

VITAL LACERDA



# VINHOS

DELUXE EDITION

2-4  
PLAYERS  
90-180 MINS  
AGES  
12+

## REFERENCE BOOK CONTENTS OF THE BOX

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# SETUP FOR SPECIAL VINTAGE 2016

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

The setup illustration on pages 2 and 3 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 **Special Vintage 2016** side face-up.

## 2. Player's Components

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

- 2 barrels of the chosen color;
- 9 discs of the chosen color;
- 1 Action Marker of the chosen color;
- 1 Player Board with **Special Vintage 2016** side face-up.

On each Player Board there are 5 Estates. Each Estate has 3 slots for Vineyards and Wineries, 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 a 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.

## 3. Victory Points

Place your Scoring Marker (a 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 (from now on: VP), move your Scoring Marker forward on the Score Track accordingly.



**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.

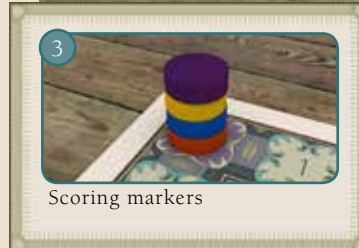


Special Vintage 2016 side



Slot Slot Slot  
Warehouse

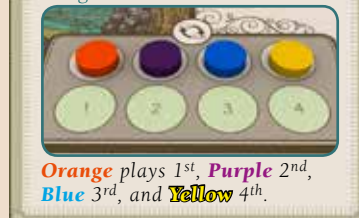
Estate



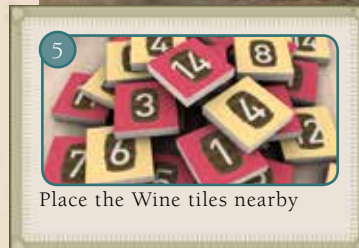
Scoring markers



'0' Vintage tile - Return it to the game box



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



Place the Wine tiles nearby



Wine Tasting Fair





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. Vintage tiles and Player Order

**4.1.** Return the “0” (zero) Vintage tile to the game box: It will not be part of this game. Shuffle the remaining Vintage tiles, and place them as a face-down deck in the appropriate square on the gameboard. Flip the top tile.

**4.2.** Each player provides a Player Order Marker (a 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 value of their wines, and the Wine Experts they send to the fair.

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


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


**6.2** Each Player places a color disc (from your supply) on the Fair logo between the Fair booths.

#### 7. Magnate tiles - Action and Multiplier

**7.1** Create a shuffled, face-down deck of Magnate Action tiles (green), composed as follows:

In a **4-player game**, use all tiles, and fill all the display spaces.

In a **3-player game**, return tiles with the “4 players” icon to the box. Fill only 9 of the spaces (with 9 tiles), leaving the spaces marked with “4 players” empty. 

In a **2-player game**, return tiles with the “3+” or “4 players” icon to the box. Fill only 6 of the spaces (with 6 tiles), leaving the spaces marked with “3+” or “4 players” empty. 

Place the remaining deck face-down next to the board.

## SETUP FOR SPECIAL VINTAGE 2016

**7.2** Create a shuffled, face-down deck of Multiplier tiles (purple), and place it next to the board.

In a **2-player game**, use only the 10 tiles with an ornament on the front (left image), plus the 2 tiles shown in the right image.



**7.3** Each player places 2 Barrels in the space to the right of each magnate (each player will have a total of 6 barrels in the Magnates Area).

### 8. Banknotes (Bagos)

- The first player receives 19 Bagos.
- The second player receives 20 Bagos.
- The third player (if any) receives 21 Bagos.
- The fourth player (if any) receives 22 Bagos.

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 Farmers on the gameboard as follows:  
2/3/4-player game: 9/12/16 Farmers.

Return any excess Enologists/Farmers to the game box.

### 10. Actions Area and Year Track

**10.1** Place your Action Marker in the central square of the Quadrel (Pass / Press release).

**10.2** Place the Year/Taxation marker in the top-left space of the Year 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 spaces on the board.

**11.2** Place the Cellar tiles on the board:

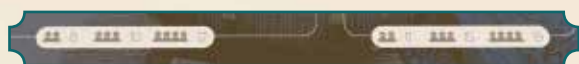
2/3/4-player game: 8/10/12 Cellars.

Return any excess Cellars to the game box.

**11.3** Place the Winery tiles on the board:

2/3/4-player game: 11/15/19 Wineries.

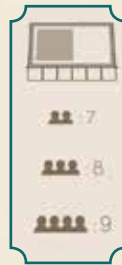
Return any excess Wineries to the game box.



### 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 the band at the 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 inset (Region 3).



In a 2/3/4-player game, play with 7/8/9 Regions. You may use the Number cards from the 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.

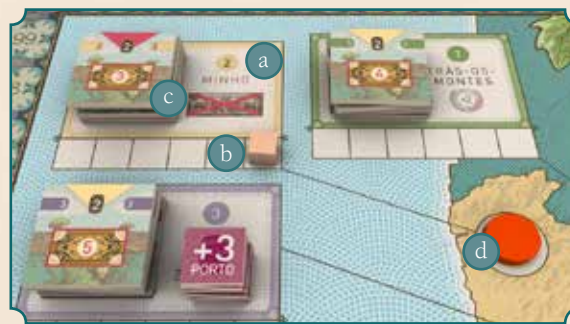
In turn order, each player will receive the following (see the procedure below):

- 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 **for free**.
- 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.

### Select Your Initial Magnate Action tile

In reverse turn order, each player takes one Magnate Action tile from the Magnates Area, and places it face-up beside his player board.



After everyone has taken a tile, refill the display with new tiles from the top of the Magnate Action tiles deck. Then place the rest of the Action deck atop the Multiplier deck, so there is now only one combined Magnate tile deck.

See next page for a description of each Magnate Action tile.

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.

## MAGNATE ACTION TILES (SPECIAL VINTAGE 2016 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 flip one (and only one) of your face-up Magnate Action tiles to the depicted the Action. Face-down Action tiles will be only flipped face-up after the 1<sup>st</sup> and 2<sup>nd</sup> fairs, just like the Wine Expert tiles; however, no tiles flip face-up after the 3<sup>rd</sup> Fair. You can never play these tiles during the Maintenance, Production, or Fair Phases. You may still use one of your face-up tiles during the “one more action” at the end of the game.



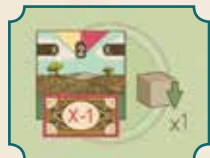
3 tiles  
Hire 1 Wine Expert for free.



2 tiles  
Perform a Sales action.



1 tile  
Buy 1 Cellar for 1 Bago.



3 tiles  
Buy 1 Vineyard for 1 Bago less.



2 tiles  
Perform an Export action.



1 tile  
Hire 1 Enologist for 2 Bagos.



3 tiles  
Advance 2 Fair Points for free.



2 tiles  
Buy 1 Winery for 2 Bagos.



1 tile  
Hire 1 Farmer for 1 Bago.

## MAGNATE MULTIPLIER TILES (SPECIAL VINTAGE 2016 ONLY)

To buy a Multiplier tile you must have a barrel available. Place the tile face-up next your player board and place a barrel from your supply on it. Once placed, the barrel cannot be moved, unless you use a Wine Expert that permits you to do so; however, note that a Multiplier tile with no barrel on it at the end of the game will **NOT** score any VP. You are not allowed to have more than one tile of the same type.



The number inside this icon on some Multiplier tiles represents the maximum number of VP you can earn from it.

The first ten descriptions below mention two different rewards separated by a slash (e.g. 4VP / 3VP). That is because there are two different tiles: a higher-value one and a lower-value one. To make it clearer which is the higher-value tile, there is a filigree around the multiplier on the higher-value tile of each pair.

**Note:** The 12 Multiplier tiles shown here (the filigreed tile of each pair, plus the two unique tiles) are the ones you will use in a 2-player game.



2 tiles: 4x/3x  
Get 4VP / 3VP for each Estate with all 3 slots filled.



2 tiles: 2x/1x  
Get 2VP / 1VP for each Wine tile you have in your Estates.



2 tiles: 3x/2x  
Get 3VP / 2VP for each Cellar in your Estates.



2 tiles: 2x/1x  
Get 2VP / 1VP for each Magnate tile you have (Action and Multiplier tiles).



2 tiles: 2x/1x  
Get 2VP / 1VP for each Vineyard in your Estates.



2 tiles: 2x/1x  
Get 2VP / 1VP for each Wine Expert tile you have, regardless of whether the Wine Expert is face-up or face-down.



2 tiles: 2x/1x  
Get 2VP / 1VP for each Barrel you have taken from the Magnates.



2 tiles: 3x/2x  
Get 3VP / 2VP for each Enologist in your Estates.



1 tile  
Get 4VP for each majority you have in a column of the Export Area, and 2VP for each tie.



2 tiles: 2x/1x  
Get 2VP / 1VP for each Winery in your Estates.



2 tiles: 3x/2x  
Get 3VP / 2VP for each Farmer in your Estates.



1 tile  
When you score your money at game end, use the values on this tile instead of the ones on the gameboard.

# 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.



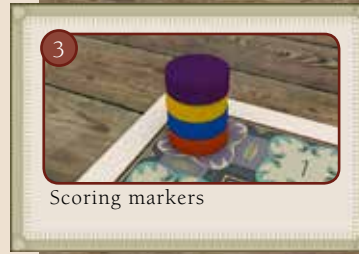
**Note:** If the VP symbol is purple, you do not earn those Victory Points until the end of the game.



2010 Reserve side



Estate



Scoring markers



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



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



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).

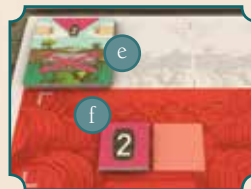
Here is the procedure you must follow when it is your turn to establish your first Estate:

- 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.



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

- 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.



## WINE EXPERT TILES

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.

If you are playing Special Vintage 2016 version of the game, during your turn, you can use one and only one face-up Wine Expert, flipping it face-down as you use it. There is no limit to how many Wine Experts you can have in front of you.



Get 2 Bagos in cash.



During a move, do not pay taxes, other players, or for distance.



Add 1 Renown cube to a region.



Retrieve 1 barrel from anywhere. (*Special Vintage 2016: You cannot take it from the Magnates Area.*)



During a Vineyards action, rearrange a region's Vineyard tiles before buying the Vineyard.



During a Vineyards action, pay 1 Bago less for each Vineyard purchased this action.

## 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)

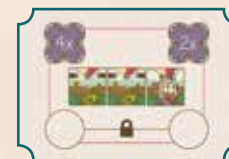
During your turn in the Actions Phase (before moving your Action Marker, or before or after performing the Action, but not during the Action itself), you can **discard** 1 of your Wines to **move** 1 of your barrels from a Magnate space or an Additional Action space to an empty Multiplier Slot of your 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

# CHARACTERISTICS OF REGIONS

## 1. Trás-os-Montes

You receive 2 additional Fair Points if you present a Trás-os-Montes wine at the Fair.



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. Minho

You cannot build a cellar in your Minho Estate.



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. Douro

You receive 2 Porto tiles. You can spend a Porto tile during Production to increase a Douro (and only Douro) Wine's quality by 3 (Discard the Porto tile to Douro). If you choose Douro as your **'Initial Vineyard'** immediately receive a Wine tile valued 2 or a Wine tile valued 5 depending on your decision to produce Douro or Porto wine.



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. Dão

You build a free cellar in your Dão Estate. (No additional renown cube for the free cellar). If you choose Dão as your **'Initial Vineyard'** immediately receive 1 Cellar and place the Wine tile in its leftmost slot.



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. Ribatejo

You place a free Farmer on the vineyard in your Ribatejo Estate. If you choose Ribatejo as your **'Initial Vineyard'** immediately receive 1 Farmer and 1 Wine tile valued 3.



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. Lisboa

You build a free Winery in your Lisboa Estate. (No additional renown cube for the free winery). If you choose Lisboa as your **'Initial Vineyard'** immediately receive 1 Winery and 1 Wine tile valued 3.



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. Setúbal

Hire 2 Wine Experts for free. If you choose Setúbal as your **'Initial Vineyard'** immediately take 2 Wine Expert tiles from the top of any deck(s) and place them next to your player board face up.



Península 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. Alentejo

Each Region Renown Cube in this region is worth 2 instead of 1. As usual, Players can take the usual 1 or 2 Cubes from Alentejo, which in this case allows them to add 2 or 4 to the Wine Value.



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. Algarve

Algarve wines always have +1 Wine Value when sold, exported, or sent to the fair as part of a press release.



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.

**Note:** The second Vineyard in an Estate never doubles any of the bonuses listed above. This is true for every region, in all versions of the game.