

## Round End

Once all workers have exited path, the round is over.

If game end has been triggered, endgame scoring commences; otherwise:

- ☑ Move all **workers** back to path entrance in same order as they exited (i.e., first to exit will be first to play in next round).
- ☑ Add 1 **prestige point** to each winery (except for winemaking cooperative) that has at least one empty delivery slot.
- ☑ Place 1 **wild grape token** at path exit.
- ☑ Draw **cards** from deck one by one, adding them (on top of existing cards, if any) until there are again 2 cards on both sides of each segment of the path.



## Game End

When a player delivers their final barrel, endgame is triggered. If there are workers remaining on path, players play out current round until all workers have exited.

Then, each player totals their prestige points, with victory going to player with the most points.

① IF TIED, PLAYER WHO EXITED FIRST THIS ROUND IS DECLARED WINNER.



Another player aid by **JohnPurdue**

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## Setup

- ☐ Give each player:
  - **Worker card** and matching **worker**. ① *IN 2-PLAYER GAME, EACH PLAYER IS GIVEN 2 WORKERS OF A SINGLE COLOR.*
  - A **2-capacity** and a **3-capacity basket** (both marked with vines).
  - 7/6/6/5 barrels for game with 2/3/4/5 players.
- ☐ Construct **vineyard path** with 3/2/3/3 cardboard pieces (using entrance side B/A/B/A) for game with 2/3/4/5 players, resulting in 5/4/5/6 path segments (each with 2 spots) in game with 2/3/4/5 players.
- ☐ Place 1 **wild grape token** at path exit; place rest in supply.
- ☐ Shuffle **grape cards**. Place 2 cards face up on each side of each segment of path, one card on top of the other, without looking at the bottom card. Partially slide lower card out so grape variety and value can be seen (keeping the lower portion of bottom card hidden). ① *AN ACCEPTABLE VARIANT IS TO PLACE ALL CARDS IN COMPLETELY VISIBLE POSITIONS.* Place remaining cards in a facedown draw deck.
- ☐ Place **winemaking cooperative card** near path exit, placing it with the 3-barrel side for 2/3 players or the 5-barrel side for 4/5 players.
- ☐ Randomly select 5/6/7/8 **winery cards** for game with 2/3/4/5 players, forming display around winemaking cooperative. ① *NO MORE THAN 2 WINERIES MAY REQUEST SAME GRAPE VARIETY.*
- ☐ Place in supply 1/2/3/3 **upgrade baskets**—of both 3-capacity and 4-capacity—for game with 2/3/4/5 players.
- ☐ Set out supply of 1/2/3/3 **tools** of each type (billhook, boots, and shears) for 2/3/4/5 players.
- ☐ Randomly determine player order and set players' **workers** at path entrance with start player farthest from entrance.
- ☐ Give 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> player 1/2/3/4 **prestige points**, placing remaining tokens in supply. ① *IN 2-PLAYER GAME, 1<sup>ST</sup> PLAYER RECEIVES 1 PRESTIGE POINT AND SETS WORKERS IN 1<sup>ST</sup> AND 3<sup>RD</sup> POSITIONS (FARTHEST TO NEAREST ENTRANCE), WHILE 2<sup>ND</sup> PLAYER STARTS WITH 3 POINTS AND WORKERS IN 2<sup>ND</sup> AND 4<sup>TH</sup> POSITIONS.*

## LA VIÑA QUICK GUIDE



① If referencing the rulebook, please note that the following terms are substituted within this guide:

### RULEBOOK

Aisle > Space > Box

Grape Pickers

Wildcard Grape Counters

### THIS GUIDE

Path > Segment > Spot

Workers

Wild Grape Tokens

## Gameplay

A player's turn consists of two actions—either of which can be done first: a) **moving a worker**; and b) **taking a card**.

### Moving a Worker

The player whose worker is *farthest* from the path exit moves their worker forward to: a) an empty spot in a *different* segment of the path; or b) the exit. ① **IN A 2-PLAYER GAME, PLAYERS MOVE EACH OF THEIR WORKERS INDEPENDENTLY.**

### Taking a Card

Before or after moving their worker, the player takes 1 available grape card from either side of the segment where their worker is located. ① **A CARD IS CONSIDERED AVAILABLE IF IT DOES NOT HAVE A CARD ON TOP OF IT.**

Then, the player either: a) places the card in one of their baskets (only if there is space); or b) discards the card.

① **EACH BASKET CAN HOLD GRAPE CARDS—IN ANY MIXTURE OF VARIETIES—UP TO THE BASKET'S CAPACITY.**

If the card shows a **tool**, the player takes from the supply the corresponding tool (if one is available), placing it on their worker card. ① **IF A PLAYER TAKES A 3<sup>RD</sup> TOOL, THE PLAYER MUST RETURN 1 TOOL TO THE SUPPLY.**

## Using Tools

During a player's turn, a player may return to the supply 1 or 2 tools (from their worker card) in order to use the tool(s).

① **2 TOOLS MAY BE COMBINED FOR COMPOUND USE AS A SINGLE ACTION.**



**Billhook:** Take any 1 card (even if normally unavailable) from the worker's location.



**Boots:** Take 1 card from any path segment behind the worker's location.



**Shears:** Take 1 card from the worker's location and then take a 2<sup>ND</sup> card from the same location.

① **IF DURING A TURN A PLAYER TAKES 2 CARDS, THE PLAYER RESOLVES THE 1<sup>ST</sup> CARD (E.G., TAKING ANY NEW TOOL AND THEN PLACING/DISCARDING THE CARD) PRIOR TO TAKING THE 2<sup>ND</sup> CARD.**

## Moving Collected Grapes

During their turn a player may dump all the contents of one basket to either: a) their other basket (so long as doing so does not result in exceeding the capacity of the receiving basket); or b) the discard pile.

## Exiting the Vineyard

Each round, the **first** player to exit the path takes the round's wild grape token, placing it on their worker card.

Upon a worker's exit, the player may discard cards to make 1 or 2 deliveries to 1 or 2 winery locations (be they the same or different); each delivery is made up of all the grapes of a single basket. ① **IT IS NOT PERMITTED TO COMBINE BASKETS, NOR CAN A PLAYER DELIVER ONLY PART OF A BASKET. HOWEVER, A WILD GRAPE TOKEN CAN BE ADDED TO ANY DELIVERY IN PLACE OF A GRAPE CARD OF ANY VARIETY.**

To meet the demands of a winery location, the delivered grapes must all be of the requested variety and of a total value at least equal to the location's demand value. While a winery with an "X" value accepts any value of cards of a single variety, **boutique wineries** (those with symbols) will accept a variety of grapes, so long as at least half the total value of the grapes used are of the winery's demand preference (i.e., the named variety.) Unlike all other winery locations, the **winemaking cooperative** will accept deliveries of any value and any mixture of grape varieties.

To deliver, the player discards the appropriate grape cards and places a **barrel** on an empty slot of the receiving winer location, collecting a reward of either the indicated number of prestige points or prestige points equal to the value of the grapes delivered multiplied by the number after the "x" (rounded down in the case of "x 0.5").

When a player covers the last delivery slot of a winery location, the player takes any **prestige tokens** that might be on that winery card.

## Upgrading Baskets

As a player's final action for the round, the player may upgrade 1 or 2 baskets. To upgrade a basket, the player selects one of their empty baskets, chooses a basket from the supply, expends prestige points equal to the difference between the baskets, and then discards from the game the old basket, putting the upgraded basket in its place.

