

VITICULTURE SETUP RULES

by King Nate

Instead of using the Mama and Papa (red and blue) cards during setup, roll on The Workers, The Business, and The Farm tables for a random setup. Structure Cards, Special Workers, and Seasonal Workers are possible with these setup rules. You will need a 10 sided die and a 6 sided die.

THE WORKERS

When training a new or seasonal worker, you may pay an additional 1 to have that worker become a grande or special worker of your choice as long as you do not already have that type.

Roll 1d10

1. Two Trained Workers, and One Grande Worker
2. Two Trained Workers, and One Male Special Worker
3. Two Trained Workers, and One Female Special Worker
4. One Summer Worker, One Winter Worker, One Trained Worker, One Grande Worker, and 2 Lira*
5. One Summer Worker, One Winter Worker, One Trained Worker, One Male Special Worker, and 2 Lira*
6. One Summer Worker, One Winter Worker, One Trained Worker, One Female Special Worker, and 2 Lira*
7. Two Summer Workers, Two Winter Workers, One Grande Worker, and 4 Lira**
8. Two Summer Workers, Two Winter Workers, One Male Special Worker, and 4 Lira**
9. Two Summer Workers, Two Winter Workers, One Female Special Worker, and 4 Lira**
10. One Male Special Worker, One Female Special Worker, and One Trained Worker

*If you train both seasonal workers, the next time you train a new trained worker, you only pay 2 instead of 4.

**If you train all your seasonal workers, you gain a free trained worker if one is available and you do not already have six workers.

THE BUSINESS

Roll a 6-sided die four times and gain the benefit listed for each roll. The fourth roll helps speed up the game.

	First Roll	Second Roll	Third Roll	Fourth Roll
1				Plant Sangiovese in your 5 value field. Gain  and 
2				Plant Sangiovese in your 6 value field. Gain  and 
3				Plant Sangiovese in your 7 value field. Gain  and 
4				Plant Malvasia in your 5 value field. Gain  and 
5				Plant Malvasia in your 6 value field. Gain  and 
6				Plant Malvasia in your 7 value field. Gain  and 

THE FARM

Roll d10

- | | | |
|---|---|--|
| <ol style="list-style-type: none"> 1. Trained Worker and 1 Lira 2. Cottage and 1 Lira 3. Medium Cellar and 1 Lira 4. A Victory Point and 1 Lira | <ol style="list-style-type: none"> 5. Yoke and 3 Lira 6. Windmill 7. Tasting Room 8. One Residual and 2 Lira 9. A special or grande worker (choice) and 1 Lira | <ol style="list-style-type: none"> 10. 5 Lira and draw a structure card. If you have enough Lira to purchase the structure, then you must purchase it, otherwise shuffle the structure card back in the structure deck. |
|---|---|--|