COUPAGE

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WELCOME TO COUPAGE, THE CARD GAME WHERE WINE ISN'T MADE BY ITSELF... AND EVERY GLASS GETS YOU CLOSER TO GLORY!

Each player takes on the role of a prestigious winery. Your goal: craft the most exquisite wines and sparkling cavas by carefully selecting cards that represent grapes, time, and barrels... all while sabotaging your opponents with some rather nasty surprises — like spoiling their wine or evaporating their grapes.

UNLEASH YOUR WITS, SAVOR YOUR STRATEGY, AND CONQUER THE WINE WORLD IN COUPAGE!

MAIN GOAL : *Using your cards you will produce and bottle wines and cavas. The first player to bottle 2 wines and 1 cava wins the game!*

GAME COMPONENTS





12 time cards | *48 grape variety cards* | *19 special cards* | *4 cava cards* | *16 wine barrel cards* | *8 Player aid cards**

**The player aid card shows a turn summary and the requirements to craft wines and cavas — including grape varieties, aging time, stars needed for bottling and special wine abilities.*

GETTING YOUR CELLAR READY!

Deal 4 wine barrel cards to each player. Place them in a row in front of you, with the wine barrel visible. Also, deal 1 player aid card to each participant. Shuffle the special, time, and grape cards to form a single deck. Deal 5 cards to each player, and place the remaining deck in the center of the table within reach of all players. Turn over the top two cards of the deck to form the market (see example).

Place the cava cards within reach of all players.

HOW TO PLAY

The player who most recently ate grapes goes first, and then play continues clockwise.

At the beginning of their turn, each player must draw one card from the center (either from the deck or from the market). If a card is taken from the market, replace it immediately with the top card of the deck.

Next, the player may perform up to two actions. The actions can be the same or different, as long as they are valid given the player's situation in the game.

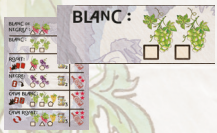
Taking actions is optional; you may perform one, two, or none. At the end of the turn, if you have fewer than 3 cards, draw from the deck until you reach 3 cards in hand.

The turn then passes to the player on the left. If the deck runs out, shuffle the discarded cards and continue. The actions that can be played on each turn are:

PLAY GRAPE CARDS

When you have enough grape cards in your hand to produce the wine of your choice (see your player aid card), play the entire set to your barrel.

You must play all the grape cards needed for the wine at once.



PLAY SPECIAL CARDS

Play a special card, use its special effect, then discard it.

PLAY TIME CARDS

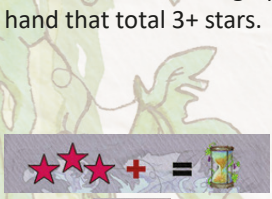
Once you have placed the grape cards on the wine barrel cards (meaning the fermentation of the wine has

started), you may start playing time cards- one per turn. The required time for each wine is shown on the player aid card.

You cannot place time cards on empty wine barrels (meaning those without wine in the process of fermentation) nor can you add more time than required for each wine.

- Instead of a time card, you may use grape cards worth 3 or more stars.

To do this, discard grape cards from your hand that total 3+ stars.



Then:

- Choose one of the discarded cards, place it face-down, and use it as a time card
- Place it under a wine barrel card that already has grape cards.

Using a time card (whether an actual time card or grapes-as-stars) counts as one action.

BOTTLE WINE

Once a barrel has all the required grape and time cards, the wine is ready to be bottled.

To bottle, discard grape cards from your hand with the required number of stars: 2 stars for wines, 3 stars for cavas.

Then, discard all cards (time, grape, and star cards) used for that wine and flip the barrel card to reveal the bottle. At this point, you have bottled wine.

If it's your first cava, take a cava card from the center and place it on the bottled barrel.

Remember that you must bottle at least one cava to win.

DISCARD AND DRAW

Discard one card from your hand, then draw the top card from the deck.

SPECIAL CARDS

There are 7 different types of special cards. Choose them to benefit yourself — or to sabotage your opponents.

Young Wine: Bottle any wine or cava without stars. You must already have the required grape and time cards placed on the barrel.

Spoiled Wine: Play this card on another player's barrel with grape cards on it. The production of that wine is blocked: no grapes, no time, no bottling cards allowed. There are two ways to remove a Spoiled Wine card:

- Play an Oenologist card
- Wait four turns: at the end of each turn, rotate the Spoiled Wine card to the next number. Place the card so that the number 1 is facing the affected player. At the end of the first turn, rotate it to show number 2. At the end of the second turn, rotate it to 3. At the end of the third turn, rotate it to 4. At the end of the fourth turn, remove the card. You may now continue your wine production on that barrel.

Oenologist: Remove the Spoiled Wine card from any player's barrel. Production resumes.

Harvest: Reveal as many cards from the deck as there are players. Place them in the center of the table. Each player takes one, starting with the player who played

this card. Then the game resumes maintaining the clockwise order.

Evaporation: Remove a grape card of your choice from another player's barrel. That player must replay the same grape card (or another card allowed for the production of the chosen wine)l. Meanwhile, time cards can still be added to the barrel, but the wine cannot be bottled until the removed grape card has been replaced.

Warning: You cannot evaporate the last grape card of a barrel.

Steal Time: Take a time card from another player's barrel and add it to one of your barrels in progress. You can take either a face-up time card or a face-down card as long as it's being used as a time card.

- **Warning:** You must have wine in progress to play this card.

Steal a Card: Randomly take a card from another player's hand and add it to your own.

END OF THE GAME

The game ends when a player bottles two wines and one cava.

WINE ABILITIES
(TO ADD MORE CHALLENGES TO THE GAME)

Some wines grant special abilities when bottled.

Rosé: Draw 1 card from the market.

Red: You may use any card from your hand as a time card.

White Cava: Take back 1 time card and 1 grape card from a bottled cava barrel and add them to your hand.

Rosé Cava: Take an extra turn.