

VITAL LACERDA



VINHOS

DELUXE EDITION

2-4
PLAYERS
90-180 MINS
AGES
12+

リファンレスブック コンポーネント一覧

 <p>1 両面ゲームボード</p>	 <p>4 両面プレイヤーボード</p>	 <p>2 ルールブック</p>	 <p>1 リファレンスブック</p>	 <p>4 プレイヤーエイド</p>
 <p>9 ヴィンテージタイル</p>	 <p>36 ブドウ園タイル</p>	 <p>19 醸造所タイル</p>	 <p>12 セラ</p>	 <p>24 ワイン専門家タイル</p>
 <p>6 ポルトワインタイル</p>	 <p>104 ワインタイル</p>	 <p>57 バゴス (お札タイル) - 24x1, 16x2, 11x5, 6x10</p>	 <p>12 醸造学者ミープル</p>	 <p>16 農夫ミープル</p>
 <p>1 年/課税マーカー</p>	 <p>20 地域名声キューブ</p>	 <p>4 Used only in 2010 Reserve Feature markers with stickers</p>	 <p>18 Used only in Special Vintage 2016 理事アクションタイル</p>	 <p>22 Used only in Special Vintage 2016 理事マルチプライヤタイル</p>
 <p>4 アクションマーカー</p>	 <p>32 バレル (各色x8)</p>	 <p>40 ディスク (各色x10)</p>	 <p>20 Used only in 2010 Reserve Fair tiles - 5 in each color</p>	 <p>18 Solitaire Cards - 2 decks of 9</p>

スペシャルヴィンテージ2016のセットアップ

ルールブックの中でほとんどの主要ルールは両ゲームとも同じです；ですが、文字が青で書かれている場合はそれはスペシャルヴィンテージ2016だけに適用するルールです。文字が茶褐色の場合、2010リザーブだけに適用するルールです。ページ2と3に描かれているセットアップのイラストは4人ゲームの初期セットアップです。2～3プレイのとの違いは文章に描かれています。

1. ゲームボード

テーブルの上にスペシャルヴィンテージ2016の面を表にして置いてください。

2. プレイヤーのコンポーネント

各プレイヤーは次の事を行います：色を選択します（**オレンジ**、**イエロー**、**ブルー**、**パープル**）それから次のアイテムを取り貴方の前のサプライに置きます。

- 2 バレル（選択枝色の）；
- 9ディスク（選択した色の）；
- 1 アクションマーカー（選択した色の）；
- 1 プレイヤーボード（スペシャルヴィンテージ2016を表面に）

各プレイヤーボードには5つの土地があります。各土地は3つのスロットを持ち、ブドウ園と醸造所を置きます。貯蔵庫には2スロットありワインを置きます。

プレイヤーボードの各土地の最初のスロット毎に地域マーカー（貴方のサプライの1ディスク）を置きます。

注意: 地域マーカーディスクを各土地の最初のスロットに置くのは、貴方が新しい土地を建設した時これらのディスクを置くことを思い出すためです。もし4人未満でプレイしているならば、使用していないプレイヤーカラーのプレイヤーボードとコンポーネントをゲームの箱に戻してください。

3. 勝利点

貴方のスコアマーカー（貴方のサプライの1つのディスク）をボード上のスコアトラックのナンバー“0”（ゼロ）に置きます。ゲームの間、VPを獲得するたびにスコアトラックに沿って、得点マーカーを前進させます。



注意: もしVPシンボルがグリーンの場合、直ちにこれらのVPを獲得します。



注意: もしVPシンボルがパープルの場合、ゲーム終了時にこれらのVPを獲得します。



スペシャルヴィンテージ2016サイド

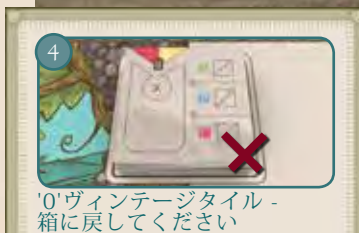


Slot Slot Slot
Warehouse

土地



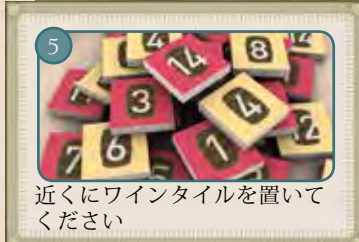
得点マーカー



'0'ヴィンテージタイトル - 箱に戻してください



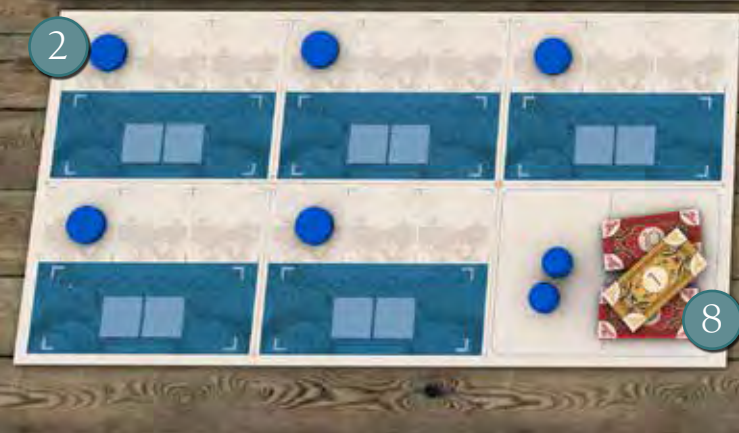
Orange plays 1st, Purple 2nd, Blue 3rd, and Yellow 4th.



近くにワイントイルを置いてください

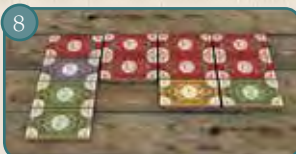


ワイン品評会





Magnate decks



Banknotes: 19, 20, 21, 22 Bagos



Enologists and Farmers supply



Starting positions for players and Year/Taxation marker.



Wine Experts



Cellars and Wineries



4 tiles per Region: 2 White and 2 Red Wine tiles

4. ヴィンテージタイトルとプレイヤー順

4.1. "0"ヴィンテージタイトルを箱へ戻してください：このゲームでは使用しません。残りのヴィンテージタイトルをシャッフルし、ゲームボードの適切な枠へ裏返しデッキとして置いてください。一番上のタイトルを表にしてください。

4.2. 各プレイヤーはプレイヤーオーダーマーカーを置きます（貴方のサプライのディスクの1つです）。最初の年のプレイ順を決めるためにプレイヤーオーダーのトップラインにランダムな順でプレイヤーオーダーマーカーを置いてください。

例：オレンジは最初、パープルは2番目、ブルーは3番、イエローは4番です。

5. ワインタイル

ワインタイルをボードの横に置いて共通サプライとしてください

6. ワイン試飲品評会

ワイン試飲品評会（ポルトガル語で「Feira Nacional do Vinho」）でプレイヤーは自らのワインの価値と品評会に送り込んだワイン専門家によって品評会ポイントを得ます。

6.1 各プレイヤーは品評会得点マーカー（貴方のサプライのディスクの1つ）を品評会得点トラックの"0"の位置に置きます。

ゲームの間、品評会ポイント（FP）を獲得するたびに貴方の品評会得点マーカーを品評会得点トラックに従って前進させます。

6.2 各プレイヤーは品評会ブースの間にある品評会ロゴの上にカラーディスク（貴方のサプライから）を置きます。

7. 理事タイトル - アクションとマルチプライヤ

7.1 理事アクションタイトル（グリーン）をシャッフルした裏返しデッキにして、次のようにしてください：

4人ゲームでは全てのタイトルを使用して、ディスプレイも全て埋めてください。

3人プレイゲームでは、"4人用"アイコンのタイトルは箱に戻してください。ディスプレイは9スペースのみ埋めて、"4人用"のマークのあるスペースは空にしてください。

2人プレイゲームでは、"3+"又は"4人用"のアイコンのタイトルは箱に戻してください。ディスプレイは6スペースのみ埋めて、"3+"、"4人用"のマークのあるスペースは空にしてください。

残りの裏向きのデッキはボードの横に置いてください。

スペシャルヴィンテージ2016セットアップ

7.2 シャッフルした裏向きのマルチプライヤタイル（パープル）のデッキを作ってボードの横に置いてください。2人用ゲームでは、下左図のような表に飾りのある10タイルと、下右図の2タイルのみを使用してください。



7.3 各プレイヤーは理事の右のスペースに2バレルを置きます（各プレイヤーは全部で6バレルを理事エリアに置くことになります）。

8. バンクノート（バゴス）

- 最初のプレイヤーは19バゴス受け取ります。
- 2番目は20バゴスです。
- 3番目は（いれば）21バゴスです。
- 4番目は（いれば）22バゴスです。

貴方のバンクノートは貴方の前に置いて個人サプライを作ってください（全員から貴方がが幾ら持っているかわかるようにします）。それから残りのバンクノートはゲームボードの横に置いて共通サプライにします

9. 醸造学者と農夫



9.1 醸造学者を次のようにゲームボードに置きます：2/3/4-プレイヤーゲーム：7/10/12 醸造学者



9.2 農夫を次のようにゲームボードに置いてください：2/3/4-プレイヤーゲーム：9/12/16 農夫

超過した醸造学者と農夫は箱に戻してください

10. アクションエリアと年トラック

10.1 クアドラルの中央に貴方のアクションマーカーを置いてください（パス/広報アクション）。

10.2 年/課税マーカーを年トラックの最上左のスペースに置いてください。

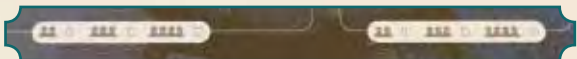
11. ワイン専門家、セラー、醸造所

11.1 ワイン専門家を描かれた能力により分類し（味、外見、薫り、アルコール度）4デッキを作ってください。各デッキをシャッフルし、ボードの適切な位置に表向きで置いてください。

11.2 ボードにセラータイルを置きます：2/3/4-プレイヤーゲームでは：8/10/12セラーです。超過したセラーはゲームボックスに戻します。

11.3 ボードの上に醸造所を置きます：

2/3/4-プレイヤーゲームでは、11/15/19 醸造所です。超過した醸造所はゲームボックスに戻します。



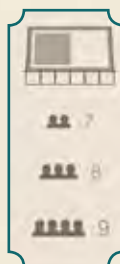
12. ブドウ園と地域名声キューブ

12.1 全ての地域名声キューブをボードに置いてください。

12.2 ブドウ園タイルを上部の帯に描かれた番号（ブドウ園の地域番号を表しています）



毎に分類し9つの小さなデッキを作ります。各デッキをシャッフルし、それぞれを適切な地域インセットに、コスト面を表向きに置きます。ポルトワインタイルはドウロインセット（地域3）に置きます。



2/3/4-プレイヤーゲームで、7/8/9 地域をプレイします。ソリティアゲームで使えない地域をランダムに選ぶためにナンバーカードを使うことができます。使えない地域のブドウ園タイルはゲームボックスに戻してください。

提案：初めてのプレイでは、3プレイヤーの場合セトウバル（地域7）、2プレイヤーの場合セトウバルとアルガルベ（地域7と9）を除いてください

最初のブドウ園を選ぶ

貴方の最初のブドウ園を選ぶ時が来ました。最初の土地を建築しましょう。ターンオーダーで各プレイヤーは下記のコンポーネントを受け取ります（下記の手順を見てください）

- 1ブドウ園（貴方が選択した）
- 1ワインタイル（ゲームスタート前に製造した）

注意：各土地は違った特徴を持ちます（P12を参照）。

最初の土地を建築するために下記の手順に従ってください

- 任意の土地を選びます。
- 共通サプライから1地域名声キューブを取り、地域の空のキューブスペースの上に置きます。
- 選択した地域のブドウ園タイルの一番上のタイルを無料で受け取ります。
- プレイヤーボードの土地の最初のスロットからディスクを取り、地図の地域スロットの上に置きます



e. 選択したブドウ園タイルを、丁度ディスクを取ったばかりの土地のスロットに置き、地域側を表向きにします

f. 価値2のワインタイルを取り（リスボア、レバテジョ、ダオとドウロは土地の特徴をP12で確認してください）、プレイヤーボード上の土地（ブドウ園を置いた）の貯蔵庫の左端に置いてください。



ワインを「赤ワイン」なのか「白ワイン」なのかを決めるのは、貴方のブドウ園タイル（ダオ、P12）の土地の特徴を確認してくださいに描かれた色に依存します。

注意：同じ地域に複数のプレイヤーが選択できません

最初の理事タイルを選択する

ターンオーダーの逆順で、各プレイヤーは理事エリアから理事タイルを獲得し、プレイヤーボードの横に表向きで置きます



全員タイルを受け取った後、ディスプレイを理事アクションタイルデッキの一番上から取ってきて埋めます。それからアクションデッキの残りを、マルチプライヤデッキの頂上に置きます。こうして、1つの組み合わせあった理事タイルデッキができます。

各理事アクションタイルの詳細は次のページを見てください。おめでとうございます！こうしてワインビジネスを始める準備ができました！

注意：全てのコンポーネントは与えられる量が制限されており、ゲーム中枯渇します。

例外は：


バゴスノート：ありそうもないイベントですが、共通サプライが枯渇した場合、紙が何かに記録してください。

ワインタイル：ありそうもないイベントですが、特定の価値のワインタイルが共通サプライから枯渇した場合は、合計値が同じ値になるように他のワインタイルを重ねて使ってください。

ヴィニョスでは隠し事をしません：貴方の前の全ての事は他のプレイヤーから見えるようにします。

理事アクションタイル (スペシャルヴィンテージ2016専用)

アクションフェーズの貴方の手番中（アクションマーカーを動かす前、もしくはアクションを実行する前、又は後。しかし、アクションを行っている最中ではなく）、貴方は表向きの理事アクションタイルを裏返しにして描かれているアクションを実行できます。裏向きのアクションタイルはワイン専門家タイルのように、1回目と2回目の品評会の後に再び表向きにできます。しかしながら、3回目の後ではあらゆるアクションタイルが表向きに戻りません。貴方は、メンテナンス、製造、品評会フェーズではこれらのタイルを決して使うことができません。ゲーム終了時の「アクションをもう一度」の間では表向きのアクションタイルを使用することができます。

	3 タイル 無料で1ワイン専門家を雇用できる。		2 タイル 販売アクションを実行できる。		1 タイル 1セラーを1バゴスで購入できる
	3 タイル 1ブドウ園を1バゴス安く買える。		2 タイル 輸出アクションを実行できる。		1 タイル 1醸造学を2バゴスで雇える。
	3 タイル 無料で品評会ポイントを2ポイント進める		2 タイルs 醸造所を2バゴスで購入できる		1 タイル 1バゴスで1農夫を雇える

理事マルチプライヤタイル (スペシャルヴィンテージ2016専用)

マルチプライヤタイルを買うには、利用可能なバレルを持っている必要があります。タイルをプレイヤーボードの横に置き、その上にサプライから持ってきたバレルを1つ乗せてください。一度バレルを置くと、バレルを移動することができるワイン専門家を使用しない限りバレルを動かすことはできません。注意：バレルの乗っていないマルチプライヤタイルはゲーム終了時の得点計算で**何も**VPをもたらしません。同じタイプのマルチプライヤタイルを複数持つことはできません。

いくつかのマルチプライヤタイルのアイコンの内側にある数字は、そのマルチプライヤタイルで獲得できるVPの最大値を表しています。最初の10個マルチプライヤタイルはスラッシュで区切られた2つの得点があります（例：4VP/3VP）これは、高得点と低得点の2つのタイルがあることを表しています。よりクリアーにすると、高得点のタイルにはそのことを表す線細工の絵が描かれています。

注意： この12のマルチプライヤタイルは2プレイヤーゲームでも使用します。

	2 タイル： 4x/3x 3スロットが埋まった土地毎に4VP/3VPを得ます。		2 タイル： 2x/1x 土地にあるワインタイル毎に2VP/1VPを得ます。		2タイル： 3x/2x 土地にあるセラー毎に3VP/2VPを得ます。
	2 タイル： 2x/1x 貴方が所持している理事タイル毎に2VP/1VP得ます（アクションタイルとマルチプライヤタイル）		2 タイル： 2x/1x 土地にあるブドウ園毎に2VP/1VPを得ます。		2タイル： 2x/1x 所持しているワイン専門家毎にVPを得ます。ワイン専門家が表向き、裏向きの状態は関係無く。
	2 タイル： 2x/1x 理事から獲得したバレル毎に2VP/1VPを得ます。		2 タイル： 3x/2x 土地にいる醸造学者毎に3VP/2VPを得ます。		1 タイル 輸出エリアで貴方が持つマジョリティの列毎に4VP。タイの場合は2VP。
	2 タイル： 2x/1x 土地の醸造所毎に2VP/1VPを得ます		2 タイル： 3x/2x 土地にいる農夫毎に3VP/2VPを得ます。		1 タイル ゲーム終了時の所持金の得点計算時に、ゲームボード上の表を使わずに、このタイルの換算値を使える

SETUP FOR 2010 RESERVE

As in the rulebooks, the vast majority of the rules are the same for both games; but whenever you see a rule in this blue, it only applies to the *Special Vintage 2016*. Whenever you see a rule in this dark brown, it only applies to the 2010 Reserve.

The setup illustration on pages 6 and 7 depicts the initial setup for a 4-player game. Differences for a 2- or 3-player game are explained in the text.

1. Gameboard

Lay the Gameboard on the table with 2010 Reserve side face-up.

2. Player's Components

Each player chooses a color (**orange**, **yellow**, **blue**, **purple**). Then take the following items and place them in front of you to create your supply:

- 8 barrels of the chosen color;
- 9 discs of the chosen color.
- 1 Action Marker of the chosen color;
- 5 Fair tiles of the chosen color;
- 1 Player Board with 2010 Reserve side face-up.

On each Player Board there are 4 Estates. Each Estate has 3 slots for vineyards and buildings, and a Warehouse with 2 slots for wine.

Place a Region Marker (1 disc from your supply) on the first slot of each Estate on your Player Board.

Note: Placing Region Marker disc on the first slot of each Estate, will remind you to put these discs on the map whenever you establish a new Estate.

If you are playing with fewer than 4 players, return the extra Player Boards and the components of unused player colors to the game box.

Note: You may want to play 2010 Reserve using *Special Vintage 2016* player boards; If you want to try this, take 10 discs instead of 9 and follow the usual rules.

3. Victory Points

Place your Score Marker (1 disc from your supply) on the board on the number "0" (zero) on the Score Track.

During the game, every time you earn Victory Points, move your Score Marker forward on the Score Track accordingly (from now on VP).



Note: If the VP symbol is green, you earn those Victory Points immediately.



Note: If the VP symbol is purple, you do not earn those Victory Points until the end of the game.



2010 Reserve side



Estate



Scoring markers



'0' Vintage tile - Is always the first Vintage tile.



Orange plays 1st, Purple 2nd, Blue 3rd, and Yellow 4th.



Place the Wine tiles nearby



Wine Tasting Fair





Banco do Vinho



Banknotes: 10 Bagos per player



Enologists and Farmers supply



Starting positions for players and Year/Taxation marker.



Wine Experts



Cellars and Wineries



4 tiles per Region: 2 White and 2 Red Wine tiles

4. Vintage tiles and Player Order

4.1. Set aside the “0” (zero) Vintage tile. Shuffle the remaining Vintage tiles, and place them as a face-down deck in the appropriate square on the gameboard. Place the “0” Vintage tile face-up atop the deck to represent the first year.

4.2. Each player provides a Player Order Marker (1 disc from your supply); place these Player Order Markers in a random order on the top line of the Player Order to establish the turn order for the first year.

Example: Orange plays first, Purple will play second, Blue third, and Yellow fourth.

5. Wine tiles

Place the Wine tiles next to the board to form a common supply.

6. Wine Tasting Fair

At the Wine Tasting Fair (*Feira Nacional do Vinho Português*) players will earn Fair Points (FP), according to the main features (Taste, Aroma, Appearance, and Alcohol Content) of wines presented.

6.1 Place 1 Feature Marker on the bottom space of each column. During the game, the position of the Feature Marker will indicate the importance of the Feature.

6.2 Each Player places 1 Fair Scoring Marker (1 disc from your supply) on the number “0” (zero) on the Fair Score Track.

During the game, every time you earn Fair Points, move your Fair Scoring Marker forward on the Fair Score Track accordingly.

7. Banco do Vinho and Investment Bar

Each Player has an account open at *Banco do Vinho*. Your account will be credited with earnings from the sales of wine, and will be used to pay your Enologists’ salaries. Your current account balance will also increase or decrease according to the interest provided by the Investments you have made.

7.1 Place an Account Marker (1 disc from your supply) on the number “5” on the Bank Account. Place an Investment Marker (1 disc from your supply) on the “+1” space of the Investment Bar.

Whenever you pay money from your Bank Account, move your Account Marker left accordingly; whenever you receive money into your Bank Account, move it right. Each space represents 1 Bago.

Whenever you invest, move your Investment Marker right; whenever you divest, move it left.

SETUP FOR 2010 RESERVE

8. Banknotes

Note: All purchases must always be made entirely with cash (Banknotes).

Give 10 Bagos in Banknotes to each player.

Place your Banknotes in front of you to create a personal supply (everyone can see how much money you have). Then place the remaining Banknotes next to the gameboard to form a common supply.

9. Enologists and Farmers



9.1 Place Enologists on the gameboard as follows:
2/3/4-player game: 7/10/12 Enologists.

9.2 Place 4 farmers on the Ribatejo region, or next to the Enologists on the game board.

Return any excess Enologists/Farmers to the game box.

10. Actions Area and Round Track

10.1 Place your Action Marker in the central square of the Quadrel.

10.2 Place the Round Tracker / Taxation Marker at the top-left space of the Round Track.

11. Wine Experts, Cellars, Wineries

11.1 Separate the Wine Expert tiles by the depicted feature (Taste, Appearance, Aroma, Alcohol Content) to form 4 decks. Shuffle each deck, then place them face-up in the appropriate squares on the board.

11.2 Place the Cellar tiles on the board:

2/3/4-player game: 5/7/9 Cellars.

Return any excess Cellars to the game box.

11.3 Place the Winery tiles on the board:

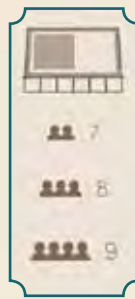
2/3/4-player game: 8/12/16 Wineries.

Return any excess Wineries to the game box.

12. Vineyards and Region Renown Cubes

12.1 Place all the Region Renown cubes on the Board.

12.2 Separate the Vineyard tiles by the number in their top (it indicates the Vineyard's region of origin) to form 9 little decks. Shuffle each deck, then place it in the appropriate Region Inset, cost-side-up. Place the Port Wine tiles in the Douro square.



In a 2/3/4-player game, play with 7/8/9 Regions. You may use the numbered cards from solitaire game to randomly select the unused Regions. Return unused Regions' Vineyard tiles to the game box).

Suggestion: For your 1st play, with 3 Players remove Setúbal (region 7), with 2 Players remove Setúbal and Algarve (regions 7 and 9).

Select Your Initial Vineyard

Now, it's time to select your initial Vineyard, establishing your first Estate.

In turn order, each player will receive the following (see the procedure below):

- 1 Vineyard of your choice.
- 1 Wine tile you produce before the game starts.

Note: Each region has a different characteristic (see page 12).

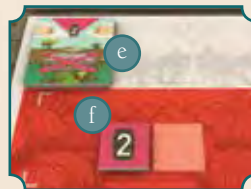
Here is the procedure you must follow when it is your turn to establish your first Estate:

- Choose any region.
- Take 1 Region Renown Cube from the common supply, and place it on an empty Cube Space in the Region.
- Take the topmost Vineyard tile from the deck in the chosen region and pay (in cash) the price shown on its Cost Side.
- Take the disc from the first slot of an Estate on your Player Board, and place it on the Region Slot on the map.



e. Place the chosen Vineyard tile on the Estate slot from which you just took the disc, with the Region side face-up.

f. Take a Wine tile of value 2 (for Lisboa, Ribatejo, Dão and Douro, see the description of the characteristics on page 12), and place it on your Player Board in the leftmost slot of the Warehouse in the Estate where you just placed your



Vineyard tile (for Dão, see the description of the characteristics on page 12), with the "Red Wine" or "White Wine" side face-up, depending on the color depicted at the top of the Vineyard tile.

Note: More than 1 player can choose the same region.

- Adjust the turn order according to the region number of your: Move ahead of any players that haven't yet chosen a region, and ahead of any players that chose a higher region number than you.

Example: The player order before selecting an initial vineyard was **Orange, Purple, Blue, Yellow**.

Orange bought a vineyard from Minho (1), **Purple** bought one from Algarve (9), and **Blue** and **Yellow** both bought vineyards from Alentejo (7). So, the new player order is: **Orange** will be first, then **Blue, Yellow**, and finally **Purple**.

h. Now, add the following money to each player starting money:

- The first player receives +0 Bagos.
- The second player receives +1 Bago (in a **2-player game**, +2 Bagos instead).
- The third player (if any) receives +2 Bagos.
- The fourth player (if any) receives +3 Bagos.

Congratulations! You have started your winemaking business!

Note: All components are limited to the quantity provided and can therefore run out during the game.

The only exceptions are:

Bagos Notes: In the unlikely event that the common supply runs out of cash, keep track on paper or by other means.

Wine tiles: In the unlikely event that the common supply runs out of a certain value of Wine tiles, simply stack multiple Wine tiles that total the same number.

There is no hidden information in Vinhos: Everything you have in front of you must always be visible to the other players.

ワイン専門家タイトル

If you are playing 2010 Reserve version of the game, during your turn, you can use as many face-up Wine Experts as you want, flipping each one face-down as you use it. You have a limit of 6 wine Experts in front of you.

プレイしているのがスペシャルヴィンテージ2016の場合、貴方の手番中表向きのワイン専門家を1つを1度だけ使うことができます。使用した後は裏向きにします。所持できるワイン専門家の数に制限はありません。



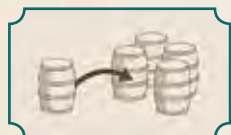
2バゴスを得ます。



アクションマーカーを移動させる時、他のプレイヤーと距離に対して追加金を払わなくて良い



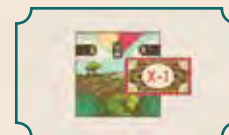
地域に地域名声キューブを1つ追加できる。



どこからでも1バレル取得する (スペシャルヴィンテージ2016: 理事エリアから取得することはできません)



ブドウ園アクションの間、ブドウ園を買う前にブドウ園の並び順を入れ替えて良い。



ブドウ園アクションの間、各ブドウ園の購入時に1バゴス安くなる

MAGNATE ACTIONS (2010 RESERVE ONLY)

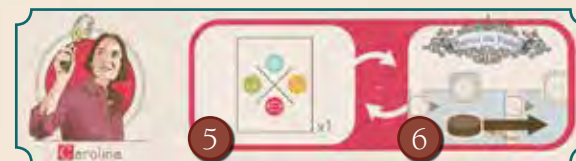
During your turn in the Actions Phase (before moving your Action Marker, or before or after performing the Action, but not during the Action itself), you can **discard** 1 of your Wines to **move** 1 of your barrels from a Magnate space or an Additional Action space to a **different Additional Action space** on the same row, and take the corresponding action.



1. Buy 1 Winery for 1 Bago (in cash).
2. Perform a Sales action.



3. Buy 1 Vineyard for 2 Bagos less (in cash).
4. Perform an Export action.



5. Hire 1 Wine Expert for free.
6. Move your Investment Marker 1 space right for free.

MAGNATE MULTIPLIERS (2010 RESERVE ONLY)

During your turn in the Actions Phase (before moving your Action Marker, or before or after performing the Action, but not during the Action itself), you can **discard** 1 of your Wines to **move** 1 of your barrels from a Magnate space or an Additional Action space to an empty Multiplier Slot of your choice. Only 1 barrel can occupy any single Multiplier Slot. You are not allowed to occupy more than 1 slot of a single Multiplier space. Once placed in a Multiplier space, the barrel cannot be moved, unless you use a Wine Expert that permits you to do so.



Game End: Get 4VP / 2VP for each Cellar in your Estates.



Game End: Get 4VP / 2VP for each Enologist.



Game End: Get 4VP / 2VP for each Estate with all 3 slots filled.



Game End: Get 2VP / 1VP for each Vineyard in your Estates.



Game End: Get 1VP / ½VP per 1 Bago cash. You may divest first. This multiplier gives a maximum of 16 VP.



Game end: Get 2VP / 1VP for each Winery in your Estates.



You **must** immediately discard 1 wine (in addition to the one you spent to move the barrel here); gain its Wine Value as VP.



Immediately gain 8VP for having face-up Wine Experts in all 4 features. (You must have all 4 face-up to place a barrel here).



Immediately gain 1VP per Renown cube in your regions (regions in which you have an Estate).

SOLITAIRE RULES

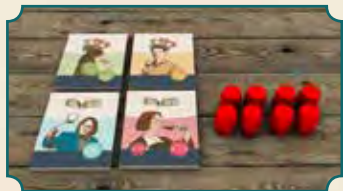
The solo version was designed to be played with the [Special Vintage 2016](#) version of the game.

Setup

You will be playing against the ruthless Lacerda, an AI player. Select a player color for Lacerda.

Set up the game for 2 players with the following changes:

Lacerda does not use a player board; instead, set aside a little area on the table for his barrels, money (which he collects, but never spends!), and Wine Expert tiles.



Place all of Lacerda's barrels and one Wine Expert from

the top of each Wine Expert deck in Lacerda's area.

Lacerda starts with **NO** money.

Make 2 shuffled decks: one with the 9 Action cards and another one with the 9 Number cards.



Note: The Number deck is used as a randomizer. Unless stated otherwise, every time you are instructed to draw Number cards, return them to the

deck at the end of the action, then shuffle the deck

When the time comes to take the initial Vineyard, Lacerda chooses his by drawing a Number card. Discard the top Vineyard from that region, and place a Region Renown cube in that Region Inset.



When the time comes to take the first Magnate Action tile, Lacerda uses the numbered grid depicted in the image to the left. Draw Number cards until he draws a number in the range 1-6 that corresponds to a tile still available.

Place 2 of Lacerda's barrels in the Export Area: 1 on the top slot of each of the two leftmost columns of the 2-player grid, and advance Lacerda's Scoring Marker the corresponding 19 VP on the scoring track.



Play

Play still alternates between you and Lacerda; however, you take both of your Actions consecutively, as does Lacerda. After you or Lacerda take 2 Actions, advance the Year/Taxation marker.

Example, Year 1

You (the first player) move your Action marker and take your first Action; then, you move it again and take your second Action. Now, move the Year/Taxation marker from 1 to 2. Draw an Action card for Lacerda, move his Action marker to that space, and he takes his first Action. Draw a second Action card for Lacerda, move his Action marker to that space, and he takes his second Action. Now, move the Year/Taxation marker from 2 to B for Maintenance.

All 2-player rules are in effect.

Note: Whenever Lacerda can use Region Renown cubes, he will take them from your region with the most cubes. In the event of a tie, draw Number cards until you reveal one of the tied region's numbers.

LACERDA'S TURN

In order to determine which Action Lacerda will take, draw and discard the top Action card. After each fair, shuffle the discarded Action cards back into their deck. Lacerda is increasingly tricky and unpredictable!

LACERDA'S MOVEMENT

All the movement rules are the same with the following exceptions:

- Lacerda collects money, but he never spends it. Instead, he has a special arrangement with the bank to pay all his fees and taxes for him. So, if Lacerda is supposed to pay you when moving to your space, the bank pays you.
- When Lacerda leaves a space (except the center space, Press / Release), place a Bago from the bank in that space if there is not already one there. When you move to a space with a Bago in it, you must pay 1 Bago to the bank, in addition to possibly paying



Lacerda and/or taxes due to the Year/Taxation marker. Then, return the Bago from that space to the bank. As usual, if you cannot pay to enter the space, you cannot take that Action! Working around Lacerda's bribes is not easy!

LACERDA'S ACTIONS

Vineyards

Draw 2 Number cards. Discard the top Vineyard from each of those regions. For each Vineyard discarded this way, add 1 Region Renown cube to its region.

Cellars

Draw 2 Number cards (even if there are fewer than 2 Cellars left), and add 1 Region Renown cube to each of those regions. Discard 2 Cellars (or all of them if there are fewer than 2 left).

Wineries

Draw 2 Number cards (even if there are fewer than 2 Wineries left), and add 1 Region Renown cube to each of those regions. Discard 2 Wineries (or all of them if there are fewer than 2 left).

Wine Experts

Take the top Wine Expert of each feature type depicted on the current Vintage tile, and place them in Lacerda's area.

Enologists/Farmers

Discard 2 Enologists and 2 Farmers. Only Lacerda can take 2 of each; you still can only take 2 total. *This is why you shouldn't allow the game designer to be your AI opponent!*

Export

1. Lacerda takes 2 Region Renown cubes from your region with the most cubes (or all of them if there are fewer than 2 left).
2. Place 1 of Lacerda's barrels in the Export Area, in the highest-value space still available. If several spaces have the highest value, choose the space in the leftmost column.
3. Advance Lacerda's Scoring Marker according to the space he just covered, plus one for each Region Renown cube he used.
4. Repeat Steps 1-3 to place and score a second barrel, if any.

Sales

1. Lacerda takes 2 Region Renown cubes from your region with the most cubes (or all of them if there are fewer than 2 left).

2. Draw Number cards until you draw a card greater than 2.
3. To determine the Wine Value Lacerda sells, add the Renown cubes he spent to the number on the card.
4. To determine the color of wine Lacerda sells, look at Anabela's preference on the current Vintage tile.
5. Place the barrel in the Sales Slot with the same Wine Value and color.
 - a. If that slot is occupied, place his barrel on the same-value slot with the other wine color.
 - b. If both colors of that value are occupied, move down to the same color of the lower value (the Region Renown cubes stay spent anyway), and so on.
 - c. If there are no empty Sales slots available for Lacerda, then keep drawing Number cards until you find one that works for him according to steps 3-5.
6. Place the money Lacerda earned for the Sales slot he ultimately took in Lacerda's area.
7. Repeat Steps 1-6 to place and sell a second barrel, if any barrels and spaces left.

Pass / Press Release

Change the player order following the usual rules. Lacerda always wants to go first.

1. Advance Lacerda's Fair Scoring Marker a number of FPs equal to Bruno's expected Wine Value on the current Vintage tile.
2. Lacerda takes 2 Region Renown cubes from your region with the most cubes (or all of them if there are fewer than 2 left).
3. Place Lacerda's fair disc in the "3 FP" booth. Add those 3 FP to Lacerda's Fair score. If you have already claimed that booth, he takes the "3 Bagos" booth instead; the bank gives Lacerda the 3 Bagos.
4. If Lacerda has any Wine Expert tiles whose features match the current Vintage tile, he spends them according to the normal rules, earning the appropriate FP.

Maintenance

Lacerda takes back his lowest-value barrel from the Sales Area. If tied, he takes back the one of the color Anabela prefers according to the current Vintage tile.

Fair

If Lacerda has not yet taken the Press Release action for this Fair, he does so now.

Award VP as usual for a 2-player game (1st & 3rd). Also, give the winner a trophy: a disc from an

unused player color. The trophies will be valuable at the end of the game.



As you and Lacerda take turns, picking one Magnate tile at a time, in order to know which tile Lacerda takes, draw a Number card until you draw a number in the range 1-6, and refer to the grid depicted to the left. If that tile has already been taken, keep drawing until either he gets a tile, or the Number deck runs out, at which point he passes, and is done taking tiles.

Discard all the Action tiles Lacerda takes; however, each Multiplier tile he takes goes into Lacerda's area with a barrel on it. Once he is out of barrels (or Number cards), he takes no more tiles.

His Multiplier tiles will be worth 10 VP for each tile at the end of the game.

Shuffle the discarded Action cards back into Lacerda's Action deck.

END OF GAME

For Lacerda's final action (the one outside the quadrel), *he decides to have mercy on you*, and passes.

Solitaire Scoring

Award yourself accolades based on the following criteria:

- More VPs than Lacerda: 4 accolades.
- More money than Lacerda: 2 accolades.
- Trophies from Fairs: 1 accolade each (max 3, of course).
- Each Estate with all 3 slots filled: 1 accolade each (max 5, of course).
- More endgame VP in the Export Area than Lacerda: 1 accolade.
- None of your barrels are left in the Magnates Area: 1 accolade.

The total number of accolades gained is your score!

You are awarded a title according to the following:

- 15+ accolades — **Wine Magnate** — The wine industry needs more leaders with your business acumen.
- 10+ accolades — **Wine Producer** — You are really getting the hang of this.
- 5+ accolades — **Wine Snob** — Don't get drunk with success: You still have a long way to go.
- 0 to 4 accolades — **Single-Carboy Winemaker** — Well, you have to start somewhere, I guess.

DIFFERENCES FROM 1ST EDITION

You may notice a few small differences between the 2010 Reserve and the first edition of Vinhos. These may seem like *minutiae*, but they can make a big difference to the balance of the game.

- The starting player order is determined by the Regions of your Initial Vineyards. The player who chooses the lower-numbered region starts first. If multiple players choose the same region, their initial turn order does not change relative to one another.
- The first player starts the game with one Bago fewer, and the fourth player starts with one more.
- There is one more region to choose from: Ribatejo, which also introduces 4 farmers to the game, and increases the number of available Regions by one for all player counts.
- The number of Enologists in game now depends on the number of players. (See point 9.1 in p.8).
- The number of Export Slots in the 2-player game has been reduced.
- In the 2-player game, the Fair awards the 1st and 3rd place VP to the two players.
- A maximum of 16 VP has been set for the Magnates' money multiplier.

You may also play using an easy variant to the Maintenance phase, representative of the local businesses consuming their supply of your wine:

Maintenance Variant (2010 Reserve):

During Maintenance, in turn order, each player must perform the "Retrieve pairs of barrels from local Establishments" action if he can. He does not have to take more than one pair of barrels.

Or have fun by playing with one more Estate:

5 Estates Variant (2010 Reserve):

During setup choose the Special Vintage 2016 side of the player board. Use the 10th color disc in the box to cover the 5th Estate. Play using the normal rules.

Thank you for playing the Deluxe Edition of Vinhos. Enjoy your time and have a lot of fun;

March 06, 2016

地域の特徴

1. トラス・オス・モンテス

品評会にトラス・オス・モンテスのワインを出品すると、追加で2品評会ポイントを獲得できます



The region's name means "behind the hills", which accurately describes its location at the far northeast of Portugal. The region produces red wines that are

usually fruity and slightly astringent, as well as white wines that are soft, with a floral bouquet. The vines that grow in this region are ancient. These wines are known for their great quality, and are in high demand at the fairs.

2. ミーニョ

ミーニョの土地にはセラーを建築できません



The name Vinhos Verdes (green wines) owes its fame not only to the exuberant vegetation of a humid region that imparts a green tone to it, but also to its typically

acidic, light flavor, high alcohol content, and good digestive properties. The best wines are intended to be drunk within a year.

3. ドウロ

2ポルトタイルを獲得します。製造フェーズ中にポルトタイルを使用して、ドウロのワイン品質を3向上できます（ポルトタイルをドウロに戻して）。ドウロを最初のブドウ園に選んだ場合、ドウロかポルトのワインのどちらか作るかによって直ちに価値2のワインか、価値5のワインを得ることができます。



Porto is the wine that immediately characterizes the Douro region. Made in poor soils on steep slopes bathed by the river Douro, Porto is the ambassador

of Portuguese wines. To maintain the wine unaltered during journeys, they started adding spirits to it. With this addition, the fermentation process stops, making the wine sweeter.

4. ダオ

ノーコストでダオの土地にセラーを建築できます（そのセラーのための地域名声キューブはありません）。ダオを最初のワインヤードに選んだ場合直ちに1セラーを得て、ワイントイルをセラーの左端に置きます。



Soils bearing many pine trees and much corn characterize the Dão region, which is surrounded by mountain ranges that protect it from wind. The wines produced

in Dão have great potential for aging. White wines are very aromatic, fruity, and balanced. Red wines are full-bodied, aromatic, and may become complex after aging.

5. リバテジョ

リバテジョの土地にブドウ園にノーコストで農夫を置けます。リバテジョを最初のブドウ園として選んだ場合は直ちに1農夫と価値3のワイントイルを得ます



The lands surrounding the river Tejo are used to grow vegetables, fruit and vines. Tejo's floods tend to completely immerse the fields. This region's main

characteristics are the diversity of soils and the large wine farms. In the production of Ribatejo's regional wine, farmers perform experiments on the soil, climate and grape varieties to produce original and very fruity whites with topical or floral aromas, and young, aromatic reds with soft tannins.

6. リスボア

リスボアの土地にノーコストで醸造所を建築できます（その醸造所のための地域名声キューブはありません）。リスボアを最初のブドウ園として選んだ場合1醸造所と3価値の1ワイントイルを得ています。



Lisboa's diversity of elevation and microclimates enables the region to produce a great variety of wines. This region's red wines are aromatic,

very elegant, rich in tannins, and capable of aging for some years. White wines have a fresh and citric character. Formally known as Estremadura, this region has had large investments made by the government to modernize the area.

7. セトウバル

ワイン専門家を2人まで無料で雇用できます。セトウバルを最初のブドウ園として選択した場合、直ちにワイン専門家デッキのトップから2人取得し、プレイヤーボードの横に表向きで置きます。



Peninsula de Setúbal's fortified wine, produced from the Moscatel and Moscatel Roxo grapes, is one of the oldest and most famous wines in the world, greatly

recognized by experts all over the globe.

8. アレンテジョ

この地域の地域名声キューブの価値は1キューブで2の価値です。通常通り、プレイヤーはアレンテジョから1つか2つのキューブを取り、2か4の値をワイン価値に追加できます。



This hot and arid region is made up of wide plains producing white wines that are usually soft, slightly acidic, with tropical fruit aromas. Red wines are rich in

tannins, full-bodied, with strong aromas of wild, red fruit. Alentejo has benefited from numerous investments in the wine sector, which enabled the region to produce the best Portuguese wines and, therefore, gain international recognition.

9. アルガルベ

アルガルベのワインは販売時、輸出時、品評会に提出する時常に+1価値として計算します。



Due to tourism encroaching on many of the agricultural lands, wine production in Algarve has decreased. Located in the south of Portugal, Algarve has a very

specific climate: it is near the sea, but also suffers the influence of a mountain, and it produces soft and very fruity wines. Currently, there is renewed interest in growing new vines in the region, and great investments are being made in the sector.

注意：土地の2番めのブドウ園は上記のリストにあるあらゆるボーナスを2倍にしません。全ての地域で同様で、このゲームの全てのバージョンも同じです。