

# VITICULTURE WORLD

## COOPERATIVE EXPANSION

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*Cooperate with members of your extended winemaking family in various different regions around the world as you try to achieve global recognition. Balance the management of your individual vineyard with the combined effort of your fellow players to gain influence within the region.*

75 – 95 MINUTES • 1 – 6 PLAYERS • AGES 14+

### OVERVIEW

Using the new game board, tiles, tokens, and event cards combined with the original vineyard mats and game cards, you have 6 years to achieve the two conditions necessary for victory in the selected region: (1) Each player must reach 25 victory points and (2) the shared influence token must reach the end of the influence track. In this cooperative game, all players will win together or lose together.

### COMPONENTS

1 game board (double sided for playing with or without the structures module)



20 black-bordered card reprints (highlighting those incompatible with Viticulture World) (44x67 mm)



16 rectangular innovation tiles



12 oval innovation tiles



20 red and blue cards (formerly "mamas and papas") (63x88 mm)



7 unique continent decks (63x88 mm)



1 influence token



1 event token



24 hats (12 yellow and 12 blue)



### COMPATIBILITY AND INITIAL SETUP

Viticulture World is not a stand-alone expansion; you must use components from the core game. Viticulture World is compatible with (but does not require) the Tuscany expansion's structure cards, the Moor Visitors expansion, and the Visit from the Rhine Valley expansion.

Some Viticulture cards (listed on the back of this rulebook) are incompatible with Viticulture World and should be permanently removed and replaced by the black-bordered replacement cards included here (you won't ever need the white-bordered versions of these cards in any Viticulture game again). The replacement cards are identical aside from their black borders, which serve as a reminder that they are incompatible with Viticulture World. If a black-bordered card is drawn during a game of Viticulture World, discard it and redraw.



## GENERAL SETUP

**GAME BOARD:** Place the Viticulture World board on the table. Use the side with extra orange spaces at the top if you're using structure cards from the Tuscany expansion.

- A** Shuffle the decks of small cards (green, yellow, purple, blue, and orange, if used) and place each deck face down on its indicated spot on the board.
- B** Place the gray temporary worker token on the wake-up chart (the pocket watch).
- C** Place all the grape/wine tokens and the lira next to the game board to form a general supply.

**CONTINENT CARDS:** Choose a continent to use this game. If you are new to Viticulture World, we recommend playing with Greengully first, then playing with the other continents in ascending order of difficulty as shown to the right.

- Gather all cards related to your selected continent and place the event token nearby (🔔).
- Read the story card for the selected continent out loud to all players and set the story card aside.
- Read the setup and rules cards for the continent out loud, follow the instructions, and set them aside.

**CONTINENT DIFFICULTY RANKING:**

1. Greengully (Introductory)
2. Asia (Easy)
3. Oceania (Medium)
4. South America (Medium)
5. Europe (Medium)
6. North America (Medium)
7. Africa (Hard)

- D EVENT DECK:** Create the event deck using one of the following methods:

**FOR YOUR FIRST GAME IN EACH CONTINENT:** Use event cards 1–6 for the selected continent. Sort these cards into a sequentially numbered face-down deck—the top card is 1 and the bottom card is 6—and place the event deck on its indicated spot on the board. Return all unused event cards to the game box.

**FOR VARIABLE DIFFICULTY IN FUTURE GAMES (USING ANY CONTINENT BESIDES GREENGULLY):** Shuffle all event cards for the selected continent and randomly place 6 cards face down to create the event deck. Place the event deck face down on its indicated spot on the board. Return all unused event cards to the game box.

- E INNOVATION TILES:** Shuffle and place the innovation tiles next to the board (2 separate stacks by shape).

**IMPORTANT:** Innovation tiles \*H👤 and \*N👤 are used in solo play only. If you are not using the Burattino rulebook, leave these two tiles in the box.



- F INFLUENCE TOKEN:** Place the influence token (🌸) on the influence track position labeled with the player count (3 players shown here).
- G YEAR TOKEN:** Place the green grape token (🍇) on the first position of the year track.





## PLAYER SETUP


**VINEYARD MAT:** Each player takes a vineyard mat and places field cards on it as usual.

**TOKENS:** Each player places all tokens of their color next to their vineyard mat and performs the following:

- 1 Return 1 regular worker to the game box (leaving 4 regular workers and 1 grande worker).

Attach 2 yellow and 2 blue hats to the 4 separate regular workers.

- 2 Place your residual payment token in the center of the residual payment tracker.

- 3 Place your victory point token on . Victory points represent reputation in Viticulture.

- 4 **RED AND BLUE CARDS:** Each player draws one of each card and gains the benefits shown. As indicated on these cards, each player will start the game with 1 grande worker and all 4 regular workers.

*NOTE: You may shuffle the new red cards in with the original Mama cards and the new blue cards in with the original Papa cards, but players always have 4 regular workers and 1 grande worker in Viticulture World, no matter what those cards indicate. For this reason, it is recommended that you don't use Papa Rafael or Papa Gary when playing Viticulture World.*

**USING THESE CARDS WITHOUT VITICULTURE WORLD:** These cards function in regular games of Viticulture too. *The inclusion of papas among the red cards and mamas among the blue cards enables players to start the game with 2 papas or 2 mamas (instead of limiting players to heteronormative pairings).*

### NEW ICONS



Age 1 grape (choose one of your grape tokens and increase its value once).



Age 1 wine (choose one of your wine tokens and increase its value once).



The associated effect applies to all players (including you).

1



**EXAMPLE:** All players gain a 1-value wine token of their choice.



Move the influence token 1 position to the right.





## GENERAL RULES

**CARDS IN HAND:** Each player's hand of cards (visitor, vine, wine order, structure) may be open or closed information, depending on your group's preferred play style. During cooperative play, the word "opponent" on visitor or structure cards refers to your fellow players.

**VICTORY POINT TRACK:** Part of the goal of the game is for each player to have at least 25. If a player overachieves and reaches 30, as indicated on the board, they gain 1 influence. Each player may only gain influence this way once per game.

**BONUSES:** In Viticulture World, the only workers that can gain bonuses from the oval innovation tiles are trained workers (i.e., workers without hats).

## SPRING

During the spring season, perform the following 3 steps in order:

- REVEAL 1 EVENT CARD:** Read the top card of the face-down event deck, starting with the historical flavor text and then the gameplay effect. Keep this card face-up next to the event deck. The gameplay effect only modifies the rules for the current year.
  - If the effect modifies a specific action on the board, place the event token on that action to remind players of the effect.
- REVEAL NEW INNOVATION TILES:** First, if there are any remaining tiles from the previous year, discard them. Then, reveal 2 innovation tiles of each type from their respective piles and place them face up on their indicated spots in the spring section of the board.
- CHOOSE WAKE-UP POSITIONS:** All players freely discuss and collectively decide on their wake-up positions. Each player places their rooster on any unoccupied position of the outer ring of the wake-up chart and immediately gains the benefit. This chart determines player order for the summer and winter worker-placement seasons, clockwise from the + icon at the top of the track.



In this example, green will go first, orange will go second, and white will go third.



## WORKER PLACEMENT

Viticulture World modifies the core game's worker placement system as follows:




**PLAYER COUNT SCALING:** Each action has two action spaces. In a 2–3 player game, only one action space is available; in a 4–6 player game, both action spaces are available (there is a reminder at the bottom left of the main board).

**BONUSES:** There are no bonuses on action spaces at the beginning of the game; bonuses are added by oval innovation tiles (and action spaces on structure cards), which are placed during the game. Only trained workers may gain bonuses in Viticulture World.

**SEASONAL WORKERS:** Each player starts the game with 2 summer workers (those with a yellow hat), and 2 winter workers (those with a blue hat). These workers can only be placed during their respective seasons (including placement on year-round actions).

**TRAINED WORKERS:** Grande workers, regular workers without hats, and the gray temporary worker are all trained workers. Trained workers can be placed during both summer and winter, and only trained workers can gain bonuses on action spaces. Grande workers retain their core game ability to take an action when its action spaces are full.

**TRADE VIA GRANDE WORKERS:** Whenever a player places their grande worker on an action, they may choose to perform a trade (give once and/or take once) with exactly one other player whose worker (any worker type) is also present on the same action. The trade could be for any number of coins, any number of vine cards, any number of wine order cards, any number of structure cards (if playing with the structures module), 1 grape of any value, or 1 wine of any value. In a trade, players do not have to trade the same type of item (e.g., a player can give coins and get cards or a player can take something and give nothing). A trade can be performed either before or after a player's action, but it can only be initiated by the player who placed their grande worker, and only if both players agree.

**YEAR-ROUND ACTIONS:** These include the yoke on player mats, structure cards with action spaces, Greengully event cards, and the  space on the board. The action found at the bottom right of the board is open to any number of workers during both the summer and winter seasons. When you place a worker here, gain  (or you can choose to gain  instead if playing with the structures side of the board).










## SUMMER

In turn order (clockwise from the  icon at the top of the track), choose one of the following two options: Place a summer worker, a trained worker, or a grande worker on a summer action (or a year-round action) OR pass.



Most actions are similar to those found on the core game board; however, a few require additional explanation as follows:

**PAY ONE TO GAIN ONE (ACTION G):** Lose either 2 cards (discard with no effect), , a grape token, or ; then, gain either 2 cards (from the same deck or different decks on the board), , a 1-value grape token, or . You may discard 2 cards, then gain 2 new cards.

**INNOVATE (ACTION H):** Each summer and winter action can be permanently upgraded via this action. Pay  to select any 1 innovation tile from the spring section of the board and proceed as follows:

**IF YOU SELECT A RECTANGULAR TILE:** Place it on the corresponding action (all actions are labeled with letters in the upper left).

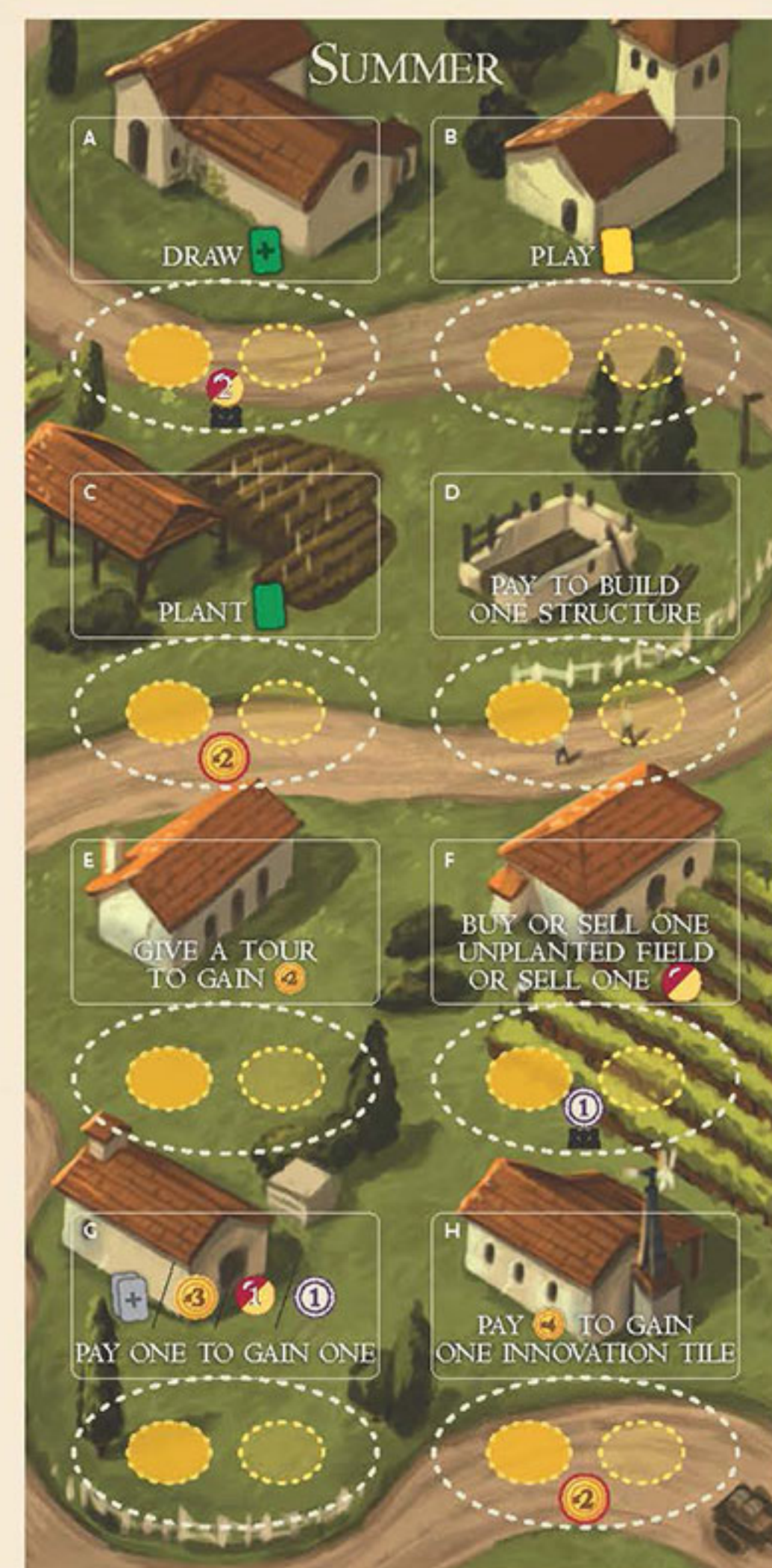
**IF YOU SELECT AN OVAL TILE:** Place it on any action that doesn't already have an oval tile (on tiles with arrows, the line beneath the arrow should align with the bottom of the board). Any worker meeples already present on that action move onto the newly placed tile. These workers don't gain the bonus or take the action again.

- If there is a benefit (e.g.,  on the action space you cover, gain it.
- If there is a cost (e.g., ) on the action space you cover, pay it (or place the tile elsewhere).

**DESIGNERS' TIP:** Using the Innovate action early and often each year will be crucial to your success in Viticulture World.

Other notes about the Innovate action:

- Do not reveal a new innovation tile. They are only refreshed during the spring season.
- Oval tiles upgrade action spaces so that **any number of workers** (as seen on action D in the example image to the right) can be placed on the corresponding action. Each trained worker (any worker without a hat) that is placed on an oval tile gains the corresponding bonus (either before or after performing the action). Untrained workers (workers with a hat) do not gain bonuses.
- Arrow bonuses do not wrap around the board (e.g., action A cannot copy the bonus of action J). (See *Innovation Tiles (Specific Notes)* on the back page for an explanation of innovation tiles with arrows.)



As shown here, any number of workers can be placed on oval innovation tiles. Only the trained worker (blue) gains the bonus (1 wine order card).



## FALL

When you pass during summer, you move into fall and perform the following steps in order:

1. Move your rooster into the corresponding inner ring position on the wake-up chart (player order does not change).
2. Choose **one** of the depicted benefits (gain 2, draw any 1 card, or age 1 of your grape tokens). Then wait for all other players to pass.
3. If you have a cottage, draw a visitor card.

## WINTER

In turn order, choose one of the following two options: Place a winter worker, a trained worker, or a grande worker on a winter action or a (or a year-round action) OR pass.

Most actions are similar to those found on the core game board; however, a few require additional explanation as follows:

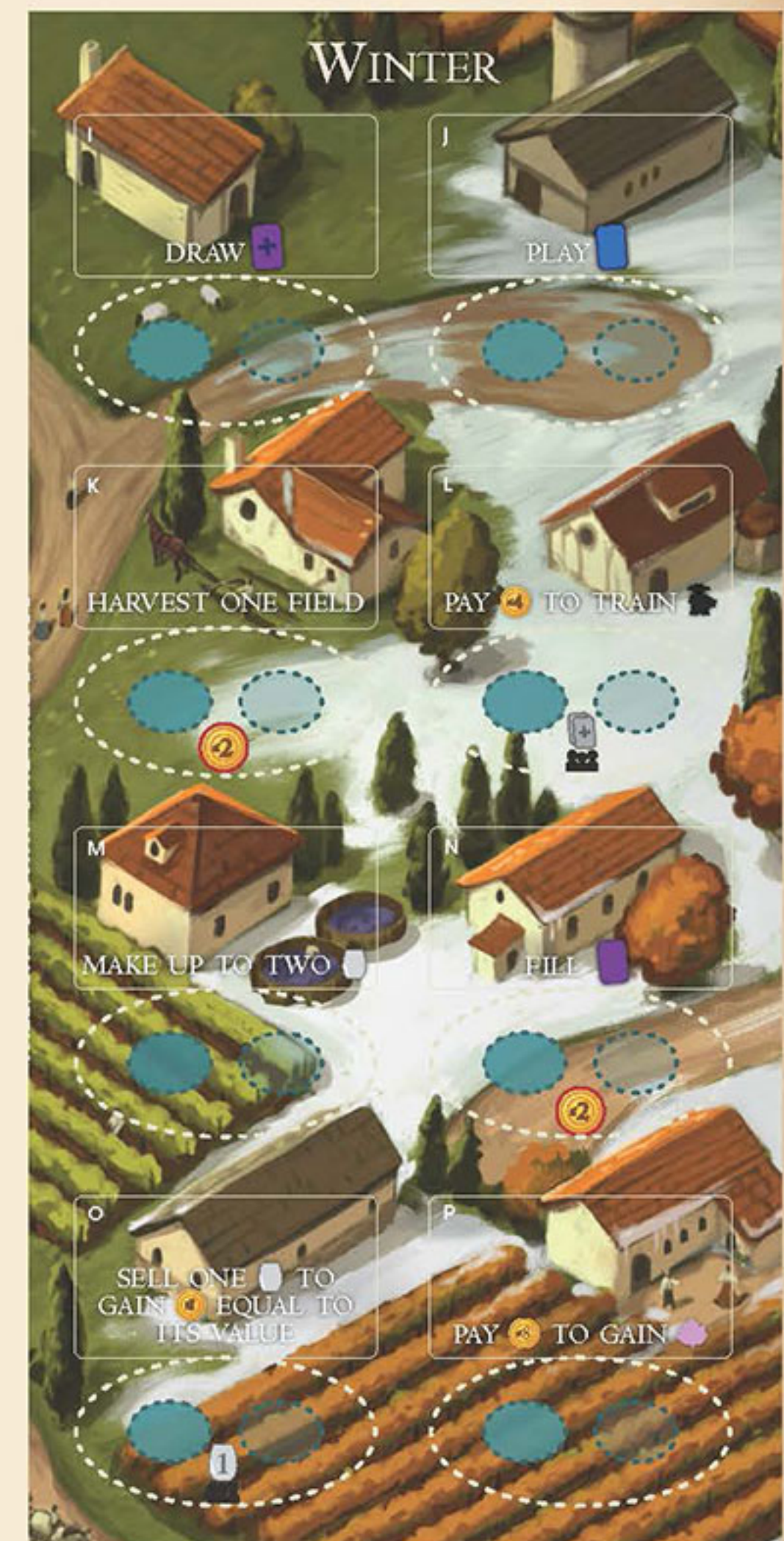
**TRAIN A WORKER (ACTION L):** You start the game with all possible workers, so this action does not give you a new worker; instead, pay 4 to remove a hat from any one of your regular workers (even the worker that activates this action) and return the hat to the game box. This upgrades a seasonal worker into a trained worker, and you may now place it during **any** season. This trained worker now also has the ability to gain the bonus of any oval tile it is placed on.

**NOTE:** Since the grande worker and the gray temporary worker never have hats, they can always be placed in any season and always gain oval tile bonuses.

**SELL 1 WINE TOKEN (ACTION O):** Discard a wine token from your cellar and gain lira equal to its wine value.

**INFLUENCE (ACTION P):** Pay 8 to gain 1 influence on the influence track. Beyond this action, players gain influence in a different way on each continent.

**DESIGNERS' TIP:** Aim to gain at least 3–5 influence via the event cards of each continent.



## YEAR END AND GAME END

The year-end steps are largely the same as in core game, except that when each player passes during winter, they immediately perform the year-end steps (this may free up winter action spaces for other players). Players must discard down to 5 cards (instead of 7 cards, as in the core game), and after all players have passed, advance the year token (1).

At the end of Year 6, check to see if **both** victory conditions have been met:

- Each player's victory point token must reach or exceed 25.
- The influence token must reach the end of the influence track.

All players will either win together by completing both victory conditions or lose together, collectively basking in the glory of achieving global recognition ... or falling into obscurity.



## INNOVATION TILES (SPECIFIC NOTES)

**TILE F:** This tile allows you to buy or sell a grape token. Selling a grape works the same as in the core game. To buy a grape token, pay the cost as shown on the corresponding row of your crush pad and place a grape token on the leftmost available position in that row (or in a previous row). *Example: To buy either a 1/4/7 value grape, you pay 1/2/3 lira respectively.*

**SOME OVAL TILES HAVE ARROWS:** Placing a trained worker on these gives you the bonus of the pointed-to adjacent oval tile (this tile has no effect if there is no oval tile adjacent in the direction of the arrow). These arrow bonus oval tiles can be placed pointing to other arrow bonus oval tiles, thus cascading off of one another.



**NOTE:** As seen here, a leftward pointing arrow bonus may copy a bonus of the pointed-to oval tile even if it is from a different season.

## INCOMPATIBLE CARDS

If you draw any of these cards, immediately discard them and draw another. They are easily recognizable by their black borders.

### SUMMER VISITOR CARDS



MOOR VISITORS

RHINE VALLEY

RHINE VALLEY

### WINTER VISITOR CARDS



MOOR VISITORS

RHINE VALLEY

RHINE VALLEY

RHINE VALLEY

RHINE VALLEY

### STRUCTURE CARDS (TUSCANY)



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