Chris Handy
CINQUE TERRE
the five villages

The Cinque Terre is a rugged, coastal section on the Italian Riviera and is composed of five villages. The villages are known for their beauty, culture, food, and proximity to one another. Produce carts are commonly found in each village marketplace. In this game of strategy, players compete to sell the most valuable produce in the five villages. Players act as farmers and operate carts in which they will harvest produce and deliver them to the five villages to sell. Additionally, players will compete for Produce Order cards, which reward Lire for selling desirable produce in specific villages. Players track sold produce in each village using their Fulfillment Cards. The winner is the player who gains the most Lire by selling valuable produce, gaining popularity in the villages and fulfilling Produce Orders.

2-5 Players · Age 13 + · 60 minutes

COMPONENTS

16 Dice
(2 in 8 colors)

5 Player Cart Tokens

Game Board

80 Produce Cards

5 Scoring Markers

128 Produce Pieces
(16 in 8 colors)

80 Produce Orders

Dice Bag

5 (MPV) Most Popular
Vendor Cards

5 Fulfillment Cards

16 Starting Orders

SETTING UP THE GAME

Place the game board in the center of the playing area. Each player takes 1 Fulfillment Card and its corresponding Player Cart Token. ❶

Separate the Produce pieces into 8 colors and remove pieces according to the table below.

- *For 2 Players, use 13 pieces of each color.*
- *For 4 Players, use 15 pieces of each color.*
- *For 3 Players, use 14 pieces of each color.*
- *For 5 Players, use all 16 pieces of each color.*

Randomly place each group of produce cubes on a separate Harvest space on the Game Board. ❷

Next, place 1 die of each color (8 total) in the Dice Bag. Remove one die, roll it, and place it on the first die space to the right of "Monterosso". ❸ Remove another die, roll it, and place it to the right of the first die. When all four dice are placed in this village, continue placing the remaining 4 dice in "Riomaggiore" (the bottom village) in the same way. Then, place the rest of the dice (remaining 8) in the Dice Bag and continue to place dice on the board in the same fashion, starting with "Vernazza". After placing 3 dice in "Vernazza", place 2 in "Corniglia", and the remaining 3 in "Manarola".

Shuffle the Produce Cards and deal a starting hand of four cards to each player, face down. ❹ Next, deal 4 cards face up and place them in the row of 4 spaces on the Game Board. ❺ Place the remaining deck of Produce cards in the bottom right card space on the board. ❻ Note: The empty space will be used for discarded Produce Cards.

There are TWO types of Order Cards - Starting Orders (with stars on the boxes) and regular Produce Orders (with no stars on boxes). Separate the Starting Orders from the regular Produce Orders. Shuffle the Starting Orders and randomly deal one to each player, face down. The Starting Order card remains secret until the end of the game. ❼
Put any remaining Starting Orders back in the game box without revealing them.

Now shuffle the regular Produce Orders and deal out cards equal to the number of players and place them face up in a row next to the game board. ❽ Place the remaining deck of Produce Orders face-down next to this row of face up Order cards. ❾

Next, all players choose a starting space to place their Cart Tokens. Simultaneously, all players place their Cart Tokens on any one of the three Harvest spaces (Not Villages spaces) to begin the game. There is no limit to the number of Cart Tokens that may occupy a space during the game. Place the Scoring Markers in the Dice Bag and remove one; that player is the starting player. Once the start player is determined, game play will continue in clockwise order from the start player. Remove the remaining Scoring Markers from the bag and stack ALL Scoring Markers on the 100 space on the Scoring Track. ❿

Finally, place all 5 Most Popular Vendor Cards next to the Game Board. These will become an active part of the game once a player has sold 8 produce at a particular village.

**Sample setup for a
3 player game.**

OBJECT OF THE GAME

The object of the game is to earn the highest total amount of Lire (Italian currency). Lire will be scored using the Scoring Track running along the map's border. Each time a player makes a profit, he will advance his marker accordingly. Lire can be earned by:

• Selling produce at a village for its corresponding village value.
• Fulfilling Produce Orders, both in hand and next to the Game Board.
• Selling the most produce at a village to become the Most Popular Vendor.

THE GAME TURN

The starting player takes the first turn, then play proceeds clockwise. On his turn, a player may **perform 3 of the following 4 actions in any order:**

• **Move up to 4 spaces** - The player moves his Cart Token up to 4 spaces traveling clockwise.

• **Draw 1 Produce Card** - The player draws 1 Produce Card and add it to his hand.

• **Harvest produce** - The player harvests up to 4 Produce pieces at any one of the three Harvest spaces.

• **Sell produce at a Village Market** - The player sells up to 4 Produce pieces at any one of the five villages.

Players may perform the same action more than once per turn.

Move up to 4 spaces - There are 8 spaces that a player's Cart Token may land on - five villages and three harvest locations. A player may move any number up to 4 spaces traveling clockwise following the path that connects each space on the the game board. Players must always advance, in clockwise direction, and never move in the counter-clockwise direction. Any number of Cart Tokens may occupy any space at one time.

Draw 1 Produce Card - The player may draw one Produce Card. There are eight types of regular Produce cards, in quantities of 10 each. The 8 Produce types match the colors of the various Produce pieces and the 8 colored dice.

Black - Olive

Gray - Funghi

White - Agli

Purple - Uva

Green - Zucchine

Yellow - Limoni

Orange - Arance

Red - Pomodori

If a player chooses to draw a Produce Card, he may only draw one card per action. He may draw the card either from the 4 face up cards on the Game Board or from the Produce draw pile.

When a player draws one of the 4 face up Produce Cards, he immediately refills that space with a card from the draw pile. Players may never draw cards from the discard pile.

A player may have any number of cards in his hand at any time. When the draw pile is exhausted, the discards are reshuffled into a new draw pile deck. The cards must be shuffled thoroughly.

In the unlikely event there are no cards left in the deck, and no discards to shuffle, a player may not draw a Produce Card as an action.

Harvest Produce - Players must harvest produce in order to sell at the village markets and make a profit. There are 3 Harvest spaces on the Game Board. The first Harvest space immediately follows "Monterosso", while the third space precedes "Riomaggiore".

The first and third Harvest spaces have access to 3 types of produce, while the second Harvest space has access to only 2 types. **A player may only harvest produce that is next to the Harvest space his Cart Token is on.**

In order to harvest produce on a Harvest space, a player must discard a Produce Card matching the type he intends to harvest. For EACH Produce piece harvested, the player must play ONE CARD (example: Discard 4 uva cards for 4 uva Produce pieces). The player places harvested Produce pieces on the produce cart image at the top, right portion of his Fulfillment Card.
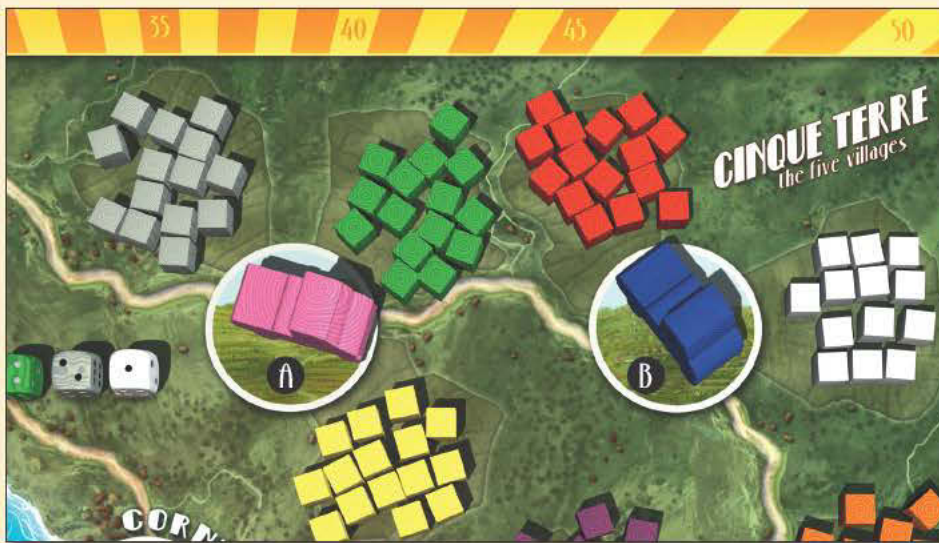
The Pink Cart has access to either Funghi, Zucchine, or Limoni at this Harvest space (Gray, Green and Yellow pieces). **Ⓐ**
He may take one piece for each card of that type he plays, and place it on the cart image on his Fulfillment Card. On the second Harvest space, the Blue Cart player may only harvest Pomodori and Agli (Red and White pieces). **Ⓑ**

A player may never have more than four undelivered Produce pieces on his Fulfillment Card (on the produce cart image) at any time. He may harvest up to four pieces **AT THE SAME LOCATION** for just one action. Therefore, a player may discard several Produce cards, collect up to four Produce pieces, and this sequence will still only count as one action.

Yield - A player may discard **TWO MATCHING** Produce Cards of any type, in order to harvest **ANY ONE** Produce piece accessible at a Harvest space he is currently on.

*In the example above, the Pink Player could discard TWO "Limoni" cards in order to harvest 2 Limoni pieces, **OR** 1 Funghi piece, **OR** 1 Zucchine piece on Harvest space.* **Ⓐ**

It is acceptable to discard any combination of regular Produce Cards, or matching pairs, in the same action. In any case, players may only harvest produce next to the Harvest space their Cart Token is on.

In the example above, the Blue Player could pick up 1 Pomodori and 2 Agli pieces, by discarding the following cards at Harvest space **Ⓑ** *(all for the cost of 1 action).*

for 1 Pomodori　　*for 2 Agli*　　**=**

Sell produce at a Village Market - Selling Produce at the village markets will earn players a profit and move their Scoring Marker along the Scoring Track. A player may sell ANY type of produce at any of the villages. Some produce will be more profitable at certain villages, and less profitable in others. In order to sell produce at a particular village, a Player's Cart Token must be on the village's corresponding space.

The dice to the right of each village show which produce are more desirable and most profitable in that particular village. When a player sells produce, he will earn Lira at the sale price shown on the corresponding die of that color for each Produce piece sold. If a player sells produce at a village that does NOT have a die of that type (color), he receives 1 Lira for each piece sold.

To signify that a produce piece is sold, a player must transfer the corresponding cube from his produce cart on the top right of the Fulfillment Card to an empty cube space in the corresponding Village on his Fulfillment Card. Then, he must move his Scoring Marker along the Scoring Track according to that produce type and price. A player may sell any number of produce at a village. He is not required to sell all or any of the produce in his Cart Token. Though it may not be advantageous, a player may progress through each village without selling any produce. Undelivered (harvested) Produce pieces have no value.

In the example below, the Blue Player sells all four Produce pieces at "Monterosso". He makes a profit of 17 Lire. First, he transfers the sold pieces from the produce cart image to the corresponding village on his Fulfillment Card, lining them up in the horizontal row of spaces. (See the example Fulfillment Card on the following page.) ⓫ *Next, he advances his Scoring Marker 17 spaces. Note: the horizontal order of Produce pieces on Fulfillment Cards are not a factor in the game.*

1 "Olive"		for		= 4
2 "Funghi"		for		= 12
1 "Agli"		for	1	= 1
			TOTAL	= 17

Produce Orders/Starting Orders - Starting Orders and Produce Orders are basically identical, except for their card backs and the point values. Players begin each game with a Starting Order, and will compete to fulfill more Produce Orders from the row next to the Game Board or by drawing them as a delivery BONUS. Fulfilling Order cards earns a player Lire worth the amount shown in the top left corner of each card. On each Order, there are Produce symbols next to specific villages. In order to fulfill an Order card, a player must sell one Produce piece for each symbol type shown next to a corresponding village on the card. Once a player has sold a certain type of produce in a village, he is eligible to claim future orders requiring the same type in the same village. It is not necessary, though it may be profitable, to sell several of the same type of produce in any one village.

In the example on the following page, this player claimed 2 Produce Orders because of what he had sold and charted on his Fulfillment Card.

2 Produce Orders

In this example, the Arance sold in the middle village (Corniglia), is sufficient for claiming the first two orders (Shown to the left), and any other order card requiring an Arance to be sold in Corniglia. Moreover, the Olive sold at Monterosso may be used to fulfill the first Order card (left) and the Starting Order (Monterosso requirement).

Starting Order

Claiming Fulfilled Produce Orders - A player may only claim a Produce Order card lying next to the Game Board, at the very end of HIS turn and if his Fulfillment Card meets each village requirement shown on the Produce Order. He may only claim **ONE** Produce Order per turn, even though he may have more than one fulfilled according to his Fulfillment Card. To claim a fulfilled Produce Order, a player takes the card from the row next to the Game Board, and places it in front of him next to his Fulfillment Card. He then moves his Scoring Marker according to the number shown in the top left of the card. Next, he draws a Produce Order card and secretly looks at it. He MAY choose to keep this card OR refill the empty space next to the board. If he refills the space, he MAY choose to draw a new one into his hand. IF so, he MUST keep it. If he chooses to keep the first card drawn, he must draw another card to fill the empty card space next to the board again making the row equal to the number of players. Like Starting Orders, players keep Produce Orders that are OPTIONALLY DRAWN IN HAND and remain secret for the entire game.

Claiming Most Popular Vendor (MPV) Cards: Players ending a turn with all 8 spaces across filled in any 1 village on their Fulfillment Cards may claim the corresponding "MPV" Village Card AT THE END OF THEIR TURN. Next, they may move their scoring marker the amount shown on the MPV Card. If a player forgets to claim an MPV Card, any opponent may claim it provided the criteria is met. Additionally, a player may only claim ONE MPV Card per turn.

5 CLAIMED Produce Orders and/or Most Popular Vendor (MPV) Cards will trigger the End Game.
Remember: Produce Orders that are added to a player's hand as an optional "delivery bonus" remain secret until the end of the game and do NOT count towards the 5 needed to trigger the End Game.

Fulfilled Starting Orders - Players keep Starting Orders hidden throughout the game, and claim them during End Game Scoring. Starting orders that are not fulfilled by the end of the game will result in a victory point loss based on the Order value (30-?).

Starting Order values (30-?) are calculated as follows. First, add all 5 dice together based on the produce types shown on the card at each corresponding village.
For example: Olives sold at Monterosso are worth 4 (because the black die was placed there during setup, with a value of 4). If a die of the corresponding produce type is not at a village, it is worth 1. Next, Subtract the total amount added from all 5 dice from 30 to figure the value of a Starting Order Card.
Example: The Starting Order to the right is worth 11 Lire (30 - {4+1+5+6+3}).

+1

GAME END

The End Game may be triggered in one of two ways:

(1) After the turn in which a player claims a FIFTH Produce Order card or MPV Card (any combination), each player gets one final turn (including the End Game triggering player). Orders in a player's hand **DO NOT** count towards the 5 cards needed to trigger the end game.

(2) After the turn in which TWO or more different Produce types have been depleted (harvested) from their Harvest Spaces (but not necessarily delivered), each player gets one final turn (including the End Game triggering player).

The game then ends and players calculate their final scores.

CALCULATING SCORES

Players should have already accounted for the points they earned for sold produce and claimed Produce Orders. Players may recount the Lire earned by reviewing Fulfillment Cards and FACE UP Produce Orders. Players must then reveal all Orders from their hands. The values of successfully fulfilled Orders are added to their total scores. For incomplete Produce Orders, a player must deduct 5 Lire for each Produce piece required, but not fulfilled. Players must deduct Lire for incomplete Starting Orders based on their calculated values as shown in the example on the previous page.

The Starting Order earns this player **+ 11 Lire**
[30 - 19 (combined total of all 5 produce types in corresponding villages)].

The first secret Produce Order penalizes this player **- 5 Lire.**
⑫ "Funghi" was not fulfilled in Corniglia.

The second secret Produce Order was completely fulfilled earning this player + 13 Lire.

WINNING THE GAME

The player with the most Lire wins the game. If two or more players tie with the most Lire, the player who has fulfilled the most Orders (any kind) is the winner. If still tied, the player who has the most Produce pieces on their Fulfillment Card.

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