

Toscana



Säännöt

2-7



Regler

8-13



Regler

14-19



Regler

20-25



Rules

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Toscana

Contents

- 1 gameboard
- 4 lobbying markers
- 5 price tables
- Boxes of:
 - 15 red wine
 - 15 white wine
 - 15 rosé
 - 20 water
- In each 5 player board:
 - 1 winery coins
 - 4 action coins
 - 5 workers
 - 3 winemasters
 - 7 winetasting tiles (8 map pieces)



Preparation

- A** Each player chooses a color and places 1 action coin of his color on square 3 on the moneytrack that runs along the edge of the game board. Moneytrack shows how much a player has earned money – when he makes purchases he moves backwards on the track.
- B** The game board has a premade map printed on it, ready for playing. At this point, the players may build a new map by fully covering the premade map by randomly placing the 8 map pieces on top of it.
- C1** an action coin in each of his 3 action circles
- C2** 7 shuffled winetasting tiles into a deck and onto his winery board. Then he takes the 2 top tiles into his hand, which he may look at, but not the ones in the deck.
- C3** 4 workers and 3 winemasters of his color in the upstairs of his storage. He takes 1 worker into his hand.
- C4** 2 boxes of red wine and water into his storage.
- D** Set up the Wine Stock Market (lobbying tiles, prices and the storages) as shown in the picture.
- E** Randomly choose a starting player for the 1st round. Starting with the player to the right of him and moving in a counter-clockwise order, each player in turn places the 1 worker from his hand into any vineyard square on the map. Then the game starts moving in a clockwise order and the starting player does his first turn.

You are the proud owner of a winery in Tuscany. You run its daily business: you hire workers, hold winetastings, make wine and trade it at the local Wine Stock Market. Indeed you will need a keen nose for business to cash big and become the favorite of the local Wine Board controlling the area. They will make you "Winery of the Year" if you prove to them that you are more cunning than your competitors.



The game lasts upto 7 rounds.
Each round:

1 players take turns performing 3 available actions: hiring workers, making wine and trading it at the Wine Stock Market, until each player has done all of their 3 actions.

2 the prices in the Wine Stock Market are updated

Then the round is over and a new round begins. The player with the most money at the end of the game wins.

Perform Actions

Every round each player has 3 available actions: Hiring, Winemaking, and Trading. Each action may be performed only once during a round. The starting player chooses and performs 1 of his 3 actions. Then moving in a clockwise order, each player in turn performs one action. Proceed like this until each player has used up all of their 3 actions.

Hiring

The player may hire once a worker or a winemaster AND the lobbyist or Mr. Rosé. He may choose who he hires first. The player must be able to pay for the cost of hiring, which is paid from the player's storage and the boxes placed into the bank.

Note: Actions may be performed in any order. During his turn a player must mark one action used up, but may choose to pass up the action and do nothing. If he does so with the Winemaking-action, he may take as compensation from the bank 1 box of red wine or water (there is no compensation for passing up the Hiring- or Trading actions).

Players have in their storage workers and winemasters who take control of a vineyard on the map and make wine in it. Counting from the left, the player selects the first available worker or winemaster in his storage. Thus workers must be hired before the winemasters.



Hiring a worker

The player places a worker in any vineyard square that is empty or that already has one

of his workers. In both cases the cost is 1 box of red wine.

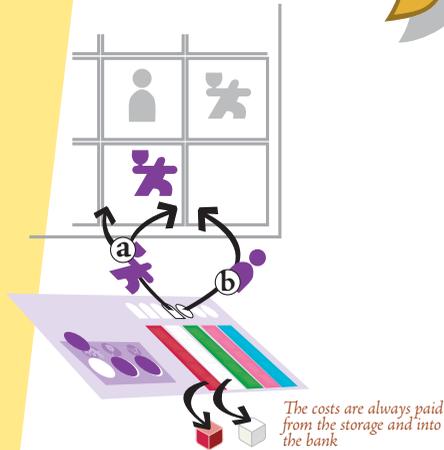


Hiring a winemaster

The player places a winemaster in a vineyard square that is empty. The cost for hiring the first winemaster is 1 box of white wine, for the second it is 2 boxes of white wine. The cost for hiring the third winemaster is free, but to be able to do so the player must at that moment have at least 1 box of each type of wine and water in his storage. When the player places on the map his third winemaster, the local Wine Board awards him 10 money.

Note: A square on the map can never hold more than 2 workers or 1 winemaster and of one player's color.

Note in a 5-player game: if there are no more empty squares, then when the player hires a worker/winemaster he may discard from the game 1 opponent's winemaster from a square and replace it with his own piece. Previous awards earned by others stay intact.



The costs are always paid from the storage and into the bank

Ⓐ Player can place a worker in any square that is empty or that already has one of his workers

Ⓑ He can place his winemaster only in an empty square.



Hiring the lobbyist

Lobbyist hosts Champagne parties to influence the recommendations given by the Wine Board, the ⊕- and ⊖-tiles.

Recommendations immediately change the prices for the wine/water: a just given ⊕-recommendation raises the price by 1, ⊖ drops it by 1. The three other prices don't change. The cost for the service is 1 box of champagne.

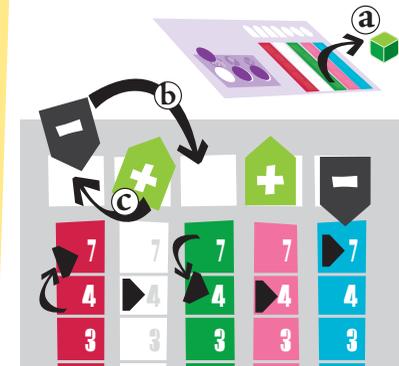
a) The player moves one ⊕- or ⊖-tile into the empty recommendation square.

b) Additionally he must place either one of the opposite tiles into the square that was left empty. So if he first chose an ⊕-tile, he must now choose either one of the ⊖-tiles and move that into the square that was left empty.

Ⓐ Player pays the cost: 1 box of champagne.

Ⓑ He first decides to move a ⊖-tile into the empty square. The price underneath it drops by 1.

Ⓒ Then he has to choose either of the ⊕-tiles to move into the new empty square. The price underneath it rises by 1.



Hiring Mr. Rosé

Mr. Rosé can manipulate prices and make a special deal in the Wine Stock Market. The player changes the prices for 2 wines or water up or down by 1. Additionally the player may sell or buy 1 box of any wine/water from the storage of the Wine Stock Market. But if a storage is empty, the player may now exceptionally buy the box from the bank. The

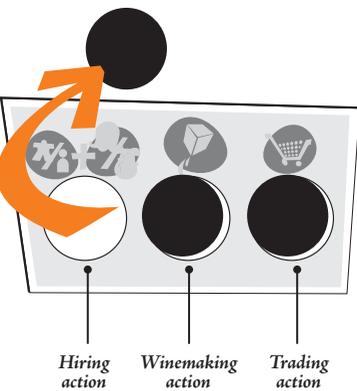
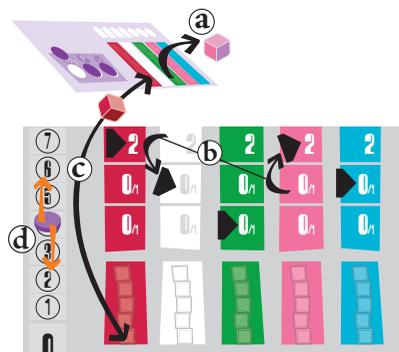
player may choose whether to first manipulate prices or buy/sell. The cost for the service is 1 box of rosé.

Ⓐ Player pays the cost: 1 box of rosé.

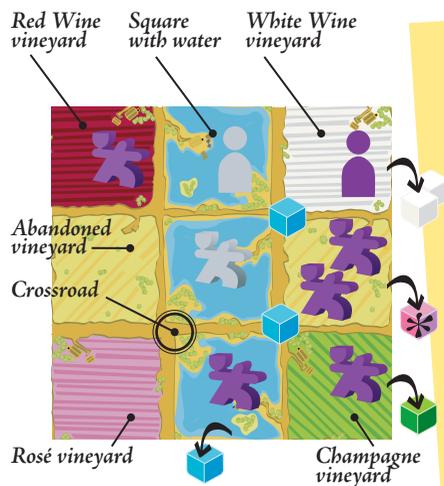
Ⓑ He raises or drops 2 prices by 1.

Ⓒ He can also buy/sell any 1 box.

Ⓓ He goes forward/backwards on the moneytrack by the sale/purchase amount.



When an action has been performed, it cannot be performed again that round and is marked "used up" by moving the Action marker off from that action's circle.



Purple player makes wine by placing 2 boxes of water from his storage on two different crossroads on the map board as shown. The workers make wine as follows: 1 water, 1 champagne, and the two workers in an undeveloped vineyard produce 1 of anything (and doesn't produce twice) - the player chooses to make 1 Rosé. The winemaster makes 2 white wine. After this the 2 boxes of water used to make the wine and extra water are used up and placed in the bank. Note that the grey player's wine experts do not make wine during the purple player's turn.

Winemaking

Workers and winemasters need water to make wine. The player places boxes of water on crossroads of the map. Then all four squares that touch one or more boxes of water and contain the player's workers or winemasters, produce wine or extra water. Other players' workers and winemasters don't produce even if they touched a box of water. Boxes produced in the vineyard square are claimed from the bank and the player then places them into his storage. Then all the used up boxes of water are placed into the bank. The color of the vineyard square determines what wine it produces – squares with water produce extra water.

The amounts produced in a square:

- a square with 1 worker produces 1 box of wine or water
- a square with 2 workers or 1 winemaster produces 2 boxes of wine/water

The yellow abandoned vineyard squares are an exception – they produce nothing with

just 1 worker, they need 2 workers or 1 winemaster. The amount produced is 1 box and the player may choose each round what wine or water the abandoned vineyard produces.

Note when making wine:

- The player may pass up the Winemaking-action and may then take from the bank 1 box of red wine or water.
- The player may place 1-5 boxes of water in various crossroads, but only 1 box of water per crossroad.
- A square does not produce more than once each round, even if it had more than one box of water in its corners.
- The player's boxes of water produce wine/water only for his own vineyards.
- The player cannot make more wine/water than fits into his storage (maximum of 5), over-produced boxes go to waste.
- If there are no more boxes left in the bank, that production is lost.
- The player can only use the water he produces in the next turn, not right away.

Trading

The player may trade in the Wine Stock Market, where he can buy OR sell:

a) Buy one type of wine or water. When buying, the player moves 1-5 boxes from a storage of the Wine Stock Market and places them into his own storage. The player subtracts the cost of the purchase from his money, which is the current market price multiplied by the number of boxes bought. The player then moves backwards on the moneytrack by this amount.

b) Sell all types of wine/water. When selling, the player moves boxes from his storage into the storage of the Wine Stock Market. Boxes may be sold even if the market's storage fills up to 5 – then the additional boxes are placed in the bank. The player adds the value of the sale to his money, which is the current market price multiplied by the number of boxes sold.

Note:

- If the market price is 0/1, then the purchase cost per box is 1.
- If a storage is empty, the player cannot buy wine or water from it, and the storage does not get filled unless players sell boxes into it.
- The player may not buy more pieces from the bank than he has money for, nor buy more pieces than fit into his storage (maximum of 5).

Note:

- If the price is 0/1, then the price the player gets from selling is 0, though he may sell at this price.
- Any storage in the Wine Stock Market can hold a maximum of 5.

Optional rule: If the players so decide, a player may also during his Trading-action trade boxes with the other players and negotiate the prices.

Ⓐ Player buys 3 boxes of water. He first takes the boxes from the storage of the Wine Stock Market...

Ⓑ ...then he puts them into his own storage.

Ⓒ He goes backwards on the moneytrack by the purchase amount (here $1 \times 3 = 3$).

Ⓐ Player first sells 2 boxes of water + 1 rosé. He first takes the boxes from his own storage...

Ⓑ ...then puts them into the storage of the Wine Stock Market. Note: the storage for water fills when 1 box is placed into it, so the second box is placed into the bank.

Ⓒ He goes forward on the moneytrack by the sale amount (here $2 \times 2 + 1 \times 2 = 6$).

2 Update Prices

Once each player has used up all of their actions, then the prices in the Wine Stock Market are updated in 3 phases:

- Opinion of the Wine Board:** if a square has the \oplus -tile, then the price of the wine/water underneath it rises by 1. If it has the \ominus -tile, then the price drops by 1. The wine/water underneath the empty square does not change.
- Supply & demand:** if the storage for a wine/water in the Wine Stock Market is completely full, then lower its price by 1. If it is completely empty, then raise its price by 1. If it is neither full nor empty, then don't change its price.
- Winetasting** is an event where a local wine expert evaluates wines giving them positive or negative reviews, which affect prices. Each player chooses 1 of the winetasting tiles from his hand and covers it inside his fist. Then all players simultaneously reveal their tiles. Add all the plusses and minuses for each type of wine first and then adjust the prices up or

down by this amount. Then each player discards the used tile and takes the top tile from his deck into his hand, as long as tiles last.

Note: The three phases are always done in this order, and they change the prices in turn so each price may change up to 3 times. Prices may never change beyond their minimum of bottom 0/1 or maximum of 7.

How prices can change in each of the three phases:

- The prices for wine/water underneath the \oplus -tile, rise by 1. The prices for wine/water underneath the \ominus -tile, drop by 1. The price underneath the empty square does not change.
- The prices for wine/water with full storages (5 boxes) drop by 1. The prices for wine/water with empty storages (0 boxes) rise by 1. The prices for wine/water with storages that are neither empty nor full, don't change.
- All 5 players show the chosen tile from their hand. In the example there are 2 plusses and 1 minus for rosé, so the price of rosé goes up by 1 (2 plusses less 1 minus = 1 plus). There are 2 minuses for red wine, so its price drops by 2, but cannot drop lower than the lowest 0/1. Other prices don't change.

The round is over after the Winetasting has been held and the prices updated (step 3). Return each player's action coins onto their action circles and begin a new round. The

new round is started by the player sitting on the left side of the last round's starting player.

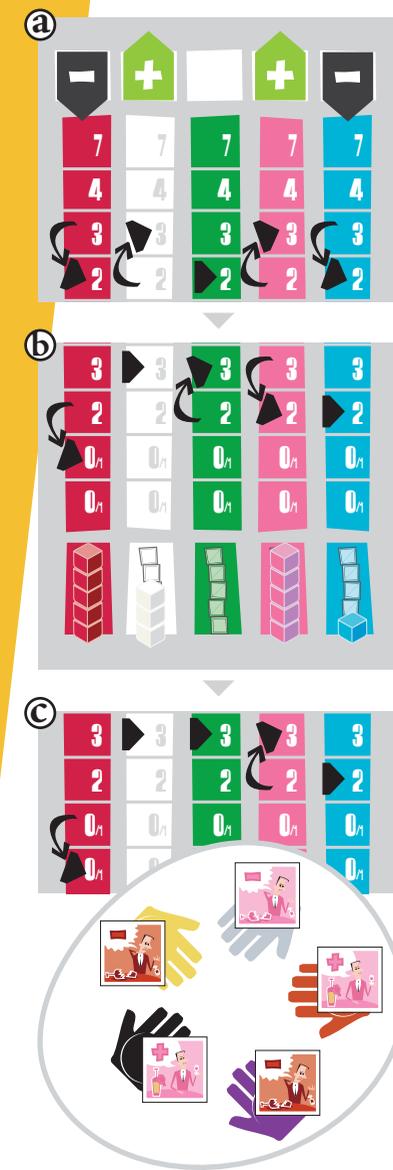
Game End

The game ends when a round is over and either:

- the players have just played their 7th Winetasting tile, or
- one or more players has advanced to 60 or more on the moneytrack.

When the game ends, each player sells the remaining boxes in his storage at the current market prices and adds this final sale to his money. The player with the most money wins.

Note: In case of ties, the winner is the player who controls more vineyard squares. If the game is still tied, the player with more winemasters on the map wins.



Thank You:

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