

VITICULTURE WORLD

BURATTINO RULES FOR SOLO PLAY

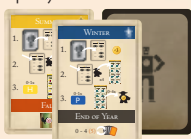
Designed by Morten Monrad Pedersen and David Studley with Jieve Teugels

COMPONENTS

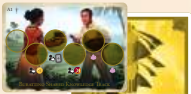
16 Burattino cards



2 player aid cards



2 Burattino Shared Knowledge cards for Oceania



1 replacement Fame track card for North America



1 overlay tile for action H




2 replacement tiles for innovation tiles H and N



1 overlay tile for the trade diagram



Burattino components are marked with .

INTRODUCTION

This rulebook contains a system for playing Viticulture World solo using an artificial player called Burattino.

Burattino has his own workers that will occupy action spaces. He will buy innovation tiles and influence, help complete events, and provide you someone to trade with.


When playing solo, you will be playing a 2-player game, with Burattino following his own rules. All rules from the multiplayer game are still in effect unless explicitly overridden in this rulebook.

DESIGNER'S NOTE: Normally our solo modes have artificial opponents called Automas that work with no decisions being made by you.

We decided that a completely independent artificial player would be a bad fit for a cooperative game so Burattino is **partially controlled by you**.

Automas got their name from the Italian word for automaton, while Burattino got his name from the Italian word for sock puppet.

SETUP


- 1 Place the influence token (purple flower) on the position labeled Solo.
- 2 Place the action H overlay tile on the H (gain innovation tiles) action.
- 3 Replace the H and N innovation tiles with the Burattino *H and *N replacement tiles.
- 4 Place the trade overlay tile on the trade diagram at the bottom left of the board.
- 5 Setup the game and your own vineyard as usual. For Burattino, instead do this **and only this**:
 - a. Give Burattino 8 regular workers in unused colors.
 - b. Place Burattino's VP token on the  position.
 - c. Give Burattino a hand of cards consisting of 1 of each card type, drawn at random: vine, wine order, summer visitor, winter visitor, and structure (if structures are included). Place them face up.
 - d. Shuffle the Burattino cards face down to form the Burattino deck.



BURATTINO

Burattino is considered a player in the game but follows his own set of simplified rules.

Whenever Burattino is to make a decision, **you make it on his behalf.**

Burattino will have his own, separate supply of lira. The only ways he gains lira is when a Burattino card is drawn (giving him  per season) or by trading with you.


Burattino always has a hand of 4 cards (5 if structures are included), but he never uses them himself.

VISITOR CARDS


When you play a visitor card that involves other players:

- Burattino doesn't lose or gain anything.
- If you are to give him something, discard it instead.
- He never gives you anything directly.
- If a card allows or requires other players to do something or have a specific component, then you decide whether Burattino does/has it or not. He ignores any requirements in these cases.

EVENT CARDS







You decide if and when Burattino will participate in an event. When you decide that Burattino should fulfill his portion of an event's condition, he ignores the actual requirements, and instead pays  to fulfill it.

Apart from influence, Burattino never gains anything from fulfilling his portion of an event's condition.

NOTE: Paying  is the only way Burattino can fulfill his portion of an event's condition.

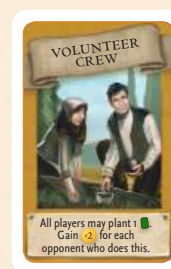
TRADING


When you place your grande worker on the same action as any of Burattino's workers, you may do one of the following:

-  • Trade any number of cards from your hand with the same number of cards from Burattino's hand.
-  • Age a grape on your crush pad once, then optionally change its color.
-  • Age a wine in your cellar once, then optionally change its type.
-  • Either take  from Burattino or give him .

VISITOR CARD

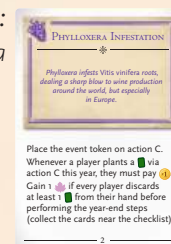
EXAMPLE: You play the "Volunteer Crew" visitor card:




You decide that Burattino "plants" a vine and so you gain  while nothing happens to him.

EVENT CARD EXAMPLE:

The Europe "Phylloxera Infestation" event card is in play:



You discard 1 vine card and Burattino pays  to count as if he also discards 1 vine card. You gain 1 influence for this.



YEARS, SEASONS, AND TURNS


Burattino follows special rules for the seasons; additionally, the rules for you are slightly modified as described in this section. Burattino does not pass; he moves from season to season when you do.


SPRING AND FALL


In spring, you cannot place your rooster on the same bonus that you chose last year.

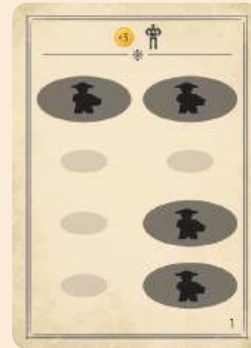
In fall, do not move your rooster into the inner ring; it will remind you which bonus you cannot choose next spring. You still collect a fall bonus.

SUMMER AND WINTER

As the first step in summer and winter, draw a card from the Burattino deck and give him  as noted on the top of the card.

The 8 oval spaces on the card represent the 8 actions for the current season on the board. Place 1 of his workers on each of the actions indicated with ; he gains nothing when placing these workers.

To make an occupied space available to you, Burattino can at any time pay  to retrieve 1 of his workers. He can do this multiple times.



ACTIONS H AND P—INNOVATE AND INFLUENCE

- **Burattino** can use the H and P actions once during that action's season by paying the required number of lira but without placing a worker. Burattino can only use his own lira for this.
- When **you** use the H and P actions you can use any combination of yours and Burattino's lira to pay the cost. This includes paying a placement cost if any.
- When **Burattino** places an oval tile on a space with a placement cost, he pays that cost from his own lira.
- When **either of you** place an oval tile on a space with a placement bonus, you gain it and Burattino doesn't.
- When **Burattino** uses the upgraded H and P actions, he receives the discount from the innovation tile. **NOTE:** *When he uses the upgraded P action, you do not gain a free structure.*

END OF YEAR

During the “Discard down to 5 cards” step, after you have adjusted your cards, do the following for Burattino's hand:



- Discard as many cards from Burattino's hand as you want.
- Draw new cards for him one at a time, each time choosing a type he doesn't already have.
- Continue doing this until he has a hand of 4 cards (5 if structures are included).


DESIGNER'S NOTE: *Burattino will never draw a card type that he already has, but he can have more than 1 of a given card type if you have traded with him earlier.*

EVENT DECKS

Some event decks have special rules when playing with Burattino.

AFRICA

Burattino may pay  to contribute up to 3 resources, using cards from his hand, towards the group goal. If he does, upon completion you gain an extra .

NOTE: This is an exception to the normal Burattino rules. For Africa, Burattino must actually contribute cards from his hand towards the Contributed Resources, in addition to paying .


ASIA

No additional rules.


EUROPE

Burattino doesn't receive any Personal Objective cards.

GREENGULLY


Actions on the event cards are available only to you; Contrary to normal Burattino event rules, he cannot pay  to take part in events.


NORTH AMERICA


SETUP: When setting up the fame track, replace the card B with the card B .

Burattino doesn't have a fame marker.



OCEANIA

SETUP: Burattino gets one of the  Shared Knowledge track cards, selected randomly.

When you advance the aid token on your track, if there's a , Burattino doesn't gain the benefit shown. Instead, he advances the aid token on his track once.

When Burattino pays  to fulfill the condition of an event card, he advances the aid token on his track.

SOUTH AMERICA

When determining who has the least , remember that Burattino always has .

As a player, Burattino can hold a personality card, but he gains no benefit from it.

When trading with Burattino, you have an additional option: Trade your personality card with Burattino's personality card.

DIFFICULTY LEVELS

You can choose one of these options if you want to change the difficulty level of the game.

DESIGNER'S NOTE: The names of our difficulty levels come from commonly recognized names of wine bottle sizes, in increasing volume.

DEMI: No restriction on the wake-up track; you may choose the same bonus in spring every year.

STANDARD: No rule changes.

MAGNUM: You may only choose each spring bonus on the wake-up track once. During setup place a grape/wine token on each spring bonus. When you place your rooster in spring, you must place it on a bonus covered by a grape/wine token, then discard the token.

DOUBLE-MAGNUM: Play using Magnum rules and add the following rule:

- During setup do not place the action H overlay tile and do not replace the H innovation tile with the Burattino replacement.

IMPERIAL: Instead of placing the influence token on the position marked Solo during setup, place it 2 spaces to the left (position 2).

SALMANAZAR: The game ends after 5 years instead of 6.

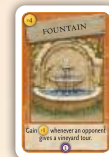
INCOMPATIBLE CARDS

SUMMER VISITORS



MOOR VISITORS

STRUCTURES



STONEMAIER
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