

## The Game Play

1



**Team White** selects the first card and reads the question (without the hint) to **Team Red**. It is also a good idea to read that card's Cellar Step so **Team Red** knows what it is playing for.

2



**Team Red** discusses the question and offers a single answer. Do not read the hint yet.

3

**Team White** passes the Wine Teaser deck to **Team Red**. A new round begins. This time, **Team Red** reads and **Team White** answers.

4

The first team to stock their cellar with at least one bottle in all six categories **wins the game!**

### Cellar Step



### Hint

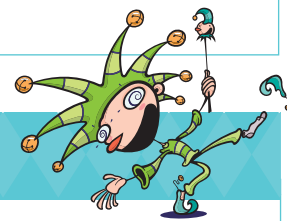


### Answer



**If the answer is correct:** **Team Red** follows the Cellar Step at the top of the Question Card to acquire a Bottle Card (see “The Cellar Steps” below for explanations). The Question Card is then returned to the back of the deck. **Proceed to step three.**

**If the answer is incorrect:** **Team White** reads the HINT and **Team Red** offers another answer.



## Using HINTS:

Read the hint only if the answer was incorrect on the first try.

**After receiving the hint, if the answer is CORRECT:**

The answering team gets a Hint Credit.

- ▶ If they have ONE Hint Credit, they save it for later.
- ▶ When they have collected TWO Hint Credits, they turn both credits in to the center and follow the Cellar Step at the top of the card. **Proceed to step 3.**

**After receiving the hint, if the answer is INCORRECT:**

The turn is over. Return the Question Card to the back of the deck. **Proceed to step 3.**

## The Cellar Steps

**SELECT:** Take a Bottle Card from the stack. If the Cellar Step directs you to take a specific wine, you must take it, even if you already have one like it in your cellar.

**SELECT TWO:** Take any two Bottle Cards from the stack.

**LOOT:** Take any Bottle Card from the other team. If they have no Bottle Cards, take one from the stack.

**EXCHANGE:** Exchange a card with the other team or the Bottle Card stack. If you have no cards to exchange, you may take one from the stack.

### Frequently-asked questions:

- ▶ What's the value of a Hint Credit? A Hint Credit gets you half way to being able to follow a Cellar Step. Two Hint Credits = one Cellar Step.
- ▶ Must we show our team's Bottle Cards to the other team? Yes. Bottle Cards should always be visible to all players.
- ▶ Who decides which cards to loot or exchange? The team that got the “loot” or “exchange” Cellar Step gets to choose for both teams.
- ▶ Why are the fronts and backs of Question Cards different colors? No reason—just to help keep track of which cards have been played.