

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.



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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.

