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For best results, print on card, laminate and trim to size.	

# AGRICOLA

## Setup

Place the 3 boards as shown in the rules. Each player chooses a color and takes the playing pieces in that color, plus one **farmyard**.

Each player places a **wooden hut room tile** and a **family member disc** on each of the 2 building spaces on their farmyard.

Sort the cards into decks: green **Action** cards, blue **Round** cards, yellow **Occupation** cards, orange **Minor Improvement** cards, red **Major Improvement** cards, grey **Begging** cards, and **Summary** cards.

Sort the blue **Round** cards according to the Stages, shuffle each pile, and place the piles on top of one another in order with Stage 6 at the bottom.

If playing with 3-5 players, take the corresponding set of green **Action** cards and place them faceup on the spaces to the left of the first board, in any order. In solo and 2 player games, no Action cards are used.

The purple symbol on the left of the yellow **Occupation** cards shows how many players the card is used for. Cards not used are removed from the game (the full deck is only used in a 4-5 player game). Shuffle the cards and deal each player a hand of 7 cards.

Shuffle the orange **Minor Improvement** cards and deal each player a hand of 7 cards.

Place the 10 red **Major Improvement** cards faceup on the Major Improvements board. As soon as 9 have been bought, the board is turned over to show the scoring overview and the remaining Improvement placed on it.

Place the grey **Begging** cards faceup beside the play area.

Each player takes a **Summary** card. Choose a **starting player** who receives the **Starting Player marker** and **2 Food**. The other players each receive 3 Food.

Apart from the 5 family member discs, 4 stables and 15 fences per player, all other components are considered unlimited. Use a **multiplication marker** if necessary by placing it under one of the appropriate good markers.

## Playing the Game

There are **6 stages** divided into **14 rounds**. Each round has **4 phases**.

### 1: Start the Round

Draw a **Round card** and place it on the appropriate space on the board. Its action is available to all players, and can be used on this and all subsequent rounds.

Then play all actions that occur at the beginning of a particular round or every round.

If there are tiles, food or other pieces on the space for the current round, they are distributed to the appropriate players.

### 2: Replenish Goods and Animals

Place new goods and food on any action spaces on the board that require them, as indicated by an arrow (printed spaces as well as Action and Round cards).

Add new goods and food to any existing goods and food.

### 3. Work

In clockwise order beginning with the Starting Player, players take turns moving a single family member from their farmyard, placing it on an unoccupied action space and taking that action. This continues until all family members have been placed.

Only one family member may ever be placed at a time, and each space may only be occupied by one family member in one round.

If a space is occupied, its action *must* be performed.

Animals must be placed directly into the player's farmyard. If they cannot, they must be returned to the general supply or converted into food (if possible).

Played cards or bought Major Improvements must be read aloud to all players.

Players may not hide their personal supplies or cards they have played.

### 4. Return Home

Players return their family members to their home.

The **Harvest** consists of 3 phases and occurs at the end of each stage of the game (after rounds 4, 7, 9, 11, 13 and 14).

#### Harvest Phase 1: The Field

Players remove 1 grain or vegetable token from each **sown field** in their farmyard and place them in their supply. Players may receive additional food from played Occupation or Improvement cards.

#### Harvest Phase 2: Feeding the Family

At the end of this phase, each player must pay **2 food per family member**. Offspring born during the current round only consume 1 food this round.

Each unprocessed grain or vegetable may be converted to 1 food at any time. Unprocessed animals have no food value.

A player who cannot or will not produce the required food must take a **Begging card** for each missing food. Family members may not be given up to avoid feeding them.

#### Harvest Phase 3: Breeding

Any player with at least 2 animals of the same type (they need not be together) receives 1 additional (baby) animal of that type, but only if it can be accommodated in the farmyard or an appropriate Improvement card.

Animals may not be converted into food immediately after the birth (they run away if they cannot be accommodated).

## The Actions

Four main types of action may be taken to improve your farmyard. Some of these only come into play at certain stages, as indicated by the Round card.

### A: Extend and Renovate Wooden Huts

**Build room(s): Extend your hut** by building *orthogonally adjacent* rooms. New rooms must be made from the same material as the rest of the house. You may also build up to 4 stables.

**Renovation: Renovate your hut** from a wooden hut to a clay hut (turn the tiles over), or a clay hut to a stone house (replace the tiles with stone house tiles).

You may only renovate a *complete* hut, not individual rooms, and each Renovation action allows only a single renovation to the next hut or house type.

### B: Family Growth

**Family growth:** Add your newborn family member to the Action space. In the Return Home phase, it is placed in the home. The new family member is not available for use in the round when it is born.

Families are limited to 5 members; if you have this many in play you may not choose this action.

**After Family growth, also 1 Minor Improvement:** You must have more rooms in your home than you have family members to take this action. The Improvement cannot be purchased without the Family growth.

**Family growth even without room in your home:** You may grow your family regardless of the number of rooms in your home.

### C: Plow and Sow Fields

**Plow 1 field:** Take a field tile and place it on an empty space in your farmyard. If you already have fields, it must be placed orthogonally adjacent to an existing field.

You may use at most 1 Plow Improvement each time you select this action.

**Take 1 grain:** Take 1 grain and place it in your supply.

**Take 1 vegetable:** Take 1 vegetable and place it in your supply.

**Sow (Grain):** Plant 1 or more fields by taking 1 grain from your supply and 2 grain from the general supply and placing them on an empty (fallow) field.

**Sow (Vegetable):** Plant 1 or more fields by taking 1 vegetable from your supply and 1 vegetable from the general supply and placing them on an empty (fallow) field. A harvested field does not need to be replowed to be resown using the Sow action.

**Sow and/or Bake bread:** You may choose to sow grain, bake it into bread (convert it to food) or leave it in your supply. Baking bread requires an Improvement with the appropriate symbol.

## D: Raising Animals

You may raise 1 animal as a pet in your home, regardless of the home's size and type (it does not take away a room from a family member).

To hold more animals, you must **fence pastures**. Each pasture may only hold animals of one type (sheep, wild boar or cattle), and up to 2 animals may live on each square of the pasture.

Animals may be rearranged or released at any time.

**Fences:** You may immediately fence pastures with this action at a cost of 1 wood per fence.

Fences are laid between the farmyard spaces (one fence may border more than one pasture), all fences must be orthogonally adjacent, and they may only be built if they create a fully enclosed pasture.

Enclosed farmyard spaces are considered 'used'.

The edge of the board, stables, fields and rooms do not count as fences. Fields and rooms may not be completely surrounded by a fence. An existing pasture may be subdivided by adding a fence or fences.

You may build a maximum of 15 fences and they may not be demolished once built.

**Build Stables(s):** You may place a stable on any farmyard space that does not already contain a stable, a room or a field, and it may not then be removed.

Stables need not be fenced in; each unfenced stable may hold 1 animal.

Placing a stable in a fenced pasture doubles the capacity of the entire pasture.

## Occupation Cards

**1 Occupation:** Play an **Occupation card** faceup on the table; the text applies to the player immediately. Cards in hand have no effect on the game.

If a player with an Occupation printed with a **Claim** symbol (arrow in a green circle) meets the stated condition, a **Claim token** is placed on the appropriate Action space with the arrow pointing towards the player with the claim.

## Improvement Cards

**1 Major or 1 Minor Improvement:** Purchase either a Major or Minor Improvement (Minor Improvements may also be purchased in conjunction with various other actions).

The upper-right corner of a card shows its **cost** in goods that must be played from a player's supply (not from a field). If there is a *slash*, the player may choose between two options to pay for the card.

The upper-left corner of a card may show a **prerequisite**; the player must have at least the required goods, tiles or cards on the table in front of him.

The left of a card may show the number of **Victory Points** the card is worth at the end of the game.

The bottom center of a card may show the **Bonus Points** symbol, indicating that the card is worth variable bonus points as described in the text.

**Traveling cards** are placed in the hand of the next player to the left after they are played. This is indicated by brown arrows to the sides of the illustration and the card text.

**Upgrade cards** not only cost goods but require the player to return an existing played or acquired Improvement. Upgraded Major Improvements are returned to the Major Improvements board and may be bought again by any player. Upgraded Minor Improvements are removed from the game.

## Scoring

**The game ends after the Harvest at the end of the 14th round** (Stage 6) and players' **Victory Points** are tallied.

The Summary cards and the reverse of the Major Improvements board have scoring tables.

### Score the following categories:

**Fields** All field tiles on your farmyard are scored whether they are fallow or sown.

**Pastures** Points are awarded for fenced areas (pastures) not farmyard spaces that are fenced in (pasture spaces). The size of a pasture is irrelevant.

**Grain and Vegetables** All grain and vegetables, in your supply or in your fields, are scored.

**Unused Farmyard Spaces** Lose 1 point for each unused farmyard space (empty and unfenced).

**Fenced Stables** Gain 1 point for each fenced stable.

**Houses, Huts and Family Members** Gain 1 point for each room in a Clay hut, 2 points for each room in a Stone house. Rooms in a Wooden hut earn no points.

Gain 3 points for each family member, to a maximum of 5 family members.

**Points for Cards** Some cards are worth points as shown on the left of the card. Lose 3 points for each Begging card you hold at the end of the game.

**Bonus Points** As described on the appropriate card.

**The player with the most Victory Points is the winner.** On a tie, the tied players share the victory.

## Variants

### Family Game (1-5 Players)

Occupation and Minor Improvement cards are not used (players do not have a hand of cards).

The first game board is turned facedown, showing the *Agricola Family Game* side, and in a 3-5 player game only the *Family Game* Action cards are used.

The **Major or Minor Improvement action** is restricted to Major Improvements.

## Solo Game (1 Player)

Start with 0 food. The left-hand spaces on the left game board remain empty, as in the 2-player game.

After you play a Minor Improvement card that should be passed to another player, remove it from the game.

Adult family members must be fed 3 food each at Harvest time (newborns are still only fed 1).

The **3 Wood** action only supplies 2 wood in any round.

### Playing a series of solo games

After the first game, choose one of your played Occupations. This is now permanent and is placed faceup before the start of all subsequent games without requiring an action; you can use its abilities from the start of the game.

Each subsequent game, choose another played Occupation to add to your permanent Occupations. Once an Occupation has been made permanent, it must be placed faceup at the start of each subsequent game in the series.

Reduce the number of cards in your Occupations hand by the number of permanent ones you have, so you have a total of 7 Occupation cards at the start of each game.

In the first game, your **goal score** is 50 points, then 55, 59, 62, 64, 65, 66 and 67 points. After the eighth game the series is over (though you can play on with all permanent Occupation cards; the goal score increases by 1 point per game).

At the start of each game in the series, you receive 1 food for every 2 points by which you exceeded the goal score for the previous game (rounded down).

You may also try choosing your own cards, determining the order of the Round cards, and/or restricting your Occupation and Improvement cards to only one of Deck E, I or K.

## Other Variants

### Exchange

At any time, a player may discard any 3 cards from his hand and draw the facedown card at the top of either the Minor Improvements or the Occupations deck.

### 10-3

Each player draws 10 Occupation and 10 Minor Improvement cards and discards 3 of each.

### Mulligan

At the start of the game *only*, a player may discard all 7 Occupations and/or Minor Improvements and draw 6 new cards of that type. A player may keep doing this, drawing 1 card fewer than he discards.

### Draft

Before the game starts, each player receives a hand of 7 Occupations cards as usual, then chooses one and passes the rest to his left-hand neighbour. Each player chooses one of the 6 new cards and passes on the remaining 5. Continue until each player has 7 cards. Repeat the process with the Minor Improvement cards.