

A DEAL WITH THE DEVIL

a fan-made scenario for Viticulture World

This is the first in a series of Viticulture World fan-made scenarios. While the official Viticulture World scenarios are focused on the five continents, these scenarios are focused on certain themes.

This scenario is called A DEAL WITH THE DEVIL.

Special rules when playing with **Burattino**: if Burattino does not participate in an event, he loses no Victory Points.

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A DEAL WITH THE DEVIL

The rooster did not crow this morning. You run to check out the chicken coop: the cage is still closed, but the rooster is not there. Some anxiety puts you in a bad mood.

During Spring and Fall, players do not receive the benefits printed on the rings of the wake-up chart.

1



A DEAL WITH THE DEVIL

Some visitors who arrived yesterday suddenly decided to leave without no explanation; they seemed very upset.

Each player may discard 2  before performing his year-end steps. Each player who does not loses . If all players chose to discard 2 , gain 1 .

2



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With great disappointment you discover that a barrel in the cellar has cracked. Unfortunately the air has ruined all the precious wine inside.

Each player may discard  before performing his year-end steps. Each player who does not loses . If all players chose to discard , gain 1 .

3



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A new disease is taking root in the vineyards. Better get rid of these plants and get new ones.

Each player may discard 2  before performing his year-end steps. Each player who does not loses .

4



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Grasshoppers attack your fields; the damage is enormous.

Before performing his year-end steps, each player may remove 1 of his unsold fields from the game; any planted vines on this field are discarded to the appropriate discard pile. Each player who does not loses . If all players chose to remove a field, gain 1 .

5



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Some visitors who arrived yesterday suddenly decided to leave without no explanation; they seemed very upset.

Each player may discard 2  before performing his year-end steps. Each player who does not loses .

6



A DEAL WITH THE DEVIL

Several people got sick after drinking your wine and some longtime customers decided to cancel their orders.

Each player may discard 2  before performing his year-end steps. Each player who does not loses . If all players chose to discard 2 , gain 1 .

7



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An old creditor shows up demanding to be paid. You do not remember being in debt, but his appearance is not very reassuring...

Each player may pay  before performing his year-end steps. Each player who does not loses .

8



A deal with the devil

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A very special visitor came to your vineyard a few days ago. Since settling in the farmhouse, everything has been running fine. The harvest is bountiful and your customers are very satisfied, but you have a weird feeling. You soon understand why. The strange guest reveals himself for what he is: the devil; and he offers you a deal. He promises that your vineyard will be very productive and your influence will increase in a short time, but of course all of this comes at a price.

SETUP

Each player starts with their 6th worker already trained and in their pool of available workers.

