

12+ | 60-120 | 2-4



RÔLA & COSTA

DOM PIERRE



At the end of the 17th century, a French Benedictine monk, in charge of the cellar at Hautvillers Abbey, made an important contribution to differentiate wines from that region.

It became possible to produce wines of superior quality, particularly in white wines made from black grape varieties. While Dom Pierre Pérignon initially felt the sparkling of the wine was a negative feature the consequent increase in both quality and quantity created the path that led to the appreciation and recognition of champagne.

Throughout the 18th century several "champagne houses", or Maisons de Champagne, were founded, and a new business dynamic grew in the region. These houses replaced small farm and monastery production in leading the evolutionary process of champagne and, either by planting more vineyards or by buying grapes from other producers, they mastered the specialisation. To promote their product the houses hired sales agents to take samples of their champagne wines to the Royal Courts of Europe, a crucial factor in generating the glamorous fashion of drinking champagne.

Despite the growth of production, the improving quality and the increasing popularity, the champagne trade did not reach spectacular rates during the 19th Century. That's why this game is much more about winning prestige than earning money...

In this game, you are responsible for one of the oldest Maisons de Champagne. You will produce and sell wine all over the Europe, even to the other side of the Atlantic. The local economy will be boosted, employment increased and your brand will become universally recognised...

The game flows in a chain of actions that start in your vineyard. You will need to look for continuous improvement, constantly react to your opponents, and optimise your choices to build the most prestigious Maisons de Champagne.



CONTENTS



1 game board



1 prestige board

4 individual boards

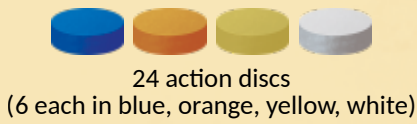


51 grapes in
3 colors



1 cloth bag





GENERAL SET-UP



- 1 Put the game board in the middle of the playing area.
- 2 Place the prestige board near the game board.
- 3 Shuffle the prestige tokens face-down and place 4 per player onto the glass of the prestige board. Return any extra prestige tokens to the game box. Turn any 3 tokens on the glass face-up.
- 4 Sort the champagne tiles by value and place them in their respective spaces on the game board.
- 5 Shuffle together these 5 items:
 - 4 different types (1 each) of grey accessory tokens
 - a 1 Fr coin
 Randomly place them face-up on the numbered spaces in the board's vineyard that match the player count. Place the remaining grey accessory tokens beside the board near the 50 point marker on the track.
- 6 Take one harvest tile of value 3 and one of value 2 of each grape variety: Chardonnay, Pinot Meunier, Pinot Noir. Shuffle the six tiles and place them in two evenly divided stacks on the two spaces indicated at the village area of the game board.



7 Divide the remaining harvest tiles by variety and place them near the game board in 3 piles.

8 Shuffle the 16 blue accessory tokens and place them face-up in two evenly divided stacks on the two spaces indicated at the village area of the game board.

9 Separately shuffle each of the four 15-card market decks. Place each deck face-up on the spaces indicated on the game board.

In a 2-player game remove the five cards of each deck marked with this symbol. These can be returned to the game box.



10 Randomly place one ratio tile on the space indicated to the left of each market card deck. Because ratio tiles are double-sided they should be shuffled and flipped at random and then placed one at a time without studying the values. Return the remaining ratio tile to the game box.

11 Shuffle the goal card deck and place it face-down near the game board. Draw 5 cards from the top of the deck and place them face-up in a row beside it. Leave space for a discard pile.

In a 2-player game remove the 10 cards marked with this symbol. These can be returned to the game box.



12 Place one of each variety of grapes onto the three initial matching vineyard spaces and then place the remaining grapes into the cloth bag. Randomly, take another grape from the bag and place it on the vineyard space marked with a '?'.

13 Place the modifier tokens, the 100/200 VP tokens, the flag tokens and the coins beside the game board.

The remaining components not yet mentioned will be explained on the next page in the Individual set-up.

Accessory tokens, harvest tiles and flags are limited and can therefore, in rare cases, run out.

Champagne tiles, coins and modifier tokens are not limited and in the rare possibility of running out, players should use any means to keep track of what is missing.

Thematically, the use of barrels symbolizes the great quality wine, (other than champagne), that was also produced in this region. However, for gameplay purposes, the term champagne is used both for bottles and barrels.








INDIVIDUAL SET-UP





- 14 Each player chooses a color and takes the action discs, score markers and workers of that color. Each player chooses an individual board.

Note: the individual boards are double-sided. The side B is used if players want to try the quick variant (see page 14).

- 15 Place one score marker on space 0 of the scoring track that borders the game board, and one score marker on the bottom space of the prestige track on the prestige board.  


- 16 Each player places their action discs on the bottom row of the winery section of their individual board in the spaces indicated by a disc and grey arrow. 

- 17 Each player places one worker on the bottom of the presses area and the remaining 8 of their workers into one of the four areas of the game board marked with a grey worker.

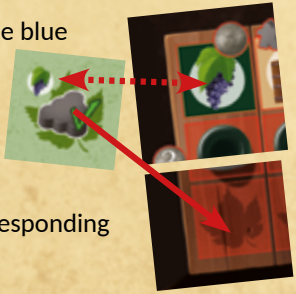
-  In a 2 - player game place workers of a color not chosen by players onto the indicated spaces of the market roads. 


- 18 Each player places a 3 value champagne tile on the left-most wine press on their player board, barrel side up.


- 19 Shuffle two harvest tiles of value 1 of each variety and randomly give one to each player. The tile is placed in the center press of their individual board. Return the remaining harvest tiles to the supply.



- 20 Take one initial card per player ensuring the 1st player card is included. Shuffle and deal one to each player. The player with the 1st player card remains 1st player for the whole game. 



- 21 Shuffle the 12 vintage tiles with the blue side up. Each player takes three at random and chooses one to keep, passing the other two to the player on their left. Players place the one they kept (green side up) onto the vintage space of the corresponding action column in their winery. 

For the two tokens passed to them, each player selects one to place green side up on the left side of their player board (next to the matching symbol). 

The remaining token is placed blue side up above the green token, beside the matching symbol. 

-  In a 2 player game the players already start the game with the goals vintage tile onto the rightmost vintage space, bottom of the GOALS action column. Step 21 must be followed with the remaining 10 vintage tiles. 

- 22 Each player takes 4 Fr (silver coins) from the money supply.

We are now ready to start making champagne!!



GAME OVERVIEW



The game is played in rounds, each round consisting of one action turn for each player starting with the first player and continuing clockwise. On your turn you must move one action disc on the winery and perform an associated action.

As the game progresses the actions become more powerful and you will accomplish more in a single turn.

You are going to plant the VINEYARD and harvest crops. You are going to produce champagne in your CELLAR. In the VILLAGE you will buy harvests from your neighbors, acquire accessories to enhance production, gain bonuses or victory points. It's wise to focus on your business LOGISTICS, allocating salesmen to the market routes and workers to your vineyard and cellar. With the profitable SALES of your champagne you will earn victory points and money, and additionally you can acquire GOAL which can be turned in victory points when goals are met. Alongside these actions you can turn your PRESTIGE, achieved through your best champagne, by your cellar performance and your wealth into even more victory points. The player with the most victory points at the end of the game will be the winner.





ACTION TABLE



The winery is at the heart of this game. Each round players will take one action selected from the six options in the winery: VINEYARD, CELLAR, VILLAGE, LOGISTICS, SALES, GOALS. These actions will be described in the next pages.

On your turn you follow these mandatory steps:

- 1 - Choose an action
- 2 - Perform the action OR layoff workers
- 3 - End your turn

You may also opt to use one Free action.

A Free action can be used once, anytime on your turn. (see FREE ACTIONS on page 12)

CHOOSE AN ACTION

Each column represents a different action depicted by the icon at the top. Choose one of the available actions (a column with an action disc still in it) and move the disc in that column up one row.

Once all discs reach row 1 or higher in the winery, you may take the vintage token from beside the row and place it in the vintage space of the appropriate column (see VINTAGE TOKEN on the next page). If you place it in a column already containing a token, discard that token.

Once all discs reach row 2 or higher, you may take the strength token from beside the row and place it in any vintage space (see STRENGTH TOKEN on the next page). If you place it in a column already containing a token, discard that token.

PERFORM THE ACTION

The first 3 actions VINEYARD, CELLAR and VILLAGE, have a cost which must be paid in order to perform the action. Where the cost is coins, the amount paid is the value along the left side of the lowest winery row containing one of your action discs. (This may NOT necessarily be the action disc you just moved).

The action may be performed up to as many times as the strength of the action. The number along the right side of the winery row, where the current action disc just moved to, is the strength of your action. As action discs move up the winery, the actions will increase in strength allowing you to accomplish more per turn.

LAYOFF WORKERS

Return to the supply on the game board a number of workers up to the strength of your action. Receive 1 Fr for each worker returned.

END YOUR TURN

Once the current action disc reaches the top row (the space containing the action icon) move it to the game end track on the game board (see GAME END on page 14). This action is no longer available.

Play passes to the player on your left.

WINERY AREA these 3 actions have a cost

cost of the action

row 2 (cost 2 Fr)

top row

strength of the action

row 1 (strength 1)

perform an action = move an action disc up

Example 1



Lucy decides to perform the action VILLAGE, so she moves her action disc one space up the corresponding column. This action allows Lucy to buy 3 benefits in the village; she must pay 1 Fr in total because her lowest disc (in the GOALS column) is in the 1 Fr cost row; she must pay before performing her action.

Example 2



Greg decides to perform the action LOGISTICS, so he moves his action disc one space up the corresponding column. Because of all Greg's action discs are now on the second row or higher he can place the strength token from the left of the winery. Greg chooses to place it on the LOGISTICS vintage space so that he can immediately assign three workers (instead of two) from his supply to the available duties (vineyard, wine presses or routes).

VINTAGE TOKEN

Vintage tokens are placed in the vintage space of the matching action column and grant you additional skills when performing that action. See vintage effects under each of the actions in the following pages.

Example 3



At the beginning of the game, Greg chooses to place one of his vintage tokens in the VINEYARD action column. So, while the token remains there he will benefit from that token's special ability when performing a VINEYARD action.

Note: once placed, a strength token cannot be moved to another vintage space. However, vintage and strength tokens can be removed from the winery (and consequently from the game), and that space filled by another token.

STRENGTH TOKEN

The strength token is placed in any vintage space and allows the player to increase the strength of that action by 1 when performing it. Remember that you get the strength token when all your action discs have reached row 2.

Example 4



Lucy decides to place her strength token in the SALES action column. Thus, the next time that she sells, she can sell up to 4 champagne tiles instead of the normal 3.



GAME ACTIONS



On the next pages, the actions of the game, depicted in the top row of the winery, will be explained.



VINEYARD

When performing this action you will plant grapes from the bag and gain harvest tiles.

You perform this action following these steps:

- 1- Pay the cost in coins as determined by the row containing your lowest action disc(s).
- 2- Randomly take a number of grapes equal to the strength of the action from the cloth bag.
- 3- Place one of the grapes drawn onto an empty square of the vineyard area of the game board orthogonally adjacent (not diagonally) to an existing grape.

NOTE: If you place a grape on a square occupied by an accessory or a coin, take that accessory or coin and place it in your personal supply.

- 4- Choose any one grape variety and count the number of grapes of that variety in the eight squares surrounding the grape you just placed. **Do not include the one just placed.** Take from the supply a harvest tile of the chosen variety with the corresponding value.

Example 5



Lucy is performing the VINEYARD action with a strength of 1. She draws one green grape from the bag and acts as follows:

- 1- She places the grape on the space adjacent to the purple and black grapes.
- 2- She moves her worker from a Pinot Noir grape to her maison.
- 3- She takes a Pinot Noir harvest tile of value 2 (one from the purple grape plus one from the worker) from the general supply and places it in one of her wine presses.

- 5- If you have a worker placed on a matching grape in the vineyard, you can remove that worker to the maison area of your player board to increase the value of the harvest tile by +1. No more than one worker can be used for each harvest tile.
- 6- The maximum value of a harvest tile is 3. If there are more than 3 matching surrounding grapes, you still only take one harvest tile of value 3.
- 7- Repeat steps 2-5 for each grape taken from the bag.
- 8- Place any harvest tiles gained onto empty spaces in your wine presses. Each press can hold up to three harvest tiles, but no more than one of each variety, (Chardonnay, Pinot Meunier or Pinot Noir).
- 9- You may return a harvest tile back to the general supply instead of placing it. Once placed, however, a harvest tile cannot be moved until pressed. The position of a harvest tile within a press is irrelevant.
- 10- Harvest tiles cannot be added to a press that still has one or two champagne tiles in it.

Note: in the rare case that there are no more grapes in the cloth bag, you may still perform the vineyard action. Simply point to an existing grape in the vineyard, declare that as your placed grape. Take the harvest tile based on the grapes around that selection.

Vintage effect



Once per turn you may include the grape just placed when calculating the value for the harvest tile.

Note: if the general supply has run out of the harvest tile you need, take one of lower value and use the modifier tokens to indicate the actual value.



Note: champagne value is a key concept of the game.

The pentagon icon indicates a value to consider when:

- taking a harvest tile during the VINEYARD action
- producing champagne during a CELLAR action
- taking advantage of a bonus
- taking advantage of a VINTAGE effect
- spending an accessory

Example 6

Miriam is performing the VINEYARD action with a strength of 3. She draws 3 grapes from the bag and places them as follows:

Chardonnay



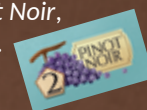
- 1- A green grape on the space with the sugar accessory, gaining that token, and then gaining a harvest tile of *Pinot Meunier*, value 1.



- 2- A purple grape, gaining a harvest tile of *Chardonnay*, value 3 (taking advantage of the previous green grape placement).



- 3- A black grape, gaining a harvest tile of *Pinot Noir*, value 2.



Miriam completes her action by placing the 3 harvest tiles in her presses:

- 4- The *Chardonnay* 3 and the *Pinot Noir* 2 in the rightmost press (where there was already a *Pinot Meunier* 2);
- 5- The *Pinot Meunier* 1 in the leftmost press.



CELLAR



When performing this action you will activate presses (that have at least one harvest tile in them) to produce champagne. The strength of the action determines how many presses you may activate. On each press activated, you will produce two champagne tiles. Each tile can be either a bottle or a barrel.

On each press activated this turn (maximum 3):

- 1- Choose whether you want to produce a champagne bottle or a champagne barrel.
- 2- Pay the one-time cost if this is either the first bottle or the first barrel produced this turn (each cost is only paid once per turn, but both will be paid if you produce both bottles and barrels).

For the first bottle produced this turn, pay the cost in coins as determined by the lowest row containing one of your action discs.

For the first barrel produced this turn, pay the cost by moving a worker from the presses to your *maison*.

- 3- Calculate the champagne value (maximum 12).

The base value is the sum of all harvest tiles and any modifier tokens (+1/+2) in this press. However, there is a bonus (noted above the presses) for the first barrel created in the leftmost press and bonus for the first bottlings in presses 2 and 3:



For the first bottles produced :
+2 bonus if this is the center press
+3 bonus if this is the rightmost press



For the first barrel produced :
+1 bonus in the leftmost press

- 4- Take a champagne tile from the game board with the corresponding champagne value and place it in this press with the chosen production side up (bottles or barrel).
- 5- If the champagne value is 12 you immediately achieve prestige (see PRESTIGE on page 13).
- 6- Repeat steps 1 to 5 for the 2nd champagne tile produced in this press. Produce with the same harvest tiles used before. (But no press bonuses)
- 7- Remove all the harvest tiles and modifier tokens from this press and return them to the supply.
- 8- If you are taking this action with a strength of 2 or 3 repeat steps 1-7 for a 2nd or 3rd press.
- 9- If you activate three presses this turn you immediately achieve prestige (see PRESTIGE on page 13).

NOTE: if you gain a '+1' or '+2' token; from a goal card bonus or when you activate the corresponding Prestige token (see page 13), you must immediately place that token in an empty press that contains no harvest tiles, no champagne bottles nor barrels. If a press is not completely empty the bonus is discarded unused. This bonus is added to the harvest tiles of a press when producing Champagne Bottles/Barrels. After production, discard it.

Example 7



At the beginning of her action Miriam paid 1 Fr and removed one worker from the presses back to her *maison*.

With the harvest tiles of example 6 in the presses, Miriam performs a strength 2 CELLAR action and thus, she produces in two presses:

1. In the **RIGHTMOST** press,
 - A- a bottled champagne of value 10
($2+3+2$ from the harvest tiles +3 for the 1st pressing bonus) and
 - B- a barrel of champagne of value 7 ($2+3+2$ from just the harvest tiles)
2. in the **LEFTMOST** press,
 - A- a barrel of champagne of value 2
(1 from the harvest tile + 1 for the 1st barrel bonus of the pressing) and
 - B- a barrel of champagne of value 1
(1 from the harvest tile)

Note! - for a barrel of value 2 use a 1 value barrel with a +1 modifier

Vintage effect



When you produce champagne in a barrel the champagne value is increased by 1 for one of the presses. You may produce 2 barrels from one press and gain this bonus both times.

NOTE: if you can't find the champagne tile you need in the game board supply stacks, simply take one of a lower value and use the modifier tokens to indicate the actual value.



PRESTIGE

You immediately climb one step on the PRESTIGE track (see page 13) each time you complete one of these:

- if you produce a champagne with value 12
- if you produce champagne on all 3 presses by having a 3 strength action.



VILLAGE

When performing this action you will take benefits from the village. You gain one benefit for each strength level.

- 1- Pay the cost in coins as determined by the row containing your lowest action disc(s).
- 2- You may decide the order in which you take the benefits **but may not repeat any one of them.**
- 3- Choose from the following:
 - take one of the top harvest tiles and add it to one of your presses following the usual rules for harvest tiles (see page 7).
and / or
 - take one of the top accessory tiles.
and / or
 - remove one or two of your champagne tiles from the presses to advance your score marker 2 or 5 victory points respectively.
and / or
 - take two different bonuses from those shown at the bottom of the goal cards in the display. (The goal cards are not taken nor removed).

Example 8



Lucy moves the action disc in her VILLAGE action column up to the first row strength 3, then she pays 2 Fr because her lowest action disc in the winery is in row 2. Next, she takes the cork blue accessory token into her supply, takes the Pinot Meunier harvest tile and adds it to one of her presses and removes two champagne tiles from her presses to score 5VPs.

Note 1: once there is only one harvest tile remaining in the Village, discard it and redo the set-up procedure (see point 6 on page 2).

Note 2: once there is only one accessory token in the Village, shuffle it with all discarded tokens and place them face-up in two evenly divided stacks in the village area.

Vintage effect



Once per turn you may move one of your workers from anywhere on either the game board or your individual board to another area on either board, following normal placement rules for that area.

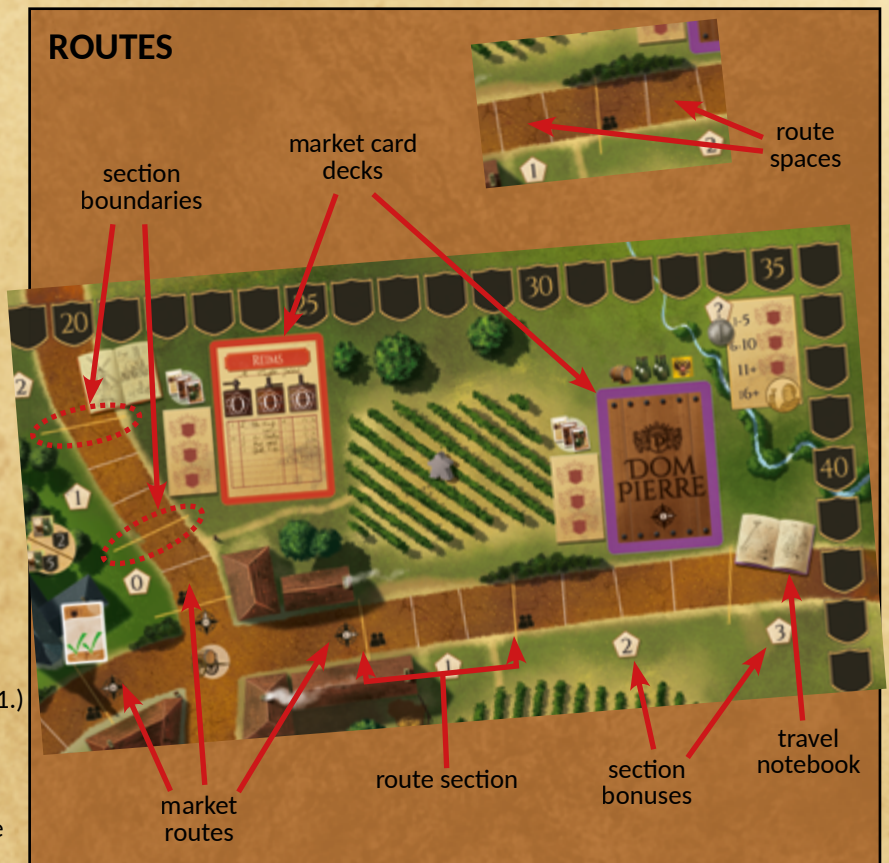


LOGISTICS

When performing this action you will move your workers to positions where they can enhance future actions.

- 1- Take a number of your workers equal to the strength of this action from your supply and/or anywhere else in the game (market routes, the vineyard or the presses).
- 2- Add as many workers from your maison as you like to this group of workers.
- 3- Place these workers, in any number you so wish, in any of the following three areas:
 - **along the market routes;** these routes begin at the village crossroads and head to the travel notebooks at the end of each route. Workers must be placed along any route(s) on vacant spaces closest to the village crossroads and no more than one can occupy each space. (How the workers then enhance the sales process is detailed in the SALES action on pages 10 and 11.)
 - **in the presses on your individual board;** to produce a barrel of champagne one worker is required, see the CELLAR action on page 8;
 - **on top of any grape in the vineyard** that is free of existing workers, see the VINEYARD action, point 5 on page 7.

ROUTES



Example 9



Miriam performs a LOGISTICS action of strength 3. She takes three workers from her supply on the game board and then adds two more workers from her maison. She decides to place all of them along the west route: first she has to occupy the vacant space between the orange and blue workers and only then can she place her workers further along until she reaches the travel notebook; then she chooses to place her last worker in the presses, rather than along another route or on any available grape in the vineyard.

Vintage effect



Once per turn you may skip **ONE** empty space on any one route and place a worker on the next vacant space on that route.



SALES

With this action, you will sell your bottles and/or barrels of champagne to a market. The strength of the action is the total number of sales you may make.

- 1- Choose one of the four market routes (north, east, south or west) paying attention to the face-up market card at the end of the route. This will be your market for a single sale.
- 2- Select one champagne tile from your presses to deliver which must fulfill the market requirements:
 - if the card features bottles, you can sell bottled champagne;
 - if the card features a barrel, you can sell a barrel of champagne;
 - if the card features a purchase order, you can either sell a bottled champagne or a barrel;
 - if the card features one of the presses marked with an 'X', then the market will not accept champagne produced from that specific press.
- 3- Calculate the final value of the champagne you want to sell by adding together:
 - the value of the champagne tile, including any modifier tokens;
 - the market card bonus for champagne from a specific press;
 - the route bonus for the position of your furthest worker along the chosen market route;
 - the value of any accessories featured on the market card that you decide to use. You may add two accessories of the same type but they must be of differing values. Discard the accessory tokens beside the game board;
 - any bonuses from prestige tokens.

CARDS

city name

the market will not accept champagne produced in the leftmost press

the market accepts champagne from the rightmost press and increases the champagne's value by 1

the market accepts champagne from the middle press and increases the final value by 1

USA flag (for goal purposes)

the market only accepts barrels

the market only accepts bottled champagne

the market will add value for sugar accessories

card not used in a 2-player game

crown icon: can be converted into victory points at game end

- 4- The ratio tile next to the market where you made the sale, shows the possible victory points (VPs) you can score. The table in the top right-hand corner of the game board provides the conversion from sales value to VPs:
- a sales value from 1 to 5 will earn the VPs in the top shield of the ratio tile;
 - a sales value from 6 to 10 will earn the VPs in the middle shield of the ratio tile;
 - a sales value of 11+ will earn the VPs in the bottom shield of the ratio tile;
 - a sales value of 16+ will **additionally** earn PRESTIGE. Immediately climb one step on the prestige track.

Advance your score marker along the track by the number of VPs achieved per the ratio tile.

- 5- Take the market card and place it beside your individual board. A new market card is now visible and immediately available. The champagne tile sold is returned to the respective stack on the game board.
- 6- Remove half of your workers (rounded up) from the route, placing them in your maison. Remove workers one by one, starting from the one furthest from the village crossroads. Leave the remaining workers in the same spaces they occupy along the route.
- 7- Take 1 Fr coin for **each separate route section** from where you had to remove a worker.
- 8- Repeat steps 1 to 7 for any additional champagne tiles you can sell according to your action strength. It is possible to sell more than one champagne tile to the same market. But for each sale you must remove half of your workers along the route (rounded up, if any).

Market Notes:

- The game board has a permanent market on the northern route (Reims), so if there are no more cards available, at least there is a city where champagne can be delivered (but no cards are won, of course).
- It's not mandatory to have workers on the routes to be able to sell.

MARKETS



all the market cards in the northern deck and a few in the other decks accept both types of champagne

the east deck includes six Russian Empire cards

champagne value ranges

ratio tile tier achieved



the east deck has twice as many bottle cards as barrel cards

east market card deck color

ratio tile showing VP values per tier achieved

Vintage effect



Once per turn during the SALES action, you may remove the top card from any market and place it at the bottom of that deck.

MARKT CARD DISTRIBUTION

North	-	-	15	6	-	-
East	9	4	2	4	-	6
South	8	4	3	6	-	-
West	4	9	2	4	6	-

Example 10



Greg performs his first SALES action with strength 1. He takes the barrel of champagne value 3 from his leftmost press and delivers it to the north market. He calculates the champagne value of 6 from: 3 (the barrel tile) + 1 (from market card) + 1 (route bonus) + 1 (grey accessory, wooden box). A value of 6 corresponds to the second tier of the ratio tile, so he achieves 4 VPs. He removes his furthest worker back to his maison and takes 1 Fr, then discards the grey accessory token. Greg places the Bruxelles card beside his individual board. Note that he decided not to spend his blue accessory token, sugar, because it would not bring the final champagne value into the next tier of 11+.



GOALS

When performing this action you may collect goal cards that will score you victory points.

- 1- Select from the face-up goal cards display a number of cards equal to the strength of your action.
- 2- Choose one goal card to keep and place it beside your individual board visible to all players.
- 3- Take the bonus detailed on the bottom of each other goal card before discarding them onto the discard pile.
- 4- Draw cards to restore the face-up display to 5 goal cards.

Example 11



Greg performs a **GOALS** action of strength 3. From the 3 goal cards collected he decides to keep card A placing it beside his individual board. He then discards the other 2 cards, taking one grey accessory token (box), as pictured on card B, and a Pinot Noir harvest tile of value 1, as pictured on card C. Finally he takes three cards from the top of the deck and places them face-up on the display.

Note 1: explanations of all goal cards scoring and bonuses are detailed on the info sheet.

Note 2: if the draw deck runs out simply shuffle the discard pile and form a new draw deck.

Vintage effect



At the start of taking a **GOALS** action draw goal cards equal to your strength and add them to the display. You may now select from the increased number on display.

You will not need to replenish the display with cards at the end of the turn.

Example 12



Miriam decides to layoff workers, so she moves up her action disc on the Cellar column achieving 3 strength. She returns 2 workers from her maison and 1 from the vineyard to her supply and gains 3 coins. Her turn is done.



LAYOFF WORKERS

When **LAYING OFF WORKERS** you forfeit taking any column action this round and collect money instead.

- 1- Move any one of your action discs up one space in the winery.
- 2- Return a number of workers, up to the strength of the action, from anywhere to your worker's supply on the game board.
- 3- Collect Fr coins equal to the number of workers returned.



FREE ACTIONS



On your turn, before or after performing one of the 7 actions described above, you may perform **ONE** of these four free actions:



LOCAL SALE

- 1- Move one or more champagne tiles from your presses to the stacks on the game board.
- 2- Gain 1 Fr for each champagne tile moved.



BUY PRESTIGE

- 1- Pay 5 Fr (return the coins to the supply pile).
- 2- Climb one step on the prestige track.



SCORE A GOAL CARD

- 1- Choose one of your face-up goal cards where you have achieved a scoring condition.
- 2- Advance your score marker along the track the number of VPs corresponding to **ONE** achieved scoring condition.
- 3- Flip the scored goal card face-down. It cannot be scored again.



POP THE CORK

- 1- Flip your initial card face-down; it will no longer be worth a crown at the end of the game.
- 2- Move any one of your action discs one step up the winery without performing the corresponding action or gaining money.



PRESTIGE



Whenever you achieve prestige, immediately move your prestige score marker one step up the prestige track and take a prestige token. Afterwards, continue with your action.

There are four ways to achieve prestige:

- I** When performing the CELLAR action, obtain a champagne of value 12 or more.
- II** When performing the SALES action, obtain a final champagne value of 16 or more.
- III** When performing a CELLAR action of strength 3 and producing champagne in 3 presses in a single turn;
- IV** When buying prestige for 5 Fr.

For each prestige obtained move your score marker one step up on the PRESTIGE track and then:

- flip face-up any one of the prestige tokens in the champagne glass
- take one prestige token from either the face-up ones or from those that are still face-down
- you can use the gained prestige token immediately or save it to use later on

Note: it's possible that no more prestige tokens are available in the champagne glass, in that case you only move up your score marker.

At the end of the game you will score VPs according to the final position of your score marker on the prestige track. That location will also determine the multiplier for crowns (see GAME END).



Example 13

Lucy achieved prestige by selling a champagne with a final value of 17. Her scoring marker climbs to the 4th level of the prestige track. She flips one prestige token face-up and from the 4 visible she decides to take the '+2' token and she keeps it beside her individual board. Later she can add it to a harvest tile on a press.

Prestige tokens



Keep this token until the end of the game, add it to your sum of crowns



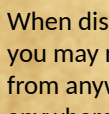
Gain 2/3 VPs



Gain 1 Fr



When discarding/activating the token you may add 1/2 to the champagne value on a SALES action



When discarding/activating the token you may move one of your workers from anywhere (including the supply) to anywhere following the rules



When discarding/activating the token you may add a '+1'/' +2' token to one of your presses - see page 8



When discarding/activating the token, you may add the depicted harvest tile to one of your presses following the rules



GAME END



Whenever a player's action disc is moved up to the top row of the winery, remove that disc and place it onto the leftmost free space of the game end track on the game board. The player immediately gains 2 VPs. Once the space above the actual player count icon is filled, the end of the game is triggered. The current round is completed and then one final round takes place.

Any further action discs reaching the top of the winery do not score the 2 VPs.



player count icons show the different spaces for game end triggers

FINAL SCORING

Players now account for the following final scoring:

- 1- VPs are awarded for the final position of your score marker on the PRESTIGE track.
- 2- VPs are awarded for the **crown icons** that you won. Each player multiplies the number of **crown icons** on their market cards, initial card and prestige token by the **crown multiplier** (achieved by their scoring marker on the prestige track), and scores that amount of VPs.

The winner of the game is the player with most victory points. Ties are won by the player with more money. If still tied it is decided by player order, so whoever is the first player amongst those still tied wins!

Example 14



Miriam reached the top of the prestige track and scores 30 VPs. She has 3 crowns from market cards (she has flipped her initial card); so she scores an additional $3 \times 3 = 9$ VPs.



QUICK VARIANT



This variant allows players to experience a faster game, with new challenges since the game will have fewer rounds and players will have more strength right from the beginning.

The game rules do not change with the following exceptions:

- Players use the B side of the individual player board.
- Players start their action discs on the 2nd row from the bottom of the winery. As such, players begin the game with both their chosen vintage tokens in the vintage spaces (and in a 2-player game, the goals vintage token too).

CREDITS

Game Design: Rôla & Costa

Cover art: James Churchill

Illustration and Graphics: Olivier Fagnère

Editing: Frank DiLorenzo

Development: Pedro Dominguez, David M Santos-Mendes, Bill Chapman, Paul M. Incao

Rules Revision: Neil Horabin and Bill Chapman

Special thanks to Paul Grogan for his input and feedback on the rulebook.

Acknowledgments

The designers and the publisher want to thank all the play-testers involved. Their time and dedication was invaluable in the development of the game. In particular, it is fair to highlight: Pedro Andrade, Carina Martins, Fábio Ferreira, João Carlos, Paulo Renato, Richard Wzorek, Jay Vowles, Joshua Quinn and the Lansdale PA Board Game Group.



www.RnRGames.com

Copyright © PILE UP GAMES 2021. All rights reserved.