VINHOS DELUXE TASTING ROOM PACK

Feature bottles with stickers:

- These bottles can only be used with the 2010 Reserve. Their use is purely aesthetic, but enhances the thematic experience in the game. Except for setup, all rules remain unchanged.
- Feature bottles replace the feature token tiles in the game.
- Before using the bottles for the first time, affix each sticker to the appropriate bottle to make the labels. Then place the 4 bottles in the fair slots like you normally do with the feature tokens.

• The Porto Bottles and Wooden Wineries can be used with both the 2010 Reserve and Special Vintage 2016. Their use is purely aesthetic, but enhances the thematic experience in the game. Except for setup, all rules remain unchanged.

Porto Bottles with stickers and Wooden Wine Rack:

- Porto bottles replace the Porto tiles in the game.
- When you buy a Douro Vineyard, take two bottles of Porto wine instead of the tiles.
- Before using the bottles for the first time, affix each sticker to a bottle to make the labels. Then place the 6 bottles in the rack as you see in the figure.

Wooden Wineries:

- Place all the wooden Wineries next to the main board.
- When you buy a Winery, follow the usual rules, but place the wooden Winery on the Estate slot instead of the Winery tile (or use both).
- Using wooden Wineries makes it easier for you to see at a glance how many Wineries other players have.



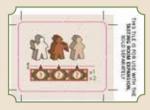




VINHOS DELUXE TASTING ROOM PACK

This expansion can be used with both the 2010 Reserve and Special Vintage 2016. Except as specified below, all rules remain unchanged.

With this expansion, you need to use the special Hire Enologists/Farmers/Tourists Action tile that comes with the base game.



Wooden Tourist Meeples:

Use a number of Tourists equal to the number of Cellars you have in the game (even if you are using the Madeira Island expansion).

Make a Tourist pool next to the Enologists and Farmers.

Place the Hire Enologists/Farmers/Tourists Action tile covering the Enologists Action space of the Quadrel, with the side matching the gameboard version face-up. Look for the version you are playing printed on the tile.

Tourists visit Cellars

Simply take the new Hire Enologists/Farmers/Tourists Action to bring them to your Estates.

Each Tourist costs 2 bagos.

Unlike Enologists and Farmers, Tourists can visit anyplace of your Estates (even the empty ones), but they don't have any effect on the wine unless they are visiting a Cellar. Tourists may move to Cellars when they arrive in the Estate, and at the beginning of the Production phase, just like Farmers and Enologists.

When a Tourist is in a Cellar, it increases the Wine Value by 1 for any Wines taken from that Cellar. Each Cellar can only hold 1 Tourist.

