# Setup

* Decide variants:
  + Friendly: Bonus space only if player completes action
  + Market:
    - Vines separated by building requirements (4 decks)
    - Orders separated by VP (3 decks: 2, 3&4, 5&6)
    - Visitors with 2 available faceup per type.
  + Choose Mama & Papa from 3 (vs. 2) of each
* Mama & Papa determine starting resources
* Start player (clockwise) select wake-up slot

# Notes

* Put bead on planted vines to indicate unharvested.

# End Game Trigger

* 20+ VP
* Tie breakers: $, then Wine Cellar contents,   
  then Crush Pad contents