

# TUSCANY ESSENTIAL EDITION REFERENCE

## EXTENDED BOARD EXPANSION

**SETUP:** Use the extended board side 1 (side 2 if using Structures). Place the token in the “winter” space of the 7th row of the wake-up chart. Players take the 6 influence tokens (★) in their color.

Randomly select a first player. Proceeding clockwise, players place their roosters tokens in the spring column on the wake-up chart (except row 1) to determine turn order. This is the turn order for the first year.

### SPRING ACTIONS

SPACE ACTIONS	BONUS SPACE ACTIONS
<b>DRAW </b> : Draw one vine card.	Draw .
<b>GIVE TOUR TO GAIN </b> : Gain .	Gain .
<b>BUILD ONE STRUCTURE:</b> Build one structure by paying the amount listed.	Gain .
<b>PLACE OR MOVE </b> : Place or move an influence token.	Place or move another .

### SUMMER ACTIONS

SPACE ACTIONS	BONUS SPACE ACTIONS
<b>PLAY </b> : Discard and take the action(s) on one summer visitor card in any order (only if able to complete requirements).	Gain Play an additional
<b>PLANT </b> : Plant one vine card in any field. Do not exceed the field’s max value.	Plant an additional  (may be in any field).
<b>TRADE ONE FOR ONE:</b> Trade any <b>one</b> of the following for any one: any 2 cards, 3, 1, any white or red grape (value 1).	Take another trade action (may be the same or different).
<b>FLIP ONE PROPERTY:</b> Flip face-down an empty property card and gain the lira listed, or pay the price listed to flip a face-down property back up into a field.	Gain Draw .*

**GAIN 1 (OR 3)\*:** Available all seasons. Place a worker to gain 1 (or 3)\*. There is no limit to number of workers that may be placed there.

**END OF THE YEAR:** When you choose to pass in the winter, *immediately* perform the following in order:

**Retrieve Workers:** Take back all your workers. Other players who have not passed may now use spaces you have vacated.

**Age Grape & Wine:** Increase the value of all grapes and wines by moving the tokens up by 1 if able.

**Discard:** Discard your hand down to a maximum of 7 cards (you may choose which cards to discard).

**Collect Residual Payments:** Gain lira (£) as per the Residual Payment Tracker (and any bonuses from your structures)\*.

**Choose Wake-Up Position:** Pick a wake-up position for next year. If in row 7 last year, you *must* pick row 1. Otherwise, you may *not* pick row 1.

**END OF THE GAME:** When one player reaches 25 VP, finish the current year. Add VP from the influence map and met conditions on activated patrons. The player with the most VP wins. Break ties with lira.



## STRUCTURES EXPANSION

**SETUP:** Use the extended board side 2; shuffle and place the structures deck on it. (Alternatively, draft 4 structures cards at the beginning of the game). Place a construction mat to the left of each vineyard mat.

**GAMEPLAY:** When you build a structure using any action, you may build one of your structure cards instead. Pay its cost, gain 1, and place it on an empty space on the construction mat or an empty field space.

If the structure has an **action space**, you may place a worker there in any season to pay any costs listed below it and gain the bonus in the center.

If the structure has a **residual icon** 1, you receive the bonus at the end of each year. Otherwise, the bonus(es) are automatic and ongoing.

**GAMEPLAY:** The game is played with four seasons (described below). When you pass for the season, move your rooster to the next season in your row, immediately gaining any bonus listed. You may not take actions that would cause your VP to go below -5. There is no maximum VP.

**INFLUENCE (★):** When taking an “influence” action, you may place an influence token from your supply or (if none left) move one of yours from one space to another. If you place a token (*not* move it) onto the influence map, gain the shown bonus (card or lira) when you place it.

### FALL ACTIONS

SPACE ACTIONS	BONUS SPACE ACTIONS
<b>DRAW </b> : Draw one wine order card.	Draw .
<b>HARVEST ONE FIELD:</b> Place grape tokens on crush pad from a single field. Each field may be harvested only <i>once per year</i> .	Harvest a <i>different</i> field. Gain .
<b>MAKE UP TO TWO WINE TOKENS:</b> Convert grapes into up to two wine tokens.	Make an additional wine token.
<b>BUILD ONE STRUCTURE OR GIVE TOUR TO GAIN 2:</b> Take a “build” or “give tour” action.	Gain .

### WINTER ACTIONS

SPACE ACTIONS	BONUS SPACE ACTIONS
<b>PLAY </b> : Discard and take the action(s) on one winter visitor card in any order (only if able to complete requirements).	Gain Play an additional
<b>SPEND 4 TO TRAIN </b> : Pay 4 to add one worker from reserve pool to this space.	Gain .
<b>SELL ONE WINE TOKEN:</b> Discard a wine token to gain VP (based on the wine’s type).	Draw .* Place or move one .
<b>FILL </b> : Fill one wine order. Gain the listed VP. Go up on Residual Payment Tracker by the £ listed (up to the max of 5).	Gain .

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If the structure has an **action space**, you may place a worker there in any season to pay any costs listed below it and gain the bonus in the center.

If the structure has a **residual icon** 1, you receive the bonus at the end of each year. Otherwise, the bonus(es) are automatic and ongoing.

You may place a worker on the **Destroy** space on the construction mat to discard any of your built structures. (You do not lose the VP.)

## SPECIAL WORKERS EXPANSION

**SETUP:** Randomly deal two special worker cards on the table. Each player may train one of each of these special workers during the game. (Exclude the Innkeeper in a two-player game.)

**GAMEPLAY:** When you train a worker through any means, you may pay 1 more to train a special worker instead. It counts towards your maximum of six workers. You may use the special worker as a regular worker or activate its special ability immediately when placing it, if able.

\* Only on side 2 of the board (with Structures)