- 24 cubes
(4 in each player color)
- 6 reference cards

The solo mode components are listed in the Automa rulebook.

Replacement parts can be requested on the form at stonemaiergames.com/replacement-parts

OVERVIEW

Bordeaux uses the same core rules, goals, and winemaking process as **Viticulture**. On your turn, you will either place an available worker on any action space available for your player count* or pass to the next season. The goal is to have the most **victory points** (●) at the end of the game, with **25 VP** triggering the end of the game.

The **Bordeaux** board is completely compatible with all other **Viticulture** expansions (with the exception of **Viticulture World**, which has its own board). There's no specific way to draw structure cards (from **Tuscany**), but there are multiple ways to draw 1 of any card.

Bordeaux has a similar format to the **Tuscany** expansion, with key differences noted on pages 2–6. If you are not familiar with **Tuscany**, please skip ahead to first read the **EXTENDED BOARD** section on page 7.

* 2 players only use the leftmost action space,
3–4 players only use the middle and leftmost action spaces,
and 5–6 players use all action spaces.

5–6 players |

3–4 players |

2 players |



ADDITIONAL SETUP

- BOARD:** Place the first-player token at the lower right of the wake-up chart. After shuffling the decks, reveal 2 vine cards and 2 wine order cards (these cards are not eligible to be drawn during setup). *Note: If you play with structure cards, keep them in a single face-down deck like the visitor cards.*



- PLAYERS:** Each player only starts with only a 6-value field. The other two field cards start with the “sold” side face up. Each player also starts with 4 cubes in their player color and 1 reference card. In addition to the starting benefits from red and blue cards (previously known as mamas and papas), each player also starts with the following (gain all setup benefits in any order):

- £3
- A 2-value grape (choose red or white)
- A 1-value wine token (choose red or white)
- Residual level 1



IF PLAYING WITH STRUCTURE CARDS (FROM TUSCANY): After gaining the above benefits, shuffle the structure cards and place the deck near the board. Each player draws 4 structure cards, chooses 1 to keep, then passes the remaining cards clockwise. Repeat until all players have chosen 4 structure cards. Each player also gains a construction mat.

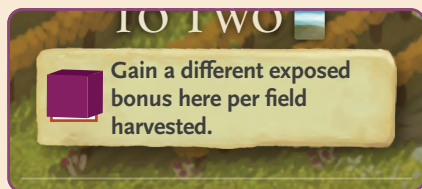
- INITIAL PLAYER ORDER:** Randomly select a player to choose a row of the wake-up chart (spring column) with their rooster token, then continue clockwise for initial wake-up order selection. No one can select the first row of the wake-up chart (as no one has the first-player token). There are no benefits to gain when placing your rooster token in the spring column.



GAMEPLAY

(NEW ELEMENTS AS COMPARED TO VITICULTURE AND TUSCANY)

1. **FACE-UP CARDS ON THE BOARD:** There are always 2 vine cards (🍷) and 2 wine order cards (🍷) available. They are eligible to be drawn at any time that you can draw those card types. The top card of the deck is also still available. If you draw a face-up card, replace it immediately. The 🍷 and 🍷 discard piles hang halfway off the top edge of the board.
2. **RESIDUAL TRACK:** Whenever you cross from 2 to 3, from 4 to 5, or from 6 to 7, immediately gain 1 VP (🍷). These VP are each one-time instant benefits, not benefits gained at the end of every year. In the rare cases where you lose a residual (e.g., taking you from 3 to 2), you do *not* lose the VP, and you can then gain the VP again.
3. **WAKE-UP CHART:** The icon in the top row of the wake-up chart (👥) means “all players” (including you). There are also icons for aging 1 (or all) grapes and 1 (or all) wine tokens, an icon to refresh the face-up cards (discard all the face-up cards and replace them with cards drawn from the deck), icons to draw 1 of any card (including structure cards if you’re playing with them), and an icon for retrieving 1 of your regular workers from the fall season (if you don’t have a regular worker placed on the board in the fall, nothing happens), and an option in the last row to choose between drawing any card or gaining 1 VP.
4. **SPRING:** If you take the 🍷: **HIRE AN EXPERT** action, place a cube of your color in the white box below any action that doesn't already have a cube. There is a limit of 4 experts per player; you cannot use this action if you already have 4 experts. See Expert Benefits on page 4 for further details.



If you use the **MAKE ONE TRADE** action, pay a cost on the chart and gain an open benefit, placing a glass token (not a colored cube) to block that trade from happening again. The bonus on the leftmost action space (🍷) is to make a second trade.



SPRING	SUMMER	FALL	WINTER
1 🍷	🍷	🍷	🍷
2 🍷	🍷	🍷	🍷 Refresh
3 🍷	🍷	🍷 ALL	🍷
4 🍷	🍷	🍷	🍷 ALL
5 🍷	🍷	🍷	🍷
6 🍷	🍷	🍷	🍷 Retrieve 1 from fall
7 for this year	🍷	🍷	🍷

- 1 🍷 Vine
- 2 🍷 Wine order
- 3 🍷 Summer visitor
- 4 🍷 Winter visitor
- 5 🍷 Any card



5. **SUMMER:** At the **BUY OR HARVEST ONE FIELD** action, you cannot sell a field. You may only harvest each field once per year.
6. **FALL:** The **HARVEST** action now allows you to harvest one or two different fields by default.
For **④**: **TAKE ANY ACTION**, choose another action on the board (any season) and take it without placing a worker on the selected action (do not gain an action space bonus). If you have an expert for the selected action, you may use its benefit.
7. **WINTER:** For the **SELL ONE WINE TOKEN** action, discard a wine token from your cellar to gain the VP shown on the chart. Only the type of wine matters, not its value.

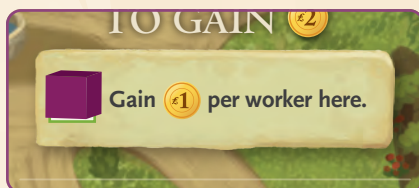
END OF GAME: The game ends at the end of the year when a player has reached 25 or more VP before they pass out of the winter season. All players complete the end-of-year steps (including gaining residuals). Convert wine and grapes to lira (each wine token for its value and each grape token for its sale price), then every £10 becomes 1 VP (**⑩** = **①**). There is no maximum VP limit.

IF PLAYING WITH STRUCTURE CARDS (FROM TUSCANY): Structure cards can be gained during the game via the gray “any card” benefit (**+**). If you draw a structure with a star (**★**), discard it and draw another.



4 EXPERT BENEFITS

If your cube is on an expert and you take the corresponding action, you may gain the expert benefit. You may use them at any time while taking the corresponding action (as is the universal rule in *Viticulture*, you must actually take the action if you place a worker on it). Experts do not apply when gaining similar versions of action benefits via visitor cards.



On the next pages are explanations of the expert benefits for each action. These benefits apply every time you take the action. Unless explicitly stated, gain the benefit at most once on your turn (e.g., if the expert benefit says, “Pay **⑫** to gain a grape of value **⑫**,” you may do this exactly once on your turn).

SPRING ACTIONS AND EXPERT BENEFITS

- **DRAW ONE VINE** (🍷): Pay £X to gain a grape of value X.
- **GIVE TOUR TO GAIN** (👤): Gain £1 per worker here; this applies to your worker(s) and any other workers on this action.
- **PAY (2) TO HIRE AN EXPERT**: Gain any 1 exposed bonus on the chosen action (i.e., the action where you are placing an expert token). Any exposed bonus on the chosen action is eligible (not just for your player count). This even applies on the turn when you first hire this expert.
 - ✳ Note that gaining a bonus is not the same as taking an action, so the expert benefit on the chosen action has no effect as the result of this expert benefit.
- **MAKE ONE TRADE**: Before this action, you may remove 1 trade token. Do this once on your turn before making any trades (e.g., you can't use the bonus action space to make a trade, remove a token, then make that same trade).

SUMMER ACTIONS AND EXPERT BENEFITS

- **PLAY ONE SUMMER VISITOR** (👤): If you only play 1 summer visitor (as opposed to playing 2 total via the bonus), you may change instances of "or" on the card to "and" (whether or not "OR" is upper- or lower-case on the card).
 - ✳ If a card specifies that you choose a specific number of options (e.g., "choose 1"), you are still limited to that number.
 - ✳ If a card presents two options and allows you to "do both" if you pay a cost, the cost is negated by this expert.
- **BUY OR HARVEST ONE FIELD** (🌾): Gain 1 residual.
- **PAY TO BUILD ONE STRUCTURE**: You may build 1 or 2 structures (pay for both). If you own 4–6 structures, gain 1 VP; if you own 7 (or more) structures, gain 2 VP instead.
- **PLANT ONE VINE** (🍷): Ignore 1 prerequisite (e.g., ignore the Trellis requirement on vines you plant this turn). If you own 4–6 planted vines, gain 1 VP; if you own 7 (or more) planted vines, gain 2 VP instead.



The purple player takes this action to place an expert on MAKE ONE TRADE. As they do, thanks to their expert already on HIRE AN EXPERT, they gain an exposed benefit (+1) on MAKE ONE TRADE (i.e., they make 1 trade).

FALL ACTIONS AND EXPERT BENEFITS

- **DRAW ONE WINE ORDER** (🍷): Discard X cards from your hand to gain a wine token of value X.
- **HARVEST UP TO TWO FIELDS** (🍷🍷): Gain a different **exposed** bonus here per harvested field. There are 3 different bonuses on this action. You'll gain 1 of them if you place a worker on an action space (e.g., draw a winter visitor), so if you harvest 1 field, you will then gain a different bonus (e.g., 1 VP); if you harvest 2 fields, you will gain the remaining bonus as well (e.g., age 1 grape). You can gain the extra bonuses after each field is harvested (e.g., you may harvest 1 field, gain the "age 1 grape bonus," then harvest a second field).
- **MAKE UP TO TWO WINE TOKENS** (🍷🍷): You may combine grapes of the same type to make wine tokens; gain 1 VP if you do. That is, you can combine a 2-value red grape and a 5-value red grape to make a 7-value red wine token. If you do this at least once, gain 1 VP (this does not apply to making sparkling wine, which requires 2 red grapes and 1 white grape).
- **PAY 1 TO TAKE ANY ACTION**: You must refresh all face-up cards to gain 1 VP. Discard the face-up vines and wine orders from the board, then reveal replacements from their decks.



If the yellow player is the first to claim an action space here and if they can harvest two fields, they will gain all three bonuses. If another player had already claimed a space, that bonus would be unavailable for the yellow player.

WINTER ACTIONS AND EXPERT BENEFITS

- **PLAY ONE WINTER VISITOR** (🐼): If you only play 1 winter visitor (as opposed to playing 2 total via the bonus), you may change instances of "or" on the card to "and" (whether or not "OR" is upper- or lower-case on the card).
 - ✳ If a card specifies that you choose a specific number of options (e.g., "choose 1"), you are still limited to that number.
 - ✳ If a card presents two options and allows you to "do both" if you pay a cost, the cost is negated by this expert.
- **PAY 4 TO TRAIN A WORKER**: You may place the worker in spring or summer now. The action space you choose must be available for the player count; take the action and gain the bonus (if any).
- **SELL ONE WINE TOKEN** (🍷): If the wine token you sell was in your medium cellar, gain £2. If it was in your large cellar, gain 2 VP.
- **FILL ONE WINE ORDER** (🍷): You have an extra action space that you can use to take this action. Its bonus is to increase your residual level.
Reminder: In Viticulture you can only choose an action if you perform that action.



EXTENDED BOARD

You only need to read this section if you're unfamiliar with the extended board concepts first introduced in the **Tuscany** expansion.

On your turn, you will either (a) place a worker on an action in the current season or a private action space, or (b) pass into the next season. When you pass from season to season, you gain a benefit as shown on the wake-up chart, based on the position you chose for the current year.

After you pass, you cannot take another action until all other players have also passed. At that point, the player highest on the wake-up chart takes the first turn in the new season, followed by each player below them in order.

SPRING	SUMMER	FALL	WINTER
1	1	1	
2	1		Refresh
3	2	ALL	
4			ALL
5	3		1
6			Retrieve 1 from fall
7 for this year		4	

Player 1 and player 4 have already passed into fall and taken their benefits. Player 2 and player 3 are still taking turns in summer. When player 2 passes into fall, they age all their grapes once. When player 3 passes, they gain a winter visitor card.

When you pass out of the winter season, immediately perform the 5 steps from right to left as indicated under the wake-up chart.

CHOOSE WAKE-UP POSITION	COLLECT RESIDUAL PAYMENTS	DISCARD TO 7 CARDS	AGE GRAPES & WINE	RETRIEVE WORKERS
	←	←	←	←

The **GAIN** 1 space is always available to multiple workers, and is not limited to the winter season.

*Note: The back of the board features the original **Viticulture** board (which you can recycle) with the option to follow the rules for face-up cards on the board (page 3). It includes supply areas for glass tokens and coins.*

END-OF-YEAR UPKEEP

When you use your turn to pass out of winter (which you may do even if you have workers remaining), immediately do the following in this order:

1. **Retrieve your workers** (including the temporary worker if you controlled it this year). This can open up action spaces in the winter for players who have not yet passed.
2. **Age grapes and wine.** Increase the value of all grape and wine tokens by 1. Wine tokens may not move into cellars you haven't built.
3. **Discard down to 7 cards in hand.**
4. **Collect residual payments.**
5. **Choose your wake-up position for the upcoming year.** You no longer pass the first-player token () for wake-up selection (the token no longer serves a purpose other than to remind the player who woke up 7th the previous year to now wake up 1st).

DESIGN GOALS

- Gaining a faster start and shorter games (especially at 5–6 players)
- Creating better bonus options at 2 players
- Giving players more agency (specifically for card draw)
- Providing greater incentive to use the winemaking process
- Increasing the impact of coins on engine-building and victory
- Decreasing the viability of repetitive, non-winemaking strategies
- Adding a compelling alternate path to gain more workers
- Adding opportunities for positive player interaction
- Providing players with an end-game reward for excess coins, grapes, wine, etc.
- Making more actions relevant later in the game

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