



Vineyard

A Winemaking Game

Expansion Modules & Solo Mode

Unique Flavors



Multiplayer Module (2-4 Players)

Are you a vineyard expert? Find out with a set of special, hidden goals to give every player a secret objective. Once you know more about the wine production process and feel like you want a bigger challenge, hone your skills by working to complete your special goal.

Components



12 GOAL CARDS

Setup

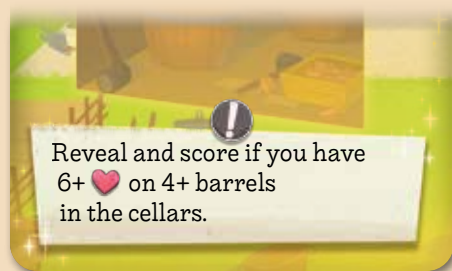
- ① Shuffle the Goal Cards. Deal 3 face-down to each player.
- ② Each player looks at their cards and chooses 1 to keep.
- ③ Return the rest to the box; they will not be used.



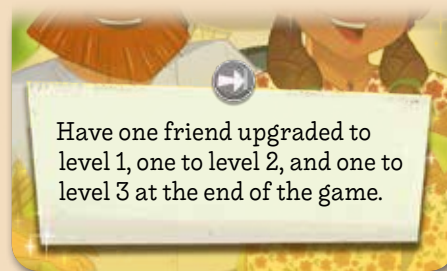
Rules

Each goal card indicates a unique, secret objective you want to complete during play or end game scoring. Keep your card face-down until you meet the objective, at which point you reveal that card.

- ❗ Goals that score during play are revealed when the goal is met and scored immediately.
- ➡ Goals that score at game end are revealed at game end and score if the goal is met.



❗ IMMEDIATE GOAL



➡ END OF GAME GOAL

Irena the Apprentice



Multiplayer & Solo Module (1-4 Players)

Days at the vineyard are full of chores and tasks, and an extra set of willing hands could make a real difference. Hiring Irena, an apprentice, to help out may be just the ticket. Be sure to manage her tasks carefully and make the most of Irena's help!

Components



4 APPRENTICE CARDS

Setup

- 1 Place Apprentice cards equal to the number of players face up near the Improved Action Cards deck.



Rules

The Apprentice is a new action card. Each player may have a maximum of 1 Apprentice.

The Apprentice may be hired during **Paperwork** for a cost of 3 🍷.

The Apprentice may never be placed alone. When placed with any other action, choose:

- Add +1 ❤️ (if the action adds at least 1 ❤️).

OR

- Return the other played action card to your hand.

Once an Apprentice card has been placed, **no further action cards** may be placed under that friend, even if all of the other friends have had 1 action card played below them.

When you perform **Paperwork**, return the Apprentice to your hand and gain 1 🍷 as usual.

Jasper the Cat

COMPLEXITY
●●●●○

Multiplayer Module (2-4 Players)

What would a vineyard be without a friendly pet cat?! All of the friends need a friend of their own, and Jasper is a delightful resident. Although he moves about randomly, choosing to move a friend to his location may offer up the purr-fect bonus you need to add your love to the wines. Make sure to keep an eye out for this cuddly and helpful feline!

Components



1 JASPER STANDEE



4 CAT REFERENCE CARDS

Setup

- ① Place Jasper next to the  **Load** space.
- ② Give each player 1 Cat Reference Card.



Rules

Jasper does NOT occupy a location space. To indicate this, place Jasper next to the location, instead of on an available space.

If Jasper is present when you move a friend to a location, you may use the matching ability at any point during your turn.

! *If you use an improved action card to take a double action, you may only use Jasper's ability for the first location and do NOT gain Jasper's ability for the second location.*

 **Cultivate:** After you Cultivate, Harvest any 1 grape token and add 1  to it.
Do not add a  to the crush bin.

 **Harvest:** Put any 1 grape token you Harvest in another crush bin.
Add 1 additional  to both crush bins.

 **Make Wine:** You may move 1 grape token to another crush bin **OR** you may make a second wine from the same crush bin.

 **Age Wine:** Add 1  to 1 additional barrel you aged this turn.

 **Load:** You may load up to 3 barrels.

! *Remember, if a barrel meets the required number of loaded barrels for the active truck, it immediately scores. You may not load any other barrels.*

 **Greet:** Gain +1 .

If you moved a friend to Jasper's location, you must move him to a new location during Cleanup. Choose any other empty location (except **Paperwork**) and place him next to it.



Aunt Mabel's Visit

Solo Mode (1 Player)

Your wealthy Aunt Mabel is coming for a long-awaited visit, and you can't wait to show her around your beautiful vineyard!

The sun is just rising as you hear a taxi pull into the yard. Aunt Mabel climbs out, and there is a flurry of greetings. Mabel, an eccentric woman you haven't seen since your childhood, is energetic and eager to see everything. You help carry her innumerable suitcases and hat boxes into the best guest room, then give her the grand tour.

Mabel has a lot of suggestions! You thought she was coming for a vacation, but she has other ideas. "I love wine," she says, gesturing to the bundle of grapes on her hat, as though that proves it. "I bet I can make some great improvements here," she continues, looking around thoughtfully. You try to tell her that it takes more than appreciating wines to make them, and that you and your friends have things working smoothly, but that doesn't stop her. "I tell you what," she says, an impish smile on her bright face, "You let me help as I wish while I'm here, and I'll be the judge of how well you're running your vineyard. If you're as good as you say, I'll give you money for a new tasting room. But if my suggestions work out better, I keep the money and you name a wine after me!" After you lift your jaw off the floor, you decide that there's nothing to lose and a lot to gain, so you grin at your aunt and extend your hand. "Sounds like a deal to me, Aunty."

Can you impress Mabel enough to earn the cash, while staying out of the way of her cheerful meddling in this solo mode?

Components



24 SOLO CARDS



1 SOLO REFERENCE CARD



Solo Objective

Score more ★ than Aunt Mabel.

Solo Game Setup

Follow the multiplayer setup with the following changes to the Personal Area Setup:

- ① You are the starting player. Choose the difficulty level for your starting coins:
 - **Easy:** 4 🟡
 - **Standard:** 2 🟡
 - **Hard:** 0 🟡
- ② Give Aunt Mabel the ❤️ in one color. She does not use a player board, action cards, or coins. The only components she will use are ❤️ and ★.
- ③ Shuffle the **Solo Cards** and place the deck face-down near the game board.
- ④ Place the **Solo Reference Card** nearby.

Solo Gameplay Overview

You will alternate turns with Aunt Mabel.

On your turn, you follow the multiplayer rules. Then, Aunt Mabel will take her turn by revealing the top solo card to choose a friend and location.

Aunt Mabel moves a friend to the first fully unoccupied location from left to right, performs a modified location action, and completes cleanup.

- ❗ **Aunt Mabel uses a different set of friend movement rules and location actions. A fully unoccupied location is one where there are no friends, even if the location space is a large circle. Remember, she's eccentric!**



Choose a Friend and Location

- ① Move the friend on the solo card to the first **fully unoccupied location** from left to right. The friend must move to a new location. If all locations are occupied, draw a new solo card.

For example, this solo card shows Greta and the icons for Harvest, Cultivate, and Age Wine. If there is already a friend at the Harvest location but the Cultivate and Age Wine locations are empty, Aunt Mabel will move Greta to the Cultivate location. Even if the location can contain multiple friends (like Cultivate), Aunt Mabel will **ALWAYS** choose a fully unoccupied location.



Perform the Solo Location Action

- ② When performing a location action that involves the field, such as **Cultivate** or **Harvest**, Aunt Mabel will use the 3x3 grid on the bottom left.
- ③ When performing a location action that involves the crush bins and / or barrel display, such as **Harvest** or **Make Wine**, Aunt Mabel will use the 1x3 grid on the bottom right.

For example, if Aunt Mabel performs the Harvest action, she collects all of the indicated grape tokens from the 3x3 grid on the bottom left of the solo card, then puts them in the crush bin based on the 1x3 grid on the bottom right of the solo card.



Playing the Solo Game

Step One: Reveal a Solo Card

Reveal the top solo card. Check each matching location, from left to right, and find the first **fully unoccupied location**. If all locations are occupied, draw a new solo card.

If the deck ever runs out, shuffle all discarded solo cards to form a new face-down deck.

Step Two: Move the Friend

Move the friend on the solo card to the first **fully unoccupied location**.

Step Three: Perform the Solo Location Action

Aunt Mabel completes the following modified solo action associated with the location.

 **Even if nothing happens at a location, such as having no barrels to age or load, Aunt Mabel still moves the friend and gains any ★s listed with the solo location action.**

Cultivate

Give Aunt Mabel 1 ★. Follow the 3x3 grid. Flip all immature grape tokens to their mature sides. Place 1 ❤️ on each grape token that was flipped.

Harvest

Give Aunt Mabel 1 ★. Follow the 3x3 grid. Collect all of the grape tokens, except for sprouts. Keep a ❤️ on a grape token. Place all of the collected grape tokens and ❤️ in the indicated crush bin on the 1x3 grid. Place 2 ❤️ on that crush bin.

Make Wine

Follow the 1x3 grid. Discard all grape tokens without ❤️ from the indicated crush bin. Make the indicated wine from the Barrel Display by moving 1 ❤️ in each player color on the crush bin to the barrel, placing 2 ❤️ on the barrel, and placing the barrel into the leftmost cellar.

Age Wine

Give Aunt Mabel 1 ★. Move all of the barrels in the middle cellar to the rightmost cellar. Move all of the barrels in the leftmost cellar to the middle cellar. Do not place any ❤️.

Load

Give Aunt Mabel 2 ★. Move 1 barrel from the rightmost cellar next to the active truck. If there are multiple barrels, move the barrel that has the most of Aunt Mabel's ♥. If there is a tie, you choose. Continue loading barrels until the rightmost cellar is empty.

If the active truck meets the required number of barrels, it immediately scores for you. Aunt Mabel does NOT earn ★ from truck cards in any way, but her ♥ may affect how you score. For example, whether you earn a bonus for having the most ♥ on loaded barrels.

If a truck card is scored and the game has not ended, immediately reveal the next truck card and finish moving the remaining barrels from the rightmost cellar.

Greet

Give Aunt Mabel 3 ★. Discard the rightmost train card.

Paperwork

Give Aunt Mabel 2 ★. Discard all improved action cards in the action card display.

Step Four: Complete Cleanup

Aunt Mabel completes her turn in the same way as the multiplayer rules and discards the solo card she revealed. The barrel display, train cards, and action card display will be full and the active truck card will be revealed during your turn.

Game End & Scoring

The game ends in the same way as the multiplayer rules. Calculate your score and Aunt Mabel's score by adding up ★ from these sources:

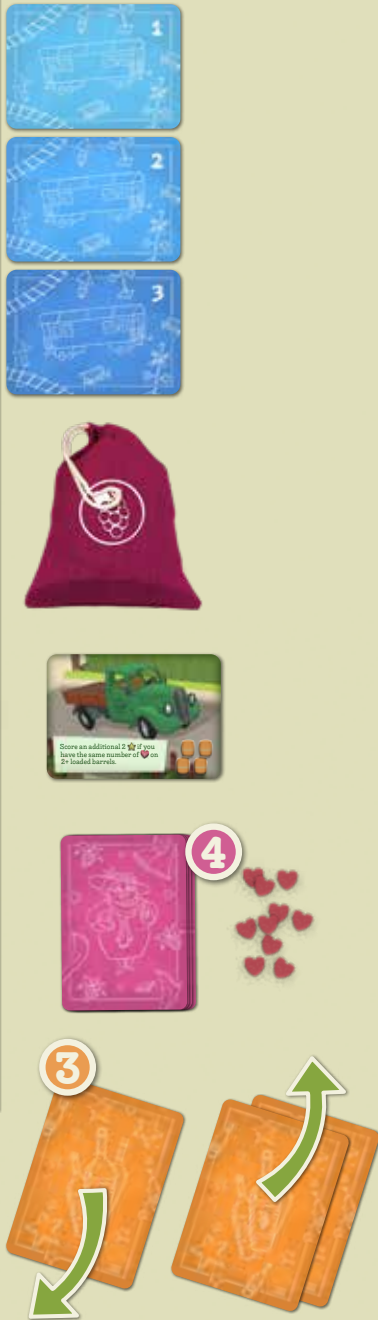
- Add all ★ you collected during the game.
- Gain 1 ★ per 3 ♥ (rounded down) in your player color remaining on the game board.
- Gain 1 ★ for every 3 🟡 (rounded down) you did not spend. (Not for Aunt Mabel)

Whoever has the most ★s is the winner! If there is a tie, Aunt Mabel wins.

FULL MODULAR SETUP

This illustrates where to place each component, but not all modules are compatible with the solo mode.

- ① Jasper (Cat) Setup
- ② Irena (Apprentice) Setup
- ③ Unique Flavors Setup
- ④ Solo Mode Setup



example setup

The Vineyard Team

Game Production, Development

Eduardo Baraf

Game Design

Roberta Taylor

Illustration / Graphic Design

Katherine Waddell

Additional Graphic Design

Stephen Kerr

Insert Design

Daniel Cunningham

Editing, Testing, and Solo Development

Jessica Walker

Additional Playtesting

John Shulters, Sarah Grabill, and
Harrison Dunn

Special Thanks

Luke Laurie, Tim Eisner, Ben Eisner, Adam
Levesque, Lou Catanzaro, and Hank Howie

Additional Thanks

Ilya Ushakov, Tylor Murray, Craig Hallex,
Wendy Hallex, Patrick Dorsey, Josh
Gillingham, Lex Robertson, Dinah Bear,
our awesome Kickstarter backers, our
supportive friends and family, and all of
our other wonderful playtesters!



PencilFirstGames.com

©2025 Pencil First Games, LLC., Mountain View, CA 94043, US
All rights reserved worldwide.

