



Instruction Manual

ABOUT THE GAME

Wine Wars is fun role-playing game for your dinner party or any other type of home entertainment.

It is based on the well-known 'Mafia' game you have probably played ages ago.

In Wine Wars card game you are to imagine yourselves as winemakers.

This particular edition is tailored to a small, but mighty wine region of Priorat in north-east Spain.

Apart from the winemaker(s), there are few more characters:

Two gangsters who are trying to spoil your wines and eliminate you from being a winemaker.

Distributor, who works and takes care of winemakers and their wines,

so the final consumers get an attractive and flavoursome product.

Finally, the Quality Control, who monitors the winemaking to make sure you are not only happy, but healthy as well!

How this game is played?

First of all, you need to appoint a host for the round. A host plays a role of narrator, so they do not take a role card, but instead get a separate host card with the instructions how to conduct a round of this game.

All other players get a card in random to determine their role in the game.

The player should not show their card to anyone and play the role correctly.

Each mini-round consists of two stages: Night and Day.

The game starts with the night phase, when everyone goes to close their eyes and open them only when the host tells them to.

The host then prompts different characters to perform their actions: villains to 'attack' the winemaker; distributor to try and save the winemaker; quality control to try and identify the villain.

The host card contains the instructions and all the players must follow them.

The game then is followed by the day phase, when everyone 'wakes up' and the host announces the outcomes of the night. The day then continues with the discussion, some wine drinking (!!) and of course accusation of who is believed to be a villain. The host then conducts a voting, after which one player is eliminated. They must show their card and then remain silent (enjoy their wine) for the remainder of the game.

Top Tip: Try to use some information on your cards to initiate conversations about wines, sample the one (if you are have a bottle),

ask somebody to try the wine and then provide a description to prove they are winemaker.

How to win?

This is a collaborative role-playing game, which means that either villains or other peaceful citizens (winemakers and others) can win as a team. If villains managed to eliminate the peaceful then win, or if other citizens managed to find out who are the villains and eliminate them then they win the game.

How to set up this game?

It cannot be easier! Simply print out the role cards, cut them and you are good to go!

The number of playing cards should be equal to the number of players. The minimum optimal quantity is 5 or more, where 2 are villains, one is the distributor, one quality control officer, and one (or more) is a winemaker.

Spice it up with wine! As an option, you as a host can buy a bottle of wine, cover it and incorporate into the game. For example, after a first night phase, all players should sample their wine (during Day), and answer your question. It can be a year of vintage (2013, 2012 etc), grape variety (cabernet sauvignon), or country/region (if you are serving Priorat wine, try to ask something else, i.e. oaked/unoaked, alcoholic strength (15%, 14%). If a player guessed incorrectly they cannot perform their 'duties' the following night phase. You can add this twist twice, or even several times - all depends on whether you are tasting different wines and how big is the group as for longer games a few tasting tests would be even more fun!

You are sure to have loads of fun and possibly learning a few things about wine as well!

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CREATURE, WHO WAS TRYING TO SETTLE SICILY AND NOW EXPELLED FROM **ITALIAN CREEPY** You are an IN SPAIN.



DEFINITELY PASSIONATE ABOUT FOOD. TRY PEOPLE FROM THIS TOWN OF GRATALLOPS TO INITIATE DISCUSSIONS ABOUT WHICH Your task is to eliminate peaceful TYPE OF FOOD WILL BE GREAT TO HAVE AND BECOME RICH BY SELLING RUBBISH WINE. YOU ARE QUITE RUDE, BUT WITH THESE SPANISH WINES.

You are an

TURNED INTO AGGRESSIVE FREAK WHO AMERICAN HEALTH VILLAIN.

You go to the gym everyday and have INITIATE DISCUSSION ABOUT LOW ALCOHOL WINES, LOW CALORIE WINES AND HOW TO ROUTINE. DURING DISCUSSION, TRY TO OBSESSED WITH 6-PACK ABS AND FITNESS PROTEIN SHAKE FOR LUNCH. YOU ARE DRINK LESS.



JUALITY CONTROL

STRICT, BUT JUST. YOU CARE YOU ARE A CONTROL FREAK: VITICULTURE. YOUR JOB IS ABOUT ORGANIC PRODUCE QUALITY PRODUCTS ARE TO ENSURE THAT ONLY AND SUSTAINABLE

OR RETAILERS. YOU NEED TO BE ALERT ON ENDING UP AT DISTRIBUTORS LEAVING THE WINERIES AND WHO IS PRODUCING RUBBISH WINES.

MAS LGNEUS

FRESH AND DEVELOPING IN THE PRODUCING PREMIUM QUALITY GROWING REGION OF PRIORAT, THE EXTREMELY TOUGH WINE-OF THE YOUNGEST CELLARS IN IT'S LOCATED TO THE NORTH WINES. FAMOUS FOR ORGANIC OF GRATALLOPS. IT IS IS ONE COMPLEX IN FLAVOUR! IT IS Barranc dels Comellars WINE, WHICH IS RICH AND GLASS.

ISTRIBUTOR

With hundreds of wines PRODUCE THAT WILL FIND AND CARE FOR ONLY GOOD DISTRIBUTING WINES ITS CONSUMER. TO RETAILERS You are

CARE ABOUT WINEMAKERS, AS WITHOUT GOOD FLAVOURSOME AND EXPRESSIVE WINES. YOU ONES YOU WON'T SUCCEED IN BUSINESS. NOT A MOTHER THERESA, JUST YET ON OFFER, YOU NEED ONLY

TRARES

REGION IN NORTHEAST SPAIN IS GRAPES FROM OLD VINES. THEY RETAIN FLAVOUR, WHICH MAY STEEPLY TERRACED VINEYARDS FAMED FOR ITS MINERAL-RICH USE MINIMAL TREATMENTS TO OLDEST CO-OPERATIVE, USING RESULT IN A SMALL HARMLESS THE HISTORIC PRIORAT WINE LLICORELLA SLATE SOIL AND GRENACHE AND CARIÑENA ON HILLS. IT IS PRIORAT'S DEPOSIT IN THE BOTTLE.

FERRER BOBET

Winemakers care and respect of the rocky mountainous region, its traditions and sustainable development. They are in the forefront of winemaking business with innovations and care. Especially proud of wines made from 100% Carignan, which gives that minerality to the wines. Winemaker is using one of the oldest vines in the region to make elegant, fresh and harmonious wines.



CLOS ERASMUS

IT IS A BOUTIQUE ESTATE OF IO
HECTARES BARELY PRODUCES 140 CASES
EACH YEAR, SO THE FIRST LABEL, CLOS
ERASMUS, IS INEVITABLY SCARCE AND
EXPENSIVE. DESERVEDLY SO, RED
WINES ARE RICH, POWERFUL, DENSE
AND EXOTICALLY PERFUMED. CLOS
ERASMUS IS ALSO ONE OF THE FEW
SPANISH WINES EVER TO ACHIEVE IOO
PARKER POINTS, PROOF THAT THE
PRIORAT REGION IN THE RIGHT HANDS
PRODUCES WINES TO RIVAL THE FINEST
FROM RIOJA AND RIBERA DEL
DUERO.

SCALA DEI

HAS EVOLVED OVER THE CENTURIES. THI BIRTHPLACE OF WINES AND WINEMAKING IT IS SITUATED IN THE MOST NORTHERN AND MOUNTAINOUS AREAS OF PRIORAT. HISTORIC PRIORAT AREA WHICH TODAY PROVENCE IN THE 12TH CENTURY THE THAT ESTABLISHED ITSELF FIRMLY AND IN THE DOQ PRIORAT REGION. THE CARTHUSIAN MONKS BROUGHT FROM CARTHUSIANS' LANDS MADE UP THE DEVELOP A WINEGROWING CULTURE KNOWLEDGE AND TECHNIQUES TO THE CARTHUSIAN MONASTERY OF FORMS THE DOQ PRIORAT WINE SCALA DEI REPRESENTS THE REGION.LESS.



Merum Priorati

MINISCULE AND THE WINES ARE NORMALLY WINES ARE NOT OVER POLISHED (AND WITH It is a project founded in 2004 by two MATURED SEPARATELY FOR 12 MONTHS IN WINEMAKING IS CAREFULLY OVERSEEN BY TRULY HANDMADE WINES, CRAFTED ON OLD CATALAN FAMILIES. THE ESTATE'S Carignan, with smaller amounts of TERRAINS IN THE WORLD. YIELDS ARE BROKEN BLACK SLATE. EACH PARCEL IS A REAL SENSE OF PLACE), TO PRODUCE AN AUSTRALIAN OENOLOGIST SO THE ONE OF THE WILDEST, MOST RUGGED A BLEND OF MOSTLY GARNACHA AND SYRAH AND CABERNET. THE SOIL IS NEW (70%) AND OLDER BARRIQUES Priorat's famous Llicorella, a

Mas Doix

MORE' - THE WINES ARE NOT BURSTING World Wars and then in the 1990s TURNING TO BECOME A WINERY. LHEY SOME FLAVOURS BEING WORKED ON IN AND THE 100% CARIGNAN WINES ARE INDEED STILL HAVE VINES DATED 1902 THE BOTTLE (WILL AGE REALLY WELL!) COMPLEX, SHOWING MINERAL, SLATE WITH FRUIT FLAVOURS, BUT ARE VERY OLD VINEYARD, THEN SURVIVING THE TOUCHING STORY BEING FIRST A VERY WINEMAKER WHO THOUGHT 'LESS IS AND OAKY NOTES TOGETHER WITH MADE EXACTLY FROM THEM. 2010 VINTAGE WAS CREATED BY THE IT HAS A VERY PERSONAL AND



Noguerals Abellars

THIS IS A PRIORAT NEWCOMER.
FAMILY OWNS A BIGGEST OPERATION
IN THE NEIGHBOUR REGION OF
MONTSANT, WHICH IS THEIR HOME
FOR 7 GENERATIONS, BUT IN 1999
THEY ADDED A 4-HECTARE PRIORAT
VINEYARD TO THEIR HOLDINGS. THE
WINES SHOW WELL-CONCEALED SILKY
TANNIN, OUTSTANDING DEPTH AND
RICHNESS, AND THE WINEMAKER
MANAGES TO COMBINE ELEGANCE
WITH ALL OF THE TYPICAL TO
PRIORAT POWER. WINES CAN
FURTHER EVOLVE FOR 4-6 YEARS AND
SHOULD DRINK WELL THROUGH 2025!



Host Card

Introduction for all the players at the beginning

Once upon a time, there were [X] winemakers in peaceful Spanish town of Gratallops. They enjoyed growing grapes, harvesting them, and then producing wonderful wines that enjoy a special name for it - the designated region of Priorat.

Sometimes, when it is peace and quiet, wealth and joy, powers of evil are to mess with the tranquility.

The town attracted a few gangsters, who are pretending they are winemakers, and at the same time trying to 'kill' others by harming their vineyards, trying to spoil the wine in the tanks and barrels and sell their own unattractive produce to the retailers.

Many winemakers in Gratallops sell their wines through a large distributor, who is then passing the wines to the retailers, who are then marketing and selling the wines to consumers. You can imagine that if the wines are bad and unattractive, nobody will buy them, but it is also harmful for the overall image of Priorat.

That's why winemakers, invited the distributor to help and cure the image of Priorat with the help of Quality Board who will be testing the produce to identify those villain gangsters and eliminate them.

We only have several nights and days to solve this mess, so let's get cracking!

NIGHT PHASE

Villains are amongst us. These filthy wine lovers want to sell their rubbish wines instead of the fellow good and reputable Priorat winemakers. They wake up first and decide who is their target. Please agree on one target this night! SLeep tight after.

After the villains done their dirty job, it is time for a Distributor to care about one of their favourite winemakers. Please silently point at the one who needs to be taken care of. Sleep now.

And finally Quality Control Board is awake. Please inquire who you think is the villain. Inquiry processed. Night, night, sleep.

DAY PHASE

All wake up now. The night was... (describe the actions and who is dead or cured).

Have a lovely sip of wine - do you like it? (if you are playing with a wine blind tasting option, introduce a covered wine, let the players to record their answers and then reveal the correct answer!) (after some wine small talk) Let's now look around, villains are amongst us. Who are they? Test your fellow winemakers - how well they describe wines, how much they know about Priorat, what are their own wine tastes and preferences?

You will see now who is the villain and how is the winemaker!

(After some heated and fun discussion, facilitate a voting). Please cast your votes for...

The player who received the most votes, is expelled from Priorat community and would need to silently sip his wine till the end of this game. He needs to reveal his card.

Have as many rounds of night/day as you need as this game ends with either villain's victory if they managed to eliminate all peaceful players; or on contrary winemakers with the help of distributor and quality board managed to expel all villains.

Have fun!

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