



A Game by  
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# DOURO

1872

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**Age: 7+**

**Players: 3-5**

**Time: 20 min**

## HISTORY OF THE GAME

The chaos is installed at the mouth of the Douro, there is no space on the wharf to dock more ships. In these days, ships from around the world arrive at the Douro River to load the annual Porto wine orders. However, phylloxera decimated the vines, and this year's production is scarce. The Douro Valley is dressed in black and the big companies do not have enough production for such an order. Ships await loading for days and weeks.

Desperate for barrels full of wine, the great companies send their Rabelo boats up the Douro River. They expect small wine producers to make available the aging reserves in their cellars.

To save the year 1872, it will take the bravery and generosity of all who live on the edge of this beautiful treasure called the Douro!

## CONTENTS

### Book of rules

### 55 Player cards

50 barrels  
(10x5 different characters)  
5 reference  
(1 for each player)

### 21 Rabelo cards

15 regular  
6 fog

### 2 Special cards

1 phylloxera  
1 charity

### 20 score barrels

10 (1 point)  
5 (3 points)  
5 (6 points)



## PURPOSE OF THE GAME

Because of the phylloxera, which destroys the vineyards in the Douro Valley, the big companies desperately seek wine barrels. The players are small grape growers who have some aging wine reserves in their cellars. In the game, it will help large companies meet deadlines for orders. For every Rabelo boat full of barrels, the most generous producers receive a reward. For each incomplete boat, less generous producers are penalized. It's not always good to trust the fog; it's all a matter of luck!

The winner is the player who at the end of the game adds more **score barrels**.



## PHYLLOXERA

*Phylloxera is a disease caused by an insect that attacks the roots and leaves of the vines. It was detected in the United States in 1854, but quickly reached Europe, notably France (in the south of the Rhone region), where it caused the first damage in 1862. It quickly reached all of France and several European countries, having reached the Douro around 1868. By 1872 most of Porto's wine producing estates were destroyed.*

### GAME PREPARATION



Each player receives:

- A1.** Ten **barrel cards** (of the character he/she chooses).
- A2.** A **reference card** that each player puts face-up in front of themselves, also of the character they choose.
- A3.** Two **1-point barrel cards** and one **3-point barrel card** placed in front of each player (the value of the points remains hidden throughout the match).
- A4.** The remaining **score barrels** are placed in the center of the table, arranged in three different stacks (the value of the points is visible throughout the game).

B. Separate the six **fog Rabelo cards** from the 15 **regular Rabelo cards**:

**B1.** Shuffle the 15 **regular Rabelo cards**; separate 3 and place them (as a stack) in the center of the table, face down.

**B2.** To the remaining 12 **regular Rabelo cards** join the **fog Rabelo cards** and shuffle.

Finally, place them face down on top of the 3 **regular Rabelo cards** initially reserved (B1).

**Make sure the top-of-the-stack card is always a regular Rabelo card.**

**B3.** Place the **regular Rabelo cards** on top of the pile on the table (face down) until you find a **fog Rabelo card** (this area is called the Douro Valley).

C. Place the **charity card** next to the **Rabelo** stack.

D. Carry out the “lottery” for the **phylloxera card** (see paragraph **phylloxera card**, pag. 9).

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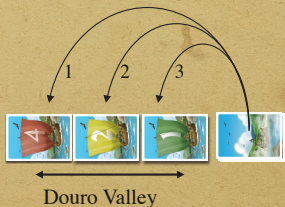
## DEVELOPMENT OF THE GAME

A game of Douro 1872 takes place as follows:

**Phase 1:** players play their **barrel cards** to try to complete orders for regular **Rabelo cards** (see point 1A) and fog **Rabelo cards** (see point 1B). Perform this procedure until you have exhausted the stack of the 10 **barrel cards**.

**Phase 2:** in the middle of the game, collect the stack of the 10 **barrel cards** to your hand and make a donation to the **charity card** (2B).

**Phase 3:** repeat the first phase procedures until the **Rabelo cards** from the stack end.



### IMPORTANT

How do you arrange the **regular Rabelo cards** and **fog Rabelo cards** on the table during the game?

The **regular Rabelo cards** are removed from the top of the stack and arranged on the table, face down, in an area called the **Douro Valley**. When a **fog Rabelo card** appears at the top of the stack, the players begin to dispute the cards. This procedure is repeated throughout the game.

Example: players compete for 3 **regular Rabelo cards** (one at a time and in the order they come out), and lastly, the **fog Rabelo card**.

## 1- RABELO CARDS

The regular Rabelo cards and **fog Rabelo cards** compete in **four steps**. From step **one** to **three**, the procedures are the same for both types of cards. The **fourth** and **last** step (the effect) is different for the **regular Rabelo cards** and **fog Rabelo cards**.

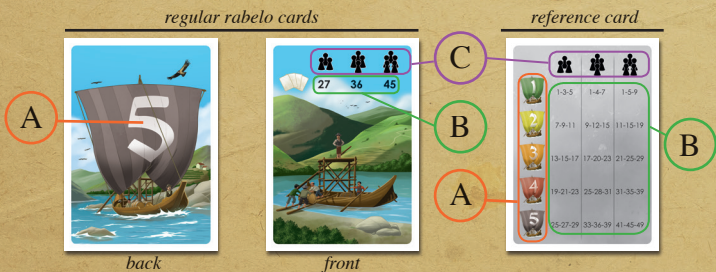
To dispute the **regular Rabelo cards** and **fog Rabelo cards**:

1. Players choose a **barrel card** from their hand which they place in front of them (face down).
2. Players reveal the value of their **barrel card**, simultaneously.
3. Players add the total amount of barrels on the table.
4. Players turn the **regular Rabelo card (1A)** or **fog Rabelo card (1B)** that is in dispute and its effect takes place (see info on the effect of the cards).

**Note:** The **regular Rabelo cards** or **fog Rabelo cards** are removed to the disposal pile after they are resolved. The **barrel cards** remain in a stack in front of the player, only the last card being played is visible.

### 1A- REGULAR RABELO

There are 15 cards (3 for each level, with different amounts).



- A) Card level (from 1 to 5);  
B) Barrels necessary to fill the boat (from 1 to 29/39/49);  
C) Number of players (to have as reference).

**IMPORTANT:** During the game, refer to the **regular Rabelo card** information on the **reference card**.

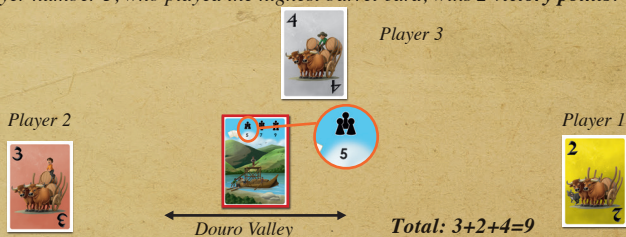
In a match, only the values of the column referring to the number of players in play are used.

### Effect of the 15 cards:

- a) If the total sum of barrels is equal to or greater than the boat's order:
  - i. The player who played the highest card receives **2 victory points**.
  - ii. In case of a tie, the two or more players who played the highest **barrel cards** receive **1 victory point** (see exception **phylloxera card**, pag. 9).
- b) If the total sum of barrels is lower than the order of the boat:
  - i. The player who played the lowest card loses **2 victory points**.
  - ii. In case of a tie, the two or more players who played the lowest barrel cards lose **1 victory point** (see exception **phylloxera card**, pag. 9).

**Example:** In a 3-player match, 5 barrels are required to complete the order and the players have added 9.

Player number 3, who played the highest barrel card, wins **2 victory points**.



### 1B- FOG RABELO CARD

There are 6 **fog Rabelo cards**; they all have a different effect. These cards represent dangers or events of the everyday life of the workers who maneuvered Rabelo boats on the Douro River.

#### - FRAGAS (RIVER ROCKS)



Effect of the card:

- a) If the total sum of barrels is equal to or greater than the boat's order:
  - i. The player who played the highest **barrel card** receives **4 victory points**.
  - ii. In case of a tie, the two or more players who played the highest **barrel cards** gain **2 victory points** (see exception **phylloxera card**, pag. 9).

- b) If the total sum of barrels is lower than the order of the boat:
- The player who played the lowest **barrel card** loses **4 victory points**.
  - In case of a tie, the two or more players who played the lowest **barrel cards** lose **2 victory points** (see exception **phylloxera card**, pag. 9).

**Example:** In a 5-player match, 25 barrels are required to complete the order and players have collected 22 barrels.

Player number 1, who has delivered the lowest **barrel card**, loses **4 victory points**.

The diagram shows five players and their barrel cards:

- Player 1: 2 barrels (yellow card)
- Player 2: 7 barrels (blue card)
- Player 3: 6 barrels (grey card)
- Player 4: 4 barrels (red card)
- Player 5: 3 barrels (purple card)

A central card shows a boat with 25 barrels and a total sum of 22 barrels. A red box highlights the 25 barrel card and the 2 barrel card, with a red arrow pointing from the 25 barrel card to the 2 barrel card.

**Total: 7+6+4+3+2=22**

*Douro was formerly a dangerous and untamed river where just the Rabelo boats could navigate. Full of currents and rocky shallows it required great skill and experience to navigate.*

## - OUR LADY OF CARDIA



Effect of the card:

- If the total sum of barrels is equal to or greater than the boat's order:
  - The player who played the highest **barrel card** receives **2 victory points**.
  - In case of a tie, the two or more players who played the highest **barrel cards** receive **1 victory point** (see exception **phylloxera card**, pag. 9).

- If the total sum of barrels is lower than the order of the boat:
  - The player who played the lowest **barrel card** loses **2 victory points**.
  - In case of a tie, the two or more players who played the lowest **barrel cards** lose **1 victory point** (see exception **phylloxera card**, pag. 9).

**IMPORTANT:** After disputing the card, all players return to their hand the **barrel card** just played.

*The faith of the sailors of the Douro River led to the construction of several votive chapels to thank the success of their journeys. Our Lady of Cardia, located in Penha Longa, was one of these places.*

**Example:** In a 3-player match, 15 barrels are required to complete the order, and the players have only 14.

Players number 1 and 2, who delivered the lowest barrel card, lose 1 victory point. After the hand, players retrieve their respective barrel cards.

Player 3

Player 1

Player 2

**Total: 6+4+4=14**

### - RÁPIDOS (RAPIDS)



Effect of the card:

a) If the total sum of barrels is equal to or greater than the boat's order:

- i. The player who played the lowest **barrel card** receives **2 victory points**.
- ii. In case of a tie, the two or more players who played the lowest **barrel cards** receive **1 victory point** (see exception **phylloxera card**, pag. 9).

b) If the total sum of barrels is lower than the order of the boat:

- i. The player who played the highest **barrel card** receives **2 victory points**.
- ii. In case of a tie, the two or more players who played the highest **barrel cards** receive **1 victory point** (see exception **phylloxera card**, pag. 9).

**Example:** In a 4-player match, 20 barrels are required to complete the order and players have only 17.

Player number 4, who has delivered the lowest barrel card, wins 2 victory points.

Player 2

Player 3

Player 4

Player 1

**Total: 8+1+3+6=18**

The nightmare of the Rabelo sailors was the crossing of the rapids. Too much speed was fatal; however, less speed was putting their fate in the hands of destiny.



**Example:** In this 5-player game, player number 2, who played the lowest barrel card, wins 2 victory points.



## - CUSTOMS FORMALITIES

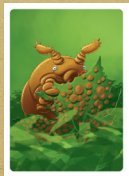


Effect of the card:

The played card is simply used; no player receives or loses **victory points**.

*Halfway through the return journey to Vila Nova de Gaia, customs obligations were fulfilled, with the delivery of wine and sometimes some amounts to the Fiscal Guard.*

## 2- SPECIAL CARDS



### 2A- Phylloxera

#### Card draw:

All players randomly remove from the player's stack on their left a card of **barrels** (which they place in front of the player to whom the deck belongs). The value is revealed immediately.

The player with the lowest **barrel card** in front of him/her receives the **phylloxera card**.

### Effect of the card:

The **phylloxera card** may rotate to all players during the game. In case of a tie, with one or more players, the player who holds the **phylloxera card** always loses.

The effect of the card is valid on draws with all **regular Rabelo cards** and **fog Rabelo cards**, with **charity card** and, still, in case of a tie, at the end of the game.

**Example 1:** In a 4-player match, 28 barrels are required to complete the order and players have added 28.

Players number 1, 2 and 4 are tied. Player number 4, who holds the **phylloxera card**, loses and players number 1 and 2 receive 1 victory point. The **phylloxera card** rotates to the next player (clockwise).



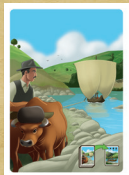
**Example 2:** In a 4-player match, 31 barrels are required to complete the order and players have added 30.

Players number 1 and 3 are tied. Player number 3, who holds the **phylloxera card**, loses 2 victory points, to player 1 nothing happens. The **phylloxera card** rotates to the next player (clockwise).



**IMPORTANT:** The **phylloxera card** rotates clockwise whenever there are draws involving the player who holds it, even if that tie is not important in the distribution / delivery of points.

## 2B- Charity card



This card does not change the play of the game. In the middle of the game, as players retrieve the 10 **barrel cards** played in the first half, each one chooses one of their **barrel cards** that are placed (without revealing the value) beneath the **charity card**.

At the end of the game, after playing the hand with the last **Rabelo card** of the pile, the values of the **barrel cards** are revealed for charity and:

The player or players who donated the lowest value card deliver 1 point (**note phylloxera card, pag. 9**).

The player or players who donated the highest value card receive 1 point from the pile (**note phylloxera card, pag. 9**).

*Dona Antónia, «A Ferreirinha», was a successful woman in a business area then reserved for men. Concerned about social issues, she was responsible for the construction of the Régua hospital and other major works and acts of charity.*

## END OF THE GAME

The game ends after being played the last **regular Rabelo card** in the stack. After counting the profits or losses of the **charity card**, all the **victory points** are added. The player who scores the most points is the winner.

In the event of a tie, among the tied, the player immediately to the left of the **phylloxera card** wins.



**NOTE:** During the game, players are forgiven of paying barrels (victory points) when they do not have them.

## Author

Ricardo Jorge Gomes (Setúbal, 1981), since he can recall, is passionate about board games and dedicates his daily life to them. He was the first Portuguese to win a gold medal in *Mind Sports Olympiad* and also the first person to become a world champion of a board game.

As author, his debut games are *Douro 1872* and *Fado: Duets and Impromptus*, both published by the Portuguese publisher PYTHAGORAS.

## Acknowledgments

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To Roberto Fraga and the couple, Inka and Markus Brand, for their availability and suggestions. To my companion, Tânia Raquel Manjolinha, for the ideas and tireless support, as well as the editor David M Santos-Mendes, for his wager and trust.

I dedicate it to my beloved grandparents, Emília and João Morais; to her, who used to say «*deu-lhe a filoxera*»\*, and to him, who so much liked his «*glass of Port wine*»!

## Editor's note

With affection, I dedicate to my mother Maria Emília who so much likes a good «*port*»!

## Credits

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\* *Dar-lhe a filoxera*: In Portugal the expression is used to refer to a fainting or when someone suddenly fell ill. "Have a swooning fit."

