

## 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