Agricola (2007)

1-5 Players   Designer: Uwe Rosenberg

Duration: 14 rounds. 30 minutes per player.

Setup

- Place the 3 boards on the table. Each player picks a color gets playing pieces plus one farmyard
- Put wooden hut room tile and family member disc on each of the 2 building spaces on farmyard
- Sort the cards into decks: **Action cards**, **Round cards**, **Occupation cards**, **Minor Improvement cards**, **Major Improvement cards**, **Begging cards**, and Summary cards.
- Sort the **Round cards** according to the Stages, shuffle each pile, place the piles on top of one another in order with Stage 6 at the bottom.
- *3p-5p*: take the corresponding set of **Action cards** and place them faceup on the spaces to the left of the first board, in any order. *1P/2p*: no Action cards are used.
- Select a deck of **Occupation** and **Minor Improvement** cards or mix them. Decks are marked as Basic E Interactive, or Complex K.
- The purple symbol on the left of the **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 **Minor Improvement cards** and deal each player a hand of 7 cards.
- Place 10 **Major Improvement cards** face-up on the Major Improvements board. When 9 are bought, board is turned over to show scoring overview, remaining Improvement placed on it.
- Place the **Begging cards** face-up beside the play area.
- Each player takes a **Summary card**. Choose start player, gets **Starting Player marker** and 2 **Food**. Other players each get 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.

End Game & Scoring

- The game ends after the Harvest at the end of the 14th round (Stage 6)
- +VP for **Fields** - all field tiles are scored. -1/1/2/3/4 VPs for 0-1/2/3/4/5+ fields
- +VP for **Pastures** - points for fenced areas, size is irrelevant. -1/1/2/3/4 VPs for 0/1/2/3/4+ pastures
- +VP for **Grain** and **Vegetables** – all in your supply and fields scored. 1/2/3/4 VPs for 1/4/6/8+ grain. If no vegetables, -1 VP, after that score 1VP per Vegetable up to max 4 VP
- **Animals** - players lose a point for having no animals of a particular type. -1/1/2/3/4 points for 0/1/4/6/8+ **sheep**, -1/1/2/3/4 for 0/1/3/5/7+ **wild boar**, and -1/1/2/3/4 for 0/1/2/4/6+ **cattle**.
- -1 VP for each **unused farmyard** space (empty and unfenced)
- +1 VP for each **fenced stable**
- +1 VP for each **room** in a Clay hut, 2 points for each room in a Stone house. Rooms in a Wooden hut earn no points
- +3 VP for each **family member**, to a maximum of 5 family members
- +VP for **cards** - some cards are worth points as shown on the left of the card
- -3 VP for each **Begging card** you hold at the end of the game
- Most VP wins. Tie: no tiebreaker

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Game Play

- **Phase 1** – Draw new Round card place on board spot. Take any new Round actions on cards.
- **Phase 2** – Add goods, food, and animals from supply to spaces that require them each round
- **Phase 3** – Work phase. In clockwise player order, take 1 family member and place on unoccupied Action space, taking the action. If taking animals, animals that cannot be placed in farmyard or house must be returned or transformed to food.
- **Phase 4** – Return family members home from game board to player house
- **Harvest Time** – at end of each stage, remove 1 grain or veg from each sown field and place in personal supply. Collect food from Occupations or Improvements. Pay 2 food per family member, 1 for offspring born in current round. Use fireplaces and hearths to convert grain to food **or** use 1 gain/veg per food. May convert animals to food with Improvements. Take 1 begging card for each missing food. Then, if you have 2+ animals of a type, get 1 baby of same animal if there is room.
- **Action A** – Extend Wood Hut or Renovate. New rooms are always build of same material as rest of home, place orthogonally to existing room. When renovating, must renovate complete hut – not just 1 room. Renovate to stone requires 2 turns. Cam then purchase Improvement after renovation. Can also/or build up to 4 stables for 2 wood each.
- **Action B** – Family Growth. Add family member token to Action space, must have room in home. Place in room in Return Home phase. Max 5 family members. After growth, may purchase Minor Improvement.
- **Action C** – Plow Fields. Place field tile adjacent to existing field. To Sow field, take action and place 1 grain from personal supply +2 or 1 veg from personal supply +1 on empty field. May bake bread if specified, using Improvements if owned.
- **Action D** – Raise Animals. Can raise 1 as pet in home. Fenced pastures hold only 1 type of animal, and 2 individual animals per square. Placing a stable (cost: 2 wood) in a pasture doubles capacity for *each* square of pasture. If not fenced in, stable can hold 1 animal. Fences (cost: 1 wood each) must fully enclose a pasture when built, may not be demolished, new pastures must border existing ones, can subdivide.
- **Occupation cards**: when using action, 1st is free, rest cost 1 food. Read out loud when acquired. Takes immediate effect.
- **Improvement cards**: cost on top right of card, taken from supply (not fields), prerequisites in top left of card. Read out loud when acquired. Victory points on bottom left of card. Some Traveling cards are passed left or right after use. Upgraded Major improvements go back into pile, upgraded Minor improvements are removed from game.