

ARBORICULTURE

THE MARKET IS BOOMING AND COMPETITION IS STIFF, SO YOU DECIDE TO EXPAND OPERATIONS TO INCLUDE APPLES, TOMATO SAUCE, AND OLIVE OIL. YOUR WORKERS AREN'T HAPPY ABOUT THE EXTRA WORK, THOUGH...

INTRODUCTION

Having mastered the craft of running a vineyard, you can now diversify your production to stay ahead of competitors by producing olive oil, tomato sauce, and apples. Wine is still your primary product, so you will package the new goods with wine orders, thus enhancing your overall reputation.

With the new arbors (trees), structures, and actions, workers start to grumble that they are overworked. To maintain your excellent reputation, you can give workers gifts at the end of the year to keep them happy.

Some of the rules of Arboriculture have slightly changed since the original version. These are the current and definitive rules for Arboriculture.

SETUP

Place the arboriculture mat extension to the right of your vineyard mat, and place a morale heart token on the  space on the morale slider. Shuffle the arbor cards and place them face-down next to the board.



GAMEPLAY

MORALE

Whenever you place your grande worker, move your morale token down one level on the morale slider. If the morale token descends to the  level, immediately lose . Placing a grande worker when your morale is already at the bottom level has no effect (you don't lose further VPs).

At the end of the year when you retrieve your workers, you may discard any number of glass tokens from your crush pad, cellar, or warehouse to increase your morale by 1 level per token. If the morale token ascends to the  level, immediately gain . Discarding a token when your morale is already at the top level has no effect (you don't gain an additional ).



DRAWING ARBOR CARDS

Whenever you would draw a vine card, you may instead draw an arbor card. This includes any vine cards granted by mama cards.

USING ARBOR CARDS

PLANTING

Whenever you would plant a vine card (action space, visitor card, structure card, etc), you may instead plant an arbor card on a field you own that does not already have an arbor. Arbor cards do not have structure requirements and do not count towards the max vine value of a field. Arbor cards count as vines for planting bonuses (e.g., the Windmill, visitor cards, Patronage cards, etc).

HARVESTING

When you harvest a field with an arbor, move the appropriate grape(s) to your crush pad and place either 1 apple token on your warehouse (if there is space), 1 tomato token on your refinery (no limit), or 1 olive token on your millstone (no limit), depending on the arbor card. The arbor card—along with the vine cards—remain on the field after harvesting tokens from them.

UPROOTING

You may use a Yoke action or certain visitor cards to return a planted arbor card from your field to your hand.

COMPONENTS

18 arbor cards (6 each of apple tree, tomato vine, and olive tree)

4 visitor cards
(wedding party, volunteer crew, guest speakers, and caravan)—
these may be permanently added
to Tuscany

6 arboriculture mat extensions

6 morale tokens (hearts)

SCORING POINTS

SELL REFINED GOODS: You may use the “Sell One Wine Token” to sell 1 tomato sauce or 1 olive oil token (refined goods) for the VP value indicated at the bottom of the arboriculture mat (① for tomato sauce, ② for olive oil).

WINE ORDER: When you fill a wine order, you may also discard up to 1 tomato sauce token and/or up to 1 olive oil token to gain ① (tomato sauce) and/or ② (olive oil) in addition to the victory points gained from the wine order. Apples can't be sold this way.

NEW STRUCTURES

All structures on the arboriculture mat are pre-constructed (you don't have to build them).

REFINERY: When you harvest a field with a tomato vine on it, place a tomato token (glass token) on the refinery. The refinery can hold an unlimited number of tomato tokens.

MILLSTONE: When you harvest a field with an olive tree on it, place an olive token (glass token) on the millstone. The millstone can hold an unlimited number of olive tokens.

WAREHOUSE: When you harvest a field with an apple tree on it, place an apple token (glass token) onto one of the available spots on the far left section of the warehouse. The warehouse has limited capacity for all three goods as shown by the icons (3 apples, 2 tomato sauce, 1 olive oil).

NEW ACTIONS ON THE ARBORICULTURE MAT

These are private action spaces that may be used in any season.

CASK: Age 1 wine token in your cellar (increase the value of that token by +1 if you have space in your cellar).

LEISURE: Move your morale token up one level on the morale slider. If the morale token ascends to the +1 level, immediately gain ①. Placing a worker on the leisure action when your morale is already at the top level has no effect (you don't gain ①). You may not place a grande worker on the leisure action space.

MAKE TOMATO SAUCE: Transfer up to 2 tomato tokens from the refinery to the middle section of the warehouse (if there is space for those tokens—the warehouse can hold no more than 2 tomato sauce tokens). These are now tomato sauce tokens. Excess tomato tokens remain on the refinery.

MAKE OLIVE OIL: Transfer 1 olive token from the millstone to the far right section of the warehouse (if there is space for that token—the warehouse can hold no more than 1 olive oil token). This is now an olive oil token. Excess olive tokens remain on the millstone.

STRATEGY TIPS: It's important to decide if you want to gain points from morale early in the game, because once you start to lose morale, it becomes very difficult to get it back up to the lucrative top level.

Because the arbor cards don't have any structure requirements to plant them, it's really easy to plant them early in the game. It's always good to find ways to plant two vines with one worker, and the arbor cards increase the chances for you to do that in the early game.



FORMAGGIO

BUSINESS IS BOOMING ON YOUR VINEYARD, SO YOU DECIDE TO EXPAND INTO AN EMERGING MARKET: CHEESE. YOU START OFF WITH A DAIRY COW AND A PASTURE AND EXPAND THE OPERATION FROM THERE.

INTRODUCTION

The Formaggio expansion gives players new paths to victory by using cheese—both by itself and with wine—to improve your reputation. To do so, you need to influence local cheese experts who can control the aging process of your cheese (cheese can go bad) and can help to market and sell your cheese.

SETUP

Place the formaggio mat extension to the right of your vineyard mat and put 1 cow token on your pasture. Also place a cow token on the "Trade One for One" action to show that cows can be traded there.

GAMEPLAY

MAKE CHEESE

To make cheese, place a worker on the "Make Cheese" action space on your pasture in any season. For each cow on your pasture, place a cheese token (glass token) on an open space in the first column of your small cheese cellar. You choose the type of cheese you make, and just like in the wine cellar, only one token can occupy each space.

The bonus for placing a worker on the "Make Cheese" action space is to place or move 1 ★ on a cheese expert or the influence map.

AGE CHEESE



At the end of each year, age cheese tokens just like you age wine tokens. However, if a cheese token reaches , the cheese goes bad and you immediately discard that token. Just like with the wine cellar, there is a medium cellar upgrade that you can build (or upgrade using visitor cards that refer to your cellar). Once you've built the medium cheese cellar, Reggiano and Bitto cheese tokens skip the first  in those rows when aging and go directly to the medium cheese cellar.

COMPONENTS

18 cow tokens

6 cheese cellar tokens
(1 per player)

6 formaggio mat extensions

18 glass tokens



NEW ICONS



CHEESE



ROTTEN
CHEESE

DESIGNER NOTES

The idea of a cheese expansion was conceived by backers during the original Kickstarter campaign for Viticulture when Jamey revealed his love of cats. After spending a year trying to design a cheese expansion that used cats (the closest we got was one where mice threaten to eat the cheese, so you can stock up on cats to eat the mice), we opted for the much more streamlined formaggio expansion found here.

Jamey's cats aren't impressed.

TRADING COWS

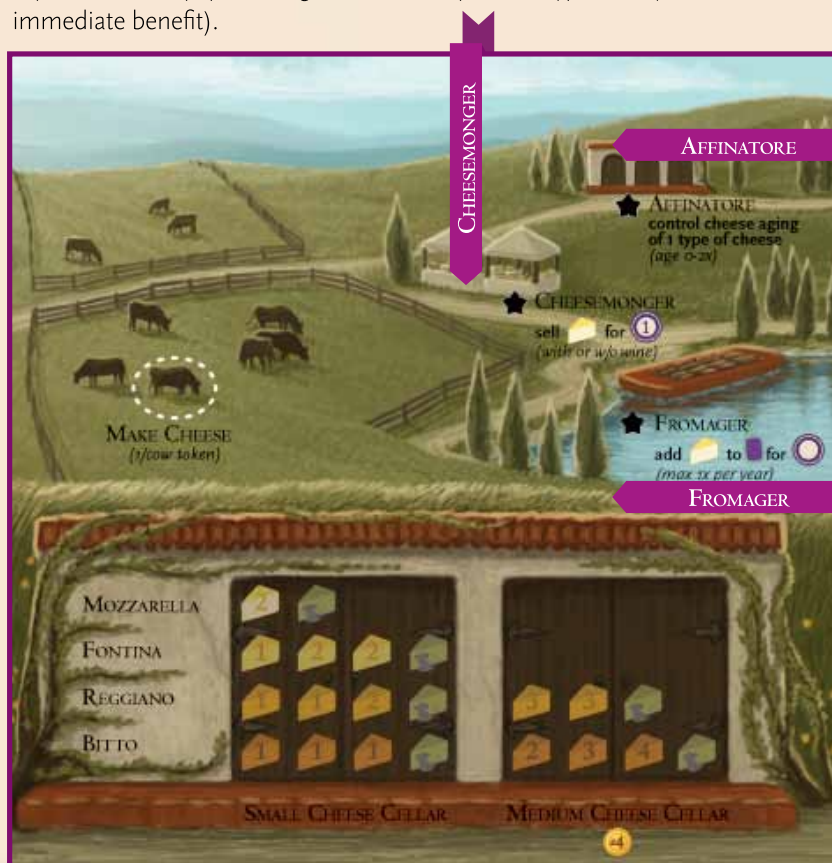


You may trade for cows or trade away cows like the other resources using the "Trade One for One" action. 1 cow = €3, 1, 1, 1. Thus, since you start with 1 cow, you could trade it away without using it to make any cheese. You may have at most 4 cows on your pasture, and the total number of cows available to all players is limited to the 17 cow tokens (the 18th token remains on the trade action). You may not trade cheese.

INFLUENCING CHEESE EXPERTS

The Formaggio expansion mat includes 3 cheese experts that may be influenced in a manner similar to the influence map on the main board. Whenever you choose an action, receive a bonus, or activate a visitor card that allows you to place ★, you may place that ★ on the influence map OR on one of your cheese experts in order to gain the ongoing benefit of that expert (as long as the star remains on the expert). Unlike the influence map, there is no additional benefit for placing more than 1 ★ on a single expert, and none of the cheese experts provide any additional victory points at the game's end.

After all your ★ have been placed on the board and/or cheese experts, you may take the influence action to move influence tokens to or from the experts (i.e., from 1 expert to another or to/from the influence map). When you move a ★ from a cheese expert to the map (canceling the cheese expert ability), it acts just like a star moved within the map (i.e., you don't gain an immediate benefit).



CHEESE EXPERTS

CHEESEMONGER: You may sell 1 cheese token for 1 on the "Sell One Wine Token" by itself or with a wine token.

AFFINATORE: Choose 1 type of cheese at the end of each year. Instead of aging once, age all tokens of that type once, twice, or not at all (i.e., if you have cheese tokens on both Fontina 2-value spaces, you could choose to use the Affinatore for Fontina and age neither of them). All other cheese tokens age normally.

FROMAGER: Once per year, you may discard 1 cheese token when you fill a wine order to gain victory points equal to the value of that cheese token.

STRATEGY TIP: There is no randomness to the cheese expansion, so you have complete control over your strategy. Make sure to decide early if you're going to pursue a short-term cheese strategy (selling mozzarella and fontina) or a long-term cheese strategy (including reggiano or bitto with wine orders). Or ignore cheese altogether and see if you can keep up!