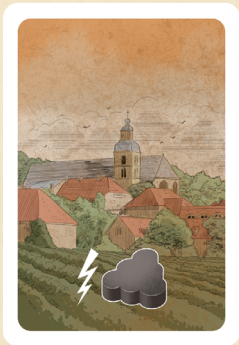
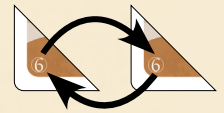




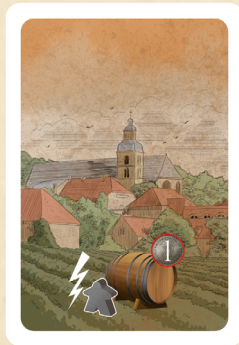
GOAL DECK EVENTS



Events with a ⚡ trigger immediately as they are revealed. The other events trigger when the display is full with the event showing as the top card on the Goal Deck. To add these cards to your game, swap out the like-numbered cards in the goal deck with these new 15 cards. Shuffle all 45 cards together, and you're ready to play!



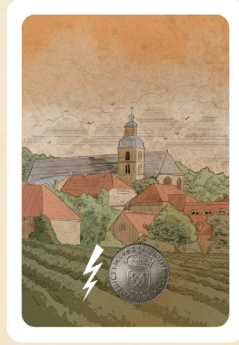
Starting with the active player and going clockwise, every player may perform immediately a free vineyard action of strength 1.



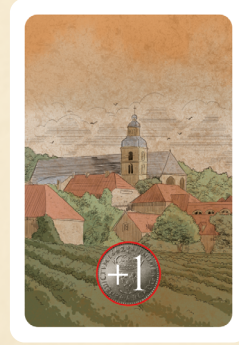
Starting with the active player and going clockwise, every player may place 1 worker on their cellar at the cost of 1.



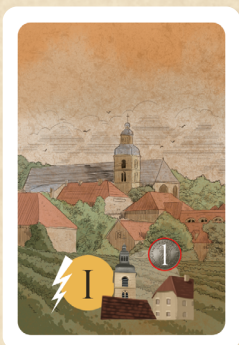
Starting with the active player and going clockwise, every player may place 1 worker on the routes at the cost of 1.



Starting with the active player and going clockwise, every player may gain 1 coin.



When this event card is visible on top of the goal cards deck, every paid action has an additional cost of 1.



Starting with the active player and going clockwise, every player may perform immediately a village action of strength 1 at a cost of 1 coin.



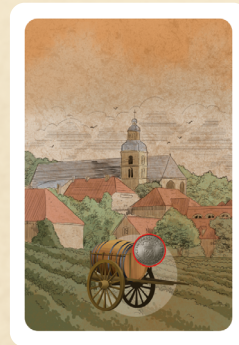
When this event card is visible on top of the goal cards deck, every sales action will grant players 1 extra VP, whenever they earn VP's.



When this event card is visible on top of the goal cards deck, every sales action will grant players 1 extra point in order to calculate it's final value.



When this event card is visible on top of the goal cards deck, every sales action will grant players 1 extra coin, whenever they earn money.



When this event card is visible on top of the goal cards deck, the Logistics action is also a paid action as per normal rules.



When this event card is visible on top of the goal cards deck, the cellar action will penalize players with -1 when calculating wine value (either bottles or barrels).



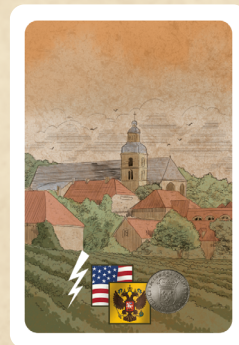
When this event card is visible on top of the goal cards deck, the cellar action will benefit players with +1 when calculating wine value (only barrels).



When this event card is visible on top of the goal cards deck, the cellar action will benefit players with +1 when calculating wine value (only bottles).



Starting with the active player and going clockwise, every player may benefit immediately from a bonus of any goal card on the display, without discarding it.



Starting with the active player and going clockwise, every player may buy one flag at a cost of 1 coin.