

--My Little Vineyard --
A relatively simple dice game of making wine

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Beta 2B

COMPONENTS:

Requires a bunch of dice:

For 2 players, each player needs 18 dice.

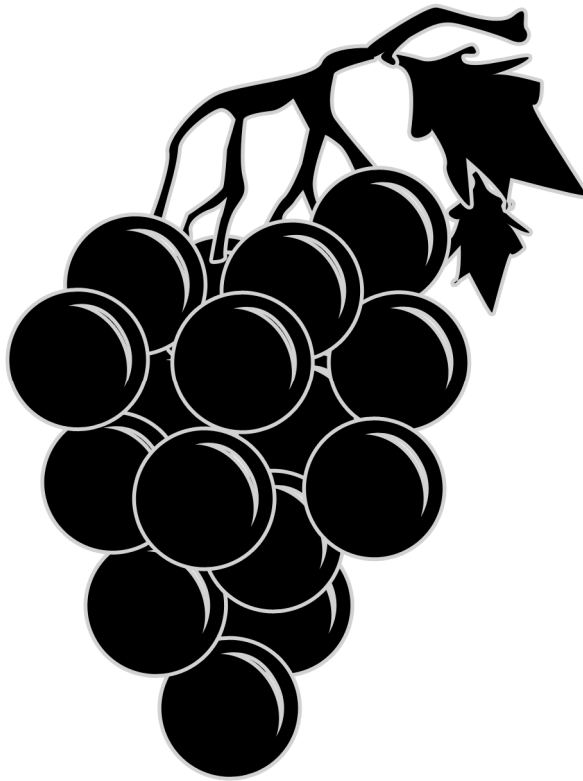
For 3 players, each player needs 14 dice.

For 4 players, each player needs 10 dice.

For 5 players, each player needs 8 dice.

For 6 players, each player needs 8 dice.

Also, each player will need a pencil and a scoresheet to keep track of their supplies and score.



(And yes, I know that volcanic ash isn't really a fertilizer...but I'm not making a new category called "drainage adjusters"....)

INTRODUCING THE SCORESHEET:

(Data shown in the example scoresheet below is not guaranteed to be the exact data on the final scoresheet. In other words, the scoresheet you play with has the final say with regards to how things can score!)

The scoresheet is used to keep track of the various supplies you've purchased, and to score your wines that have produced with those supplies. Typically on the scoresheet, when a player collects things, he makes a mark in the appropriate box next to the supply he is collecting. When a player uses an item that he has in supply, he crosses it off. These boxes are representations of a player's warehouse. When the rules refer to a warehouse, this is what is being talked about. There is no meaningful purpose to the slightly large boxes of any given line of boxes, aside from being a "every fifth box" kind of thing.

| Grapevines | | Base Points (when harvested with appropriate barrel) |
|------------|-------------------|---|
| Chardonnay | 2 dice = 7,8 | 0 |
| Merlot | 2 dice = 7 | 2 |
| Pinot Noir | 2 dice = 8,9 | 4 |
| Moscato | 2 dice = 8 | 5 |
| Vernaccia | 2 dice = 9,10 | 6 |
| Riesling | 2 dice = 10,11,12 | 7 |

All supplies are purchased by removing dice from the center dice pool (more about the dice later; just remember that dice are used for purchasing things). Supplies come in three varieties, Grapevines, Barrels, and Fertilizers. They each have a unique place on the score sheet, and they each have a different type of "payment" to purchase.

Grapevines are the types of grapes you are going to use to create your wines. To purchase a Grapevine, you will have to pull exactly two dice from the center dice pool that add up to a certain number. The numbers that are required are shown in

Column A. Some vines have multiple number targets; you just have to match one to purchase that vine.

So, if you want to purchase a Pinot Noir vine, you will have to pull two dice from the pool that add up to either 8 or 9.

Section B keeps track of your current warehouse of available vines. Every time you purchase a vine, mark a small circle in an empty box in the row of the vine you have purchased.

To produce a wine with a grapevine, you cross out a circle in any box in Section B to indicate that you have used it.

Section C shows how many points you will score for producing a win with that type of grapevine. You base value for a barrel of wine is the "big number" in the box, plus how many squares you have circled in the "research" column for that grapevine type. You can score additional bonus points to this value if you add certain types of fertilizer when you produce a wine.

When you produce a wine, in addition to a grapevine, you will also need a barrel. Fertilizers are optional, but you will ALWAYS need a

| Grapevines | | Base Points (when harvested with appropriate barrel) | Barrels | | |
|------------|--------------|---|-------------------------------------|-------------------------------------|-------------------------------------|
| | | | Kentucky | Allere | Linosia |
| | | | 3 die straight | 4 die straight | 5 die straight |
| Chardonnay | 2 dice = 7,8 | 0 | <input checked="" type="checkbox"/> | | |
| Merlot | 2 dice = 7 | 2 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |

single grapevine and a single barrel to produce wine.

However, certain grapes only taste well when stored in certain barrels produced from certain regions, so you need to be careful. Section D illustrates which barrels go with what grapevines.

In the example to the right, Chardonnay grapes only go with barrels made from Kentucky, while the Merlot can use any type of barrel.

Section E again shows your warehouse of what type of barrels you currently have to use. Again, purchasing a barrel let's you place a circle in one of the empty boxes, and when you use a barrel, you cross off a box with a circle in it.

Section F shows you the dice you must pull from the pool to buy a barrel. Barrels require "straights" or "runs" of dice. In order to purchase a Kentucky barrel, you will need to pull three dice that are sequentially in order (1-2-3, 2-3-4, 3-4-5, or 4-5-6). In order to purchase the deluxe flavoring of the Limousin, you will need a 5 die straight (1-2-3-4-5, or 2-3-4-5-6).

| Fertilizers | | | | | |
|---------------|--------------|-------------|-------------|-------------|--|
| Fruit Compost | Volcanic Ash | Oak Chips | Vanilla | Truffles | |
| any 2 dice | 2 of a kind | 3 of a kind | 3 of a kind | 4 of a kind | |
| | | | | | |
| | | | | | |
| +2 | +2 | +3 | | +6 | |
| +2 | +2 | +3 | +5 | | |
| +1 | | +3 | +8 | | |
| +1 | +2 | | | +8 | |
| | +2 | +4 | +8 | | |
| | | +4 | | +10 | |
| Spoils | | Spoils | Spoils | | |

Finally, while fertilizers aren't required to score a barrel of wine, they can provide some bonus "flavoring" points to your recipes.

Section H again is the familiar warehouse data. When you purchase a fertilizer, put a circle in one of the empty squares, and when you use one, cross off a square with a circle.

Section I details the dice that must be pulled to purchase a fertilizer. In the case of fertilizers, matching "sets" or "books" must be pulled, where all dice must be of the exact same value.

While it takes a four-of-a-kind to purchase Truffles, only a pair of matching dice are required for Volcanic Ash. Fruit Compost breaks this rule slightly in that any two dice, if they match or not, can be

purchase the compost.

Section G details what kind of bonuses are added to the different types of wine when they are produced.

As an example, while Chardonnay normally score 0 points by itself, if you also use Truffles as a fertilizer, and Volcanic Ash, the Chardonnay wine will score a total of 8 points. Remember, you will need to cross off 1 Chardonnay circle, one Kentucky barrel circle, and one circle of Ash and Truffles each to make this wine.

Section J shows which fertilizers will spoil "over the winter" in not used by then. *Spoilage* occurs after an Fall scoring season, and right before a new round start of a Spring season. During Spoilage, all unused grapevines (except for the Merlot) still in your warehouse are crossed off. Also, any unused fertilizer in your warehouse that is marked as "Spoils" is crossed off of your sheet.

And obviously, at the bottom of the score is for keeping track of the points you've scored during each season.

START THE GAME:

Everyone gets their allotment of dice, as shown on the front page. And a scoresheet. There will need to be room in the middle of the table where the *center pool of dice* is kept. Additionally, off to one side will be an area designated as the *dead pool*, which is an area where dice will be placed to indicate that they are out-of-play for the current season.

A SEASON BEGINS:

Each season begins with no dice in the center pool, and with each player starting with their share of the dice. Dice that are "owned" by a player are considered to be that player's *personal pool*.

WHO GOES FIRST:

At the start of the game, a player is randomly chosen to go first. Otherwise, whoever was the last to pull a die from the pool at the end of the previous season goes first this season.

ON A PLAYER'S TURN:

On each player's very first turn in a new season, the player must roll at least half of his personal pool dice, and place them in the center pool at the start of his turn. On all subsequent turns in the season, a player must roll at least 1 die from his personal pool and place those dice rolled into the center pool to start his turn.

A player may choose to roll more than the minimum, up to the amount of personal dice he has. If a player has no personal dice, he does not lose his turn; he simply skips to the next part of his turn as he may be able to play off some of the dice in the center pool.

When rolling dice into the center pool, players should organize the dice in numerical sets for ease-of-use to see what is available, as opposed to just a random mumbly-jumbly set of dice everywhere.

After adding his dice to the center pool, the player may pull out an appropriate set of dice from the center pool to do one of the following things:

A player can *PASS* and do nothing.

A player can *RESEARCH* a *grapevine type* by crossing off 1 selected grapevine from his warehouse, and then pulling dice from the pool.

A player can *PURCHASE* one *supply item* by pulling out the correct set of dice required for that purchase (some purchases will add multiple items on his scoresheet).

A player can *PRODUCE* a *single barrel* of wine by pulling out any 1 die.

PASSING:

When a player passes, the player's turn is over, the player to his left takes his turn.

If a player passes on his turn, he is not “out,” and can play on his next turn if a play is available.

If all players pass in a single round, the season is over.

RESEARCH:

Researching allows a player increase the base point value of a grapevine type. When researching, a player crosses out a single grapevine from his warehouse. He then pulls dice from the center pool, circling the numbers in the research boxes that match the dice that he has pulled out. The dice he pulls are subject to the following restrictions:

- A) A player can pull out as many dice as he wants, as long as each dice is a different number.
- B) A player can only pull dice which have not been marked previously in the research area for the type of grapevine he is researching.

For each research number circled, the base points of that grapevine increase by one. So, the maximum base points value of any grapevine is its starting base points plus 6, if a player has managed to circle all research numbers.

For example, since Chardonnay starts at a base point value of 0, a player, crosses out of one his Chardonnays, and pulls out a 2, a 3, and a 6 from the dice pull. The 2, 3, and 6 boxes are circled under Research for Chardonnay. Now, for every Chardonnay the player produces after this, the base point value is 3 (0 base points, plus 3 research boxes).

If the player wants to research Chardonnay again, it will cost him another Chardonnay grapevine from his warehouse. Also, since the 2, 3, and 6 are already circled, he could only “research” the 1, 4, and 5.

And as a side note, just because a player has circled a research number for one grapevine, that doesn’t mean it can’t be circled on another turn for a different grapevine, provided that the player follows the above rules for researching.

PURCHASING STUFF:

Most of the time, a player will take his turn purchasing a new supply. Each supply has a certain die combination that is required to be pulled from the center pool to “purchase” that supply. If that die combination does not exist in the center pool, the player is then unable to purchase that item.

(One of the main decisions of this game is determining what you want to buy on your turn, and then deciding how many dice you will need to roll into the center pool at the start of your turn in the hopes of creating the right combinations of dice that you can then pull from the pool. If you choose too few dice to roll, you might not get the roll you need. However, if you roll too many, your “control” over the season becomes diminished, and you will be adding extra dice to the center pool to help your opponents.)

The player pulls the dice combination out of the pool, and then marks his scoresheet in on of the boxes next to the supply that he has just “purchased” with a dot, to indicate that he has that item in

his warehouse. Some supply items will allow the player mark multiple boxes with a single purchase. If it is not noted, then the player only gets to collect 1 item of that supply type, by marking just one box.

The marking the box should be a simple dot, or open circle. As the supplies are used, they are then crossed off, or the boxes completely black out to indicate its use.

PRODUCING STUFF:

To produce a barrel of wine, 1 die must be pulled out of the center pool. The player then crosses out a single grapevine and a single barrel dot that he has collected on previous turns. The grapevine and barrel type must share a checkmark on the grid, as only some grapevines ferment to a proper taste with the various wood types of the barrels.

The base points for this barrel of wine is calculated by the base point number, plus however many research boxes have been circled.

Finally, a player may also cross off collected fertilizers to add additional bonus points, as shown on the grid. Each grapevine reacts differently to different fertilizers, so only fertilizers that have a bonus value associated with a particular grapevine can be used when making a barrel of wine with that type of vine.

The player is can use as many different fertilizers on a single barrel of wine as he has previously purchased, however, he is restricted to only using 1 of each type of fertilizer. In other words, if a player has 3 fruit compost, he cannot use more than one on any given barrel. However, he can use 1 fruit compost, and 1 oak chip on a single barrel if the grapevine “likes” both of those fertilizers.

The player then marks down the total points scored from that barrel in the current season on the bottom of the scoresheet.

A SEASON IS OVER:

When a single full round of all players passing on their turn, a season is over. If the season that ended was listed as Fall, spoilage occurs, and all players cross off all circles for every grapevine and “spoilable” fertilizer.

All of the dice are then returned to all of the players, divided equally, and a new season begins, with the player who pulled the last die from the previous season going first.

WINNING THE GAME:

After all of the seasons on the scorecard have been played, all players tally up their total score to determine who has won the game.

FOR A SHORTER (OR INTRODUCTION) GAME:

Players may decide at the start of the game to only play 2 years worth, instead of the full 3 years worth of seasons shown on the scoresheet.

Additionally, they may also decide to only play the Summer/Fall seasons of a given year.

DESIGNER NOTES:

For the record, the inspiration of what I call “the dwindling dice pool” mechanic comes from an indie story-game/RPG called “Fiasco,” by Jason Morningstar, published Bully Pulpit Games. It’s worth checking out, as I think it’s one of those games that resonate throughout the hobby in some regards, and make everybody re-think how a game can be played. Maybe not so much in the board game side of things; but probably on the story-game, and RPG side of things.

Obviously, the scoresheet method that is being used here is not the best implementation of what’s going on here. But it’s useful for its purpose here in that it makes the game insanely easy to print-n-play, and therefore playtest. It’s one simply file that can be modified fairly quickly, and presents all of the data in a (somewhat) clear manner; just not very pretty. Hopefully, if you take it upon yourself to try this game and spend a small fortune on 6 sided dice, you can look beyond the bare-bones of it all.

And anyway, much to my surprise, not a week after I offered this game open for playtesting in all of it’s potential ugliness, “Schattentanz” volunteered stepped up to do a “pretty” board version of the game. From a designer standpoint, I’d prefer a little more testing to go into effect before artsy efforts are begun. On the other hand, I’m not going to stop a free artwork lunch train.

I guess what I’m saying is that if you require something more fanciful than a shades of gray grid, you can look around, and maybe find something that’s more appealing to you in the same area where this file was downloaded.