## **GOAL CARDS**



scoring VPs

suit

scoring condition

bonus when the card is discarded



10 VPs if you have 2 cards from the depicted suit on all of your still face-up (not scored) goal cards;

15 VPs if you have 3 or more cards

7 VPs if there are at least 3 grapes of any one color in a 3x3 grid around

your worker (card 7) or in a row or

12 VPs if there are 5 grapes or more

column where your worker is

present (card 10);



7 VPs if you have workers on at least 2 different route sections;

12 VPs if you have workers on 6 or more



7 VPs if there are 3 pairs of grapes of the same color that one of your workers is on;

12 VPs if there are 4 pairs (each grape can only count in one pair)



10 VPs if you have 2 sets of market cards of bottles + barrels + generic purchase orders;

15 VPs if you have 3 sets or more



7 VPs if you have at least 2 market cards of bottles;

12 VPs if you have 5 or more







10 VPs if you have 2 or 3 sets of market cards of bottles + barrels;

3/5+

10 VPs if you have

15 VPs if you have 3

2 pairs of any

blue + grey

acessories;

or more pairs

15 VPs if you have 4 sets or more



7 VPs if you have 3 champagne tiles of the depicted type in the presses;

12 VPs if you have 4 or more

7 VPs if you have 2 harvest tiles of the depicted variety/color in the presses;

12 VPs if you have 3 tiles

10 VPs if you have at least 3 market cards of generic purchase orders;

15 VPs if you have 5 or more



7 VPs if you have at least 1 worker in the vineyard;

12 VPs if you have 3 or more



10 VPs if you have at least 3 market cards of barrels;

15 VPs if you have 5 or more

2/3



1/2 3/7.

7 VPs if you have at least 3 workers on the routes;

12 VPs if you have 7 or more



7 VPs if you have at

least 3 workers in the

maison; 12 VPs if you have 6 or more



7 VPs if you have 1 worker at the presses;

12 VPs if you have 2 or more



7 VPs if you have workers in at least 3 different places (presses + maison + routes + vineyard + supply);

12 VPs if you have workers in the 5 places



10 VPs if you have 1 set of market cards of all routes/colors:

15 VPs if you have 2 or more sets



10 VPs if you have at least 3 market cards of the depicted route;

15 VPs if you have 5 or more



7 VPs if you have 2 flags of the depicted nation (tokens and/or market cards);

12 VPs if you have 3 or more



10 VPs if you have 2 flags on market cards of the depicted type (bottles/barrels);

15 VPs if you have 3 or more



10 VPs if you have at least 3 flags on tokens and/or market cards:

15 VPs if you have 5 or more



10 VPs if you have at least 2 market cards with a zero value increase (0) on presses; 15 VPs if you have 4



7 VPs if you have at least 2 market cards where champagne is not accepted (X) from a press;

12 VPs if you have 6 or more



7 VPs if you have at least 2 market cards with a three value increase (3) for at least one press;

12 VPs if you have 5 or more cards



or more

10 VPs if there are at least 4 accessories of the depicted types in your market cards;

15 VPs if there are 7 or more



7 VPs if you have at least 1 of the depicted suits on all of your still face-up (not scored) goal cards;

12 VPs if you have all 3 depicted suits

get one grey accessory (value 1) of the depicted type



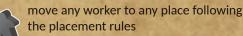
get one value 1 harvest tile of the depicted variety



get one flag of the depicted nation

## **BONUS EXPLANATION**

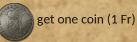
get a '+1' token (immediately place it on a +1) champagne press - see page 8 bottom note)



move any worker to the vineyard following the rules

move any worker to the presses following the rules

move any worker to the routes following the rules







put a 1 value champagne tile of the depicted type on either an empty press or a press with only one champagne tile