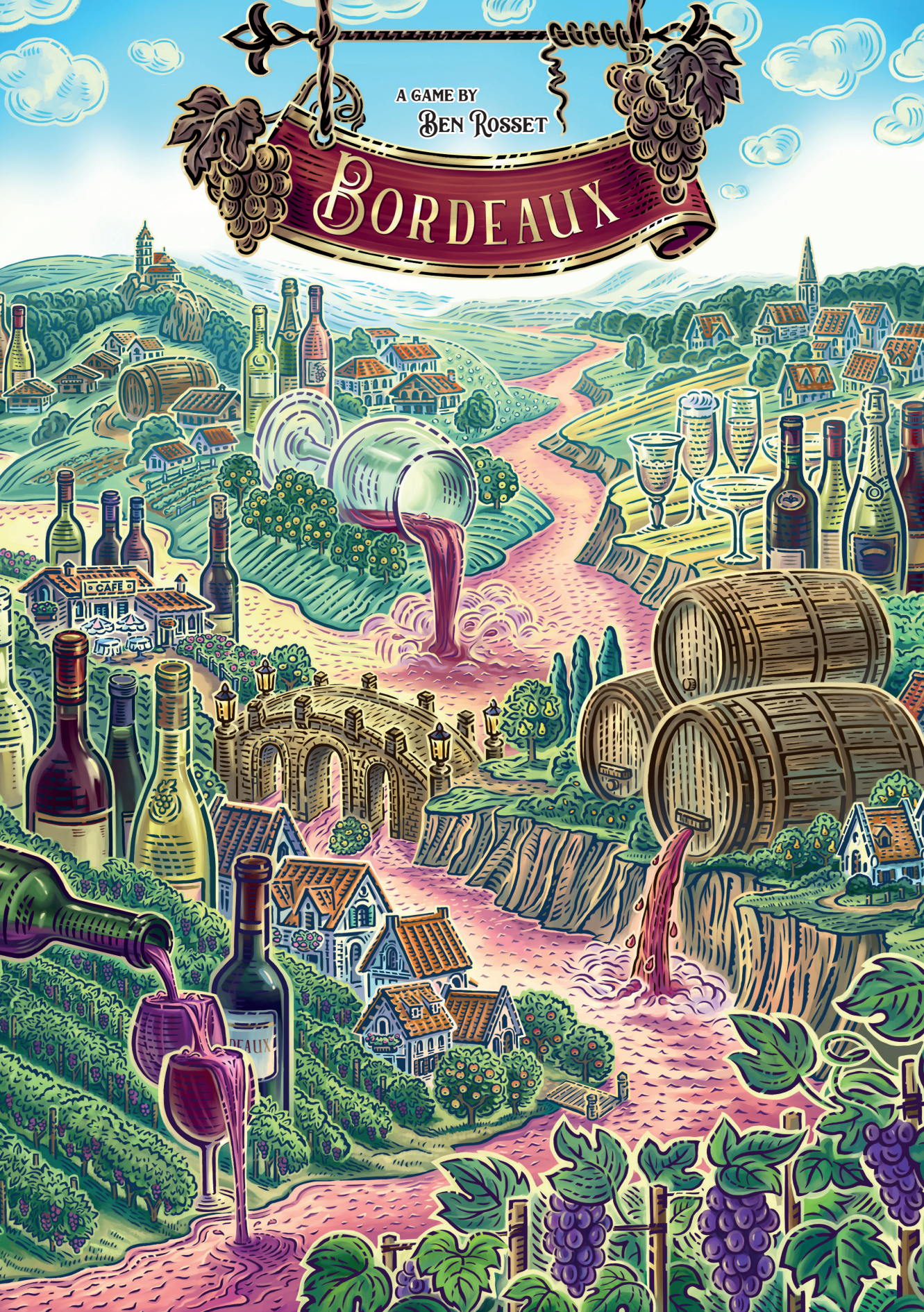


A GAME BY
BEN ROSSET

BORDEAUX



Welcome to Bordeaux

You are a winemaker in the heart of Bordeaux, guiding your vineyard from grape to glass. Every good winemaker knows time itself is an ingredient, and patience is as vital as ambition.

This philosophy shapes every decision you make in *Bordeaux*. Over 13 years (turns), you will assign Workers 🍷 🍷 🍷 to **Make Wine** or **Gain Resources**, choosing a duration of 1, 2, or 3 years. Longer commitments mean more powerful actions, but it will take longer for that worker to be ready again.

As your wines mature, you chart a curated wine tour, connecting estates and guiding bottles into restaurants and shops where patrons can taste your craft.

When the final year has passed, your legacy is uncorked. Score points for your wines and resources, and discover which winemaker's careful timing has produced the most celebrated vintage.

*Flip to the inside cover to learn how to play.
Flip to the inside back cover for solo rules and examples.*

SETUP

Each player gets a sheet and pencil. Determine the leader for each year in *snake order*: Randomly pick a player to circle year '01. In clockwise order, each player circles the next year, then go counterclockwise. Alternate directions until all years have a leader.

GAMEPLAY

Play begins in the column for year '01. You'll have 0-3 Workers    available each year. A Worker is available if their row is empty this year. Each year, you may use 1 Worker to **Make Wine** and 1 Worker to **Gain Resources**. If a 3rd Worker is available, it must **Pass**.

The top of your sheet specifies the region and resource that are available each year. One is pre-filled, and the other is chosen by the leader at the start of each year. In year '13, everyone chooses their own region and resource.

All players take actions simultaneously. Choose an action and its duration by writing the action letter 1-3 times in a Worker's row. Longer actions let you gain more resources and make older wines, but tie up the Worker longer.

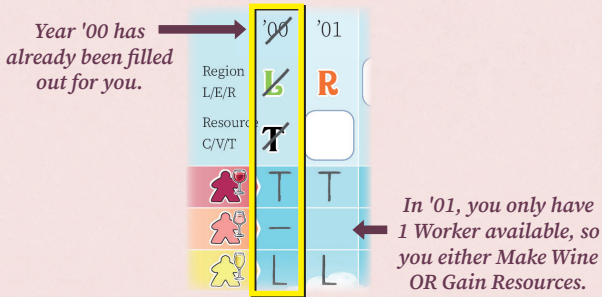
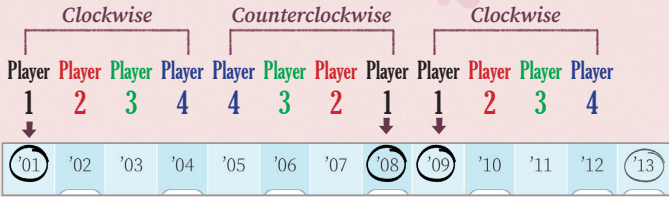
After taking an action, cross it out. When you have no more available Workers in the current year, cross off the year and put your pencil down. Once everyone is done, begin the next year.

MAKE WINE

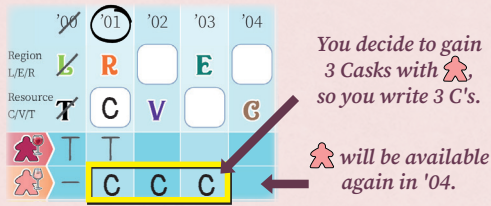
Choose 1 wine in the current year's region (Left Bank "**L**" / Right Bank "**R**" / Entre-deux-Mers "**E**"). Use a Worker of matching color ( makes ,  makes ,  makes ). Write the region letter 1-3 times as shown on the chosen wine.

Circle the wine. If it connects to other circled wines, fill the paths. If the path has a resource, gain it.

Player 1's sheet in a 4-Player Example:



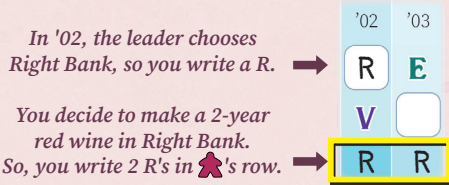
You are the leader in '01. ➡ **'01** **Your '01 action choices are:**
So, at the start of '01 you declare Casks as the available resource.
ALL PLAYERS write a C ➡ **C** ➡ **Make wine in Right Bank**
under '01. ➡ **C** ➡ **Gain Casks**



After taking the Cask action, cross it out.

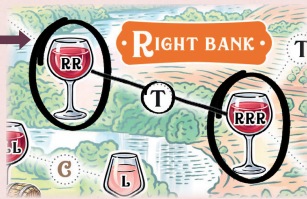
01	02
R	
V	V
T	

You have no more available workers, so you cross out '01. When everyone's finished, it's time for '02!



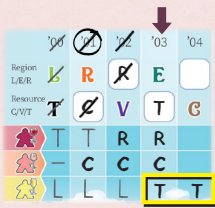
Then you circle the 2-year (RR)
red wine  in Right Bank. ■

*This wine connects to another
circled wine, so you fill the path.
Since the path has a Trellis (T)
resource, you gain it.*



GAIN RESOURCES

Choose 1 available Worker (👤, 👤, or 👤) to gain 1-3 of the current year's resource by writing the resource letter 1-3 times respectively.



In '03 you decide to gain 2 Trellises with 👤. So, you write 2 T's.

CASKS "C"

When gaining Casks, trace the dotted Casks. Some wines require the use of 1 or 2 Casks. To make these wines, you must cross out 1 or 2 outlined Casks respectively.



This wine requires 1 Cask.



To make this wine, cross out 1 Cask.

VINES "V"

When gaining Vines, trace the dotted Vines from left to right. If you fill a Vine above a grape, immediately circle a matching wine in **any region** (no Worker needed), using Casks if necessary. This is the only way to make multiple wines in a year.



You filled a Vine over a 2-year (RR/LL/EE) rosé wine.



Immediately circle a 2-year rosé wine anywhere.

TRELLISES "T"

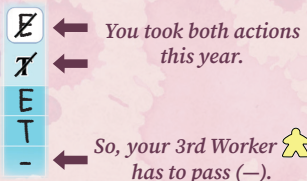
When gaining Trellises, trace the dotted Trellises in any order. Complete a row of Trellises to unlock its game-end scoring Bonus.



You completed a Trellis row. You gain a scoring bonus: At game-end, score 1 point per 2-year (RR/LL/EE) wine you made.

PASS "-"

If you have an available Worker that can't take an action (i.e. if all 3 Workers are available), fill its space with a "-" to Pass.



You took both actions this year.

So, your 3rd Worker 👤 has to pass (-).

GAME END

The game ends after year '13. Your actions' durations may extend into the spaces beyond year '13. Total your points:

- 1 per filled path.
- 3 if you have the longest continuous tour path (if tied, score the full 3 points).
- 1 per used Cask.
- 3 if you used the most Casks (if tied, score the full 3 points).
- Score your completed Trellis rows.
- 1 if you had fewer leader years.



In years '12 and '13 your actions can extend into the extra columns. So, make the best wines and gain as many Resources as possible.

9 + 3 + 4 + 0 + 5 5 0 + 0 = 26

See the inside back cover for scoring examples.

The player with the most points wins!

Example Scoring

	'00	'01	'02	'03	'04	'05	'06	'07	'08	'09	'10	'11	'12	'13
Region L/E/R	L	R	R	E	R	L	E	R	L	E	L	L	R	R
Resource C/V/T	T	R	V	T	R	V	T	R	V	C	R	T	T	V
	T	T	R	R	C	V	V	V	L	L	L	L	R	R
	-	C	C	C	R	R	R	T	T	T	R	R	R	V
	L	L	L	T	T	L	L	R	R	R	C	T	T	E

CASKS

VINES

TRELLISES

SCORING

9 + 3 + 4 + 0 + 5 + 5 + 0 + 0 = 26

You filled 9 path segments, so you score 9 points.

You used 4 Casks, so you score 4 points.

You have 5 white wines, so you score 5 points.
You have 5 2-year wines, so you score 5 points.
You did not complete the third Trellis row.

Your longest continuous tour path is 7 segments long. This is the longest wine tour of all players, so you score 3 points.

You did not use the most Casks of all players, so you score 0 points.

You do not have fewer leader years than other players, so you do not get 1 compensation point.

SOLO RULES

Follow the base rules with these changes:

Determine your leader years as if you were playing a 2-player game.

On your non-leader years, determine the available region or resource using 1 of the following methods:

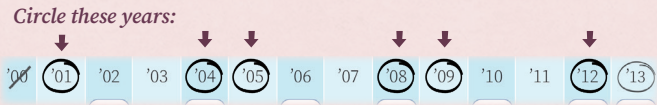
- Look away and randomly touch your pencil to the region or resource grid shown to the right.
- Or, flip to a random page and identify the region or resource in year '00.

If your longest continuous tour path is **7 or more path segments long**, score 3 points for the longest wine tour.

If you used **7 or more Casks**, score 3 points for the most Casks.

Determine your level of victory:

- **35** Maître
- **30** Vigneron
- **25** Artisan
- **20** Apprenti



Region

L	E	R	L	E	R
E	R	L	E	R	L
R	L	E	R	L	E
L	E	R	L	E	R
E	R	L	E	R	L
R	L	E	R	L	E

Resource

C	V	T	C	V	T
T	C	V	T	C	V
V	T	C	V	T	C
C	V	T	C	V	T
T	C	V	T	C	V
V	T	C	V	T	C

Credits

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Graphic Design: Jeff Chin & Pavel Zhovba | **Layout Randomizer Algorithm:** Yannick Tchobello

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