



TERROIR EXPANSION



At the start of the game, deal out two to each player.
Each will choose one to keep.
Score the goal when achieved during the game.

All are worth 5 Prestige points.

SCORING CONDITIONS



Have 10 francs



Have 20 points



Have no
workers
in the supply



Have one
gray accessory
of each type
(*wire, cork,
box & sugar*)



Have reached
level 4 (15 pts)
on the
Prestige table



Have 3
Market cards
with crowns



Have 7 Harvest
tiles in the cellar



Have 2 workers
on the last
space of two
different routes