Translator's note: Images from the original German rules have not been included. I have indicated where the images occur in the rules doc, so you can refer to the German rules as required. I've also included the original page breaks to help you find the images.

Appendix and game glossary (playeraid for English speakers playing with German cards) to follow.

Any questions or corrections, please contact me on Boardgamegeek (UserID: melissa)

Agricola

The 17th Century: Not an easy time for farmers

(Agricola is the latin word for "farmer")

An game of agriculture and development for 1-5 players by Uwe Rosenberg

Playing time: Half an hour per player, shorter as a family game. Age: From 12 years.

Central Europe, around 1670 AD. The Plague which has raged since 1348 has been overcome. The civilised world is revitalised. People are upgrading and renovating their huts. Fields must be ploughed, tilled and harvested. The famine of the previous years has encouraged people to eat more meat (a habit that we people of growing affluence have still not abandoned today).

Components

Game boards:

- **5 farmyards**: For the players (with farmyard spaces as well as 1 example on the reverse)
- **3 game boards** for the game actions (including one with an alternative reverse side for the family game, as well as two examples)
- **1 board for Major Improvements** (with a summary of scoring on the reverse side)

360 cards:

- **166 yellow "Occupation" cards** (66 cards for 1-5 players; 40 cards for 3-5 players; 60 cards for 4-5 players)
- **136 orange "Minor Improvement" cards** (including 7 upgrades from Major or Minor Improvements)
- **10 red "Major Improvement" cards**
- **16 blue Round cards** with possible actions for rounds 1 to 14 (including 2 blank cards)
- **16 green Action cards** with possible actions that depend on the number of players
- **8 grey Begging cards**
- **6 Summary cards**
- **2 Deck cards** (1 interactive deck, 1 complex deck)

Wooden playing pieces:

- **5 Family member discs, 4 Stables and 15 Fences** in each of the five player colours (blue, green, red, natural and purple)
- **33** round, brown **Wood counters**
- **27** round, red **Clay counters**
- **15** round, white **Reed counters**
- **18** round, grey **Stone counters**
- **27** round, yellow **Grain counters**
- **18** round, orange **Vegetable counters**
- **21 Sheep tokens** (white cubes)
- **18 Wild Boar tokens** (black cubes)
- **15 Cattle tokens** (brown cubes)

- **1 Starting player token**

And also:
- **18** brown **Field tiles**
- **24 Wood/Clay hut tiles** (Hut tiles)
- **15 Stone house tiles** (House tiles)
- **36** yellow **Food markers** (NW) labelled "1"
- **9 Multiplication markers** (can apply to animals, goods or Food)
- **3 Claim markers** with "Guest" (Gast) on the reverse
- And 1 **Scoring pad**

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Object of the game

A hut with two rooms, for the couple to live in – at the start of the game, this is all that the players have. The action spaces offer players abundant possibilities to improve their quality of life by building their home, improving their fields and breeding their animals. In each round, a new possible action is added – see *Overview of game phases*. In each of the 14 rounds, **each member of a player's family** may take **exactly one action**. They can generate resources such as wood and clay, add more people to their family and ensure that they are fed. In each round, each action can only be taken by one person – players will miss out if another player chooses the action first. You must plan to grow your family at the right time – but not too soon, because even the next generation must be fed. Expanding your family is important, though, because it allows you to take more actions as more possibilities become available. At the end of the game, the winner is the player who has established the best farmyard – see *Scoring overview*. Victory points are awarded for the number of fields, pastures and fenced stables, as well as for grain, vegetables, sheep, wild boar and cattle. Each unused farmyard space loses the player one point. Additional points are awarded for developing the player's home, for family members and for played Occupation and Improvement cards.

On the back of these rules and one of the farmyard boards are examples to assist in understanding these rules.

[image]

*Note: The terms "**Person**" and "**Family member**" are used in the rules and on the game cards to mean the round Family Member discs (see illustration); "**Player**" means the humans who are taking part in a game of Agricola.*

The term "Other players" means all other players – so not the player taking the action.

[image]

Preparing to play

Place the three game boards as shown in the illustration to the right.

Each player chooses a colour and takes one farmyard, which is placed in front of the player (facing in whichever direction the player chooses). On each of the two building spaces on this farmyard, players place first a wooden hut and then (in each of these rooms) one of their family members. *(See Illustration)*. The remaining playing pieces (additional family members, fences and stables) remain in the bag for now. Sort the remaining house and hut tiles and the rest of the game components and place them to one side of the playing area.

Cards

Sort the cards according to the colour of the reverse side.

Depending on the number of players, different blue Round cards (A) and green Action cards (B) are used (*see Illustration*). There are also yellow Occupation cards (C), orange "Minor Improvement" cards (D), red "Major Improvement" cards (E), grey Begging cards (F) and Summary cards (G).

A. Turn the blue Round cards face up and sort them according to the Stage of the game. Shuffle each small pile and place the piles on top of each other with the cards for Stage 6 at the bottom, Stage 5

Reverse sides:

The first game board has a different reverse side which is used for the simplified family version.

The other two game boards should be turned face-down during the rules explanation. They have illustrative examples.

The reverse sides of the farmyards can be used as supply areas for game components, if the farmyards are not in use in the game.

on top of that, etc – with the four cards for Stage 1 on the top. The Round cards bring new possible actions into the game. *(These are listed on the game summary cards and in the Appendix, section 2.2)*.

B. Place the green Action cards that apply to the number of players face up on the spaces to the left of the first game board (*see illustration*). The order in which the cards are laid out is irrelevant. In a 3-player game, there are 4 cards, in a 4 and 5 player game there are 6 cards. (*There is more information about these cards in the Appendix, section 2.3*). In solo and 2-player games, no green action cards are required.

C. To the left on the yellow Occupation cards is a purple symbol showing how many players the card is used for: [1+] means for 1-5 players, [3+] for 3-5 players, [4+] for 4-5 players. Cards that are not in use are removed from the game. The full deck of Occupation cards is only used in a 4- or 5-player game. Shuffle the cards. Each player takes **7 Occupation** cards into their hand and may look through them. The remaining cards are removed from the game.

*The "Occupation" and "Minor Improvement" cards are divided into 3 decks – an **entry deck (E)**, an **interactive deck (I)** and a **complex deck (K)**. Players can play with cards from only one deck, or can shuffle the decks together. The deck that a card belongs to is indicated by the symbol at the top right of the card.*

---page 3---

D. Shuffle the orange Minor Improvement cards. Each player takes **7 Minor Improvement** cards into their hand and may look through them. The remaining cards are removed from the game.

E. Place the 10 red Major Improvement cards face up on the **Major Improvements board**. As soon as 9 Major Improvements have been bought, the board is turned over and the remaining Major Improvement is placed on the space on the reverse of the board.

F. Place the grey Begging cards in a handy face-up pile to the side of the playing area.

G. Each player takes a summary card and places it in their playing area: One side of the card gives an overview of the game phases, the other explains the scoring at the end of the game. No scoring is done during the game.

*In the **Family Game variant**, the yellow Occupation cards and the orange Minor Improvement cards are not used. Apart from that, all the rules of the full game apply. In addition, 1 Food is placed on the "Start player and Storehouse" (Startspieler und Lagerhaus) action space at the start of each round. (See reverse of the left game board and page 10)*

The starting player marker is only moved by the "Starting Player (Startspieler) action.

Starting player

Players choose a starting player, who receives the starting player marker and **2 Food**. The other players each receive **3 Food**. The starting player marker is not automatically passed on to the next player at the end of a round: it passes to the player who chooses the "Starting player" (Startspieler) action (*see illustration*).

Play of the game

The game consists of 14 rounds.

Each round follows the same pattern and consists of four phases, which are followed by a harvest after each of rounds 4, 7, 9, 11, 13 and 14.

Phase 1: Start the round – draw a new Round card.

Turn over the top card of the pile of Round cards and place it on the appropriate space on the board. This new action is available to all players,

The Ploughman (Pflüger) receives fields in following rounds, the owner of the Goose pond (Gänseteich) receives 1 Food for each of 4 rounds.

and can be used not only in this round but in all following rounds. The text of some Occupation and Improvement cards instructs the players to place items on the Action card spaces *(In the example, Ploughman (Pflüger) and Goose pond (Gänseteich))*. If there are already tiles, Food markers and/or other playing pieces on the space *(In the example, 1 field and 1 Food marker)*, these go to the appropriate players (who earned them through an Occupation or Improvement). *The functions of the cards are explained on page 9.*

All actions which occur at the beginning of a particular round or at the beginning of every round occur now.

Phase 2: Replenishing – there are new materials and animals.

In the Replenishing phase of each round, new playing pieces are placed on many action spaces on the board (the printed spaces as well as the Action cards). If there are already playing pieces on a space, the new goods/Food are added to them.

A white arrow shows which goods are placed on the action space and in what quantity *(see illustration)*. "3 Holz" (3 wood) means that 3 more wood tokens are placed on that space each round, "1 Rind" (1 cattle) means, that 1 cattle token is placed on the space in each round, etc. The "Catch fish" (Fischfang) and "Travelling Players" (Kleinkunst) action cards receive 1 Food each round. These markers are taken from the general supply. Markers can build up over several rounds – there is no upper limit.

Phase 3: Work time

The player with the starting player marker takes one family member from his farmyard and places it on an action space, then carries out that action. Play passes clockwise to the next player. In clockwise order, players take turns placing their family members until they have all been placed. A player may only ever place one family member in each turn. Each action space can only be used by one person disc in one round.

Building materials, grain, vegetables and Food are placed in a player's personal supply in view of the other players. Animals may not be placed in the supply; they must be placed directly into the farmyard *(See Action D, page 8)*.

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Animals that cannot be placed into the farmyard must be returned to the general supply or immediately transformed into Food, for example with a Fireplace (Feuerstelle) or Cooking Hearth (Kochstelle) *(see Appendix, section 3)*. A player who plays an Occupation or Minor Improvement card from their hand or buys a Major Improvement *(see page 9)* must read the text on the card aloud. Some action spaces offer players several choices of action. A player may not occupy an action space without performing an action.

Phase 4: Returning home

Players remove their family members from the three game boards and place them in their hut or house.

Harvest Time

There is a harvest at the end of each Stage of the game *(see Appendix, section 2.2)* – after rounds 4, 7, 9, 11, 13 and 14 *(see game boards 2 and 3)*. During the harvest, the family must be fed. The harvest consists of three phases, which occur one after another.

These are placed on the Action Card spaces for those rounds.

[image]
The "Travelling Players" (Kleinkunst) action space is only used in the 4 and 5 player game. In the family game, family members can also obtain food from the "Storehouse" (Lagerhaus).

The action cards are described individually in section 2 of the Appendix – their effects are explained in the following extracts.

Players are not allowed to hide their personal supply from other players or to completely cover cards that they have played.

Example: A player who chooses the action space "Build houses and/or Stables" (Hausbauten und/oder Ställe) may choose not to build a house and only to build stables. In contrast, the "After Family growth, a minor Improvement" (Nach Familienzuwachs auch kleine Anschaffung) action does not allow a player to ignore family growth and only play a minor

Harvest Phase 1: The field phase

Players take 1 grain or vegetable token from each planted field *(see illustration)* and place them in their personal supply. They may also receive additional Food for face up cards.

Harvest Phase 2: Feeding the family

In this phase, players must provide Food for the members of their family. A player that does not have enough Food to feed their family can convert goods into Food. In principle, each grain and vegetable marker is worth 1 Food and may be exchanged at any time. Unprocessed animals have no Food value. Fireplaces (Feuerstelle) and Cooking Hearths (Kochstelle) as well as other specific Occupations and Improvements allow players to convert grain and vegetable at a better exchange rate, or to convert animals to Food. At the end of this phase, each player must pay **2 Food per family member**. Offspring that were born during the current round (typically through the "Family growth" (Familienzuwachs) action) ("newborn offspring") only require 1 Food for this round, but will require 2 Food in future harvest rounds.

Begging

A player who cannot or does not wish to produce the required Food must take a Begging card for each missing Food marker – players may not give up members of their family.

Harvest Phase 3: Breeding

Any player with at least 2 animals of the same type receives one additional animal of that type – but only if the lamb, the piglet or the calf can be accommodated in the farmyard (or on the "Animal Yard" (Tierhof), "Nature Reserve" (Tiergarten) or "Forest Pasture" (Waldweide) Improvement cards). Young animals and parent animals may not be changed into Food immediately after the birth. The animals breed regardless of where the parent animals are placed *(see example)* – the parents may be in separate areas.

End of the game

The game ends after 14 rounds. There is a harvest at the end of the 14th round, which is followed by the scoring. If it has not already happened, the board for major Improvements is emptied and turned to the reverse, so that the scoring overview is visible. Players note their Victory Points on the scoring sheet and add them up. The player with the most points is the winner. There is a summary of point values on the "Scoring" summary card. This is self-explanatory for most points *(for exceptions, see the illustration to the right)*. A full listing is in the Appendix *(see section 1)*. The player with the most points is the winner.

Improvement.

[image]

[image]
Additional possibilities for feeding the family are offered by e.g. the Cabinetmaker's (Tischlerei), Pottery (Töpferei) and Basket weaver's (Korbflechterei). These Major Improvements allow a player to convert Wood, Clay and Reeds to Food during the harvest (see Appendix, Section 3).

[image] *At the end of the game, players lose 3 points for each Begging card. These are calculated in the scoring category "Points for cards" (Punkte für Karten).*

[image]
Players with 3 or more animals of the same kind do not get more than one baby animal. There is room for this baby animal in the stable.

[Image]
In scoring, enclosed pastures are counted – not the individual pasture spaces. In this example, there are 2 pastures (not 3).

All a player's grain and vegetable markers are counted – in the player's supply as well as in the fields.

[image]

"Unused spaces"

The Actions

Each player has a farm that consists of 15 farmyard spaces. Two farmyard spaces are occupied by the wooden hut at the start of the game. The remaining 13 spaces are for the players' use. Players can extend and renovate their wooden huts (A). An extended hut enables the family to grow (B). Players can plough and seed their fields (C) and build fences to hold animals (D).

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Action A – Extend wooden hut or renovate it into a clay hut or stone house

At the start of the game, each player has a wooden hut with two rooms. Players can extend their huts – new rooms must be orthogonally (i.e. not diagonally) adjacent to the existing rooms *(see illustration)*. This uses the "Building" (Hausbauten) action which is printed at the top of the left-hand game board (see illustration).

New rooms are always made from the same material as the rest of the house or hut. Wooden huts can only be extended with wooden rooms, Clay huts only with clay rooms and a stone house only with stone rooms.

Extending a wooden hut costs 5 wood and 2 reeds (for the roof), a clay hut 5 clay and 2 reeds and a stone house 5 stone and 2 reeds.

During the game, the wooden hut can be renovated to a clay hut and, later, a stone house. The first "Renovation" (Renovierung) action space becomes available during Stage 2 (rounds 5 to 7).

For the first renovation – a wooden hut to a clay hut – players require as many clay markers as they have rooms in their wooden hut, plus 1 reed (for the roof). The wooden hut tiles are then turned over to show the clay hut side.

For the second renovation – a clay hut to a stone house – players require as many stone markers as they have rooms in their clay hut, plus 1 reed (for the roof). The clay hut tiles are replaced with stone house tiles.

Players can only ever renovate a complete hut. Single rooms may never be renovated.

Additional actions when Building and after a Renovation

A player who chooses the action Building (Hausbauten) *(see illustration)* may build as many rooms as s/he wishes. Each extension requires 5 building materials (depending on the extension, either 5 wood, 5 clay or 5 stone) and 2 reeds. In addition, or instead of this, players may build up to 4 stables for 2 wood each.

Stables provide shelter for animals *(see page 8)*.

The Renovation (Renovierung) action only allows a single renovation. A double renovation from wooden hut to stone house is not allowed. The Renovation card for stage 2 allows players to purchase a major (or minor)

[image]
Each person in the household requires their own room (Exception: see Family Growth)

[image]

[image]

Improvement after the renovation – players may not, however, ignore the renovation and only take the Improvement action. A second renovation card comes into play in the last round of the game *(see illustration)*. This allows players to also build fences after a renovation. *(See Action D on page 8)*.

Action B- Family growth

In Stage 2 (Rounds 5-7), the "after Family Growth, a Minor Improvement" (nach Familienzuwachs auch kleine Anschaffung) card becomes available. Players must have room for offspring in their hut before they can use this action – that is, they must have more rooms in their hut than they have family members. After Family Growth, the player may purchase a Minor Improvement *(see page 9)*.

The action card "Family growth even without a room in the hut or house" (Familienzuwachs auch ohne Platz in Hütte/Haus) becomes available in Stage 5 (Round 12 or 13). With this action, a player may grow their family without considering the number of rooms in their hut or house.

A player who chooses a "Family Growth" (Familienzuwachs) action places the new family member, the offspring, on the Action space *(see Illustration, left)*.

In the **Return home phase**, the new family member is taken back to the house and placed in its room. If it doesn't have its own room, it shares a room with another family member. Players who choose the Family Growth action will therefore have one additional (adult) family member to use from the following round. The new family member is **not** available for use in the round when it is produced – it must first grow up. Families are limited to 5 members. A player who already has 5 family members in play may not choose the "Family Growth" action.

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Action C – Ploughing fields – Grain and Vegetables

A player who chooses the action "Plough 1 field" (1 Acker pflügen) takes a field tile and places it on an empty space in his or her farmyard. If the player already has fields, the new field must be placed orthogonally adjacent to an existing field.

A player who chooses "Take one grain" (1 Getreide nehmen) takes one grain marker and places it in his or her personal supply – the action "Take one vegetable" (1 Gemüse nehmen) becomes available in Stage 3 (round 8 or 9).

The action "Sow" (Aussäen) allows a player to plant 1 or more empty fields: The player takes 1 grain from his or her personal supply and places it on an empty field, then adds 2 grain from the general supply.

Instead of grain, a player may also sow vegetables: S/he takes 1 vegetable from his or her personal supply and places on the empty field.

Example: The player selects the "Building" (Hausbauten) action and builds the third room of a wooden hut with 5 wood and 2 reeds (see picture, above). Next, s/he chooses the "Renovation" (Renovierung) action, pays 3 clay and 1 reeds and turns the 3 rooms of the wooden hut over to show the clay hut side. Later, the player chooses "Building" (Hausbauten) again, pays 5 clay and 2 reeds and extends the clay hut by one room (see picture, left).

After this, the player could extend the hut again or pay 4 stone and 1 reeds to use "Renovation" (Renovierung) again and swap the four hut tiles for four stone house tiles – additional rooms could only be added at the stone house level.

[image]

1 grain becomes 3, 1 vegetable becomes 2. Players can use the "Sow" (Aussäen) action to sow several empty fields. It is irrelevant whether grain or vegetables was sown in the field previously. If it has been completely harvested, it may be re-sown.

1 vegetable from the general supply is added to the field.

A newly planted Grain field has 3 counters, a Vegetable field 2 counters *(see illustration, top right)*.

Grain and vegetables are harvested during the Harvest time *(see Play of the Game on page 4, Harvest time)*. Grain and vegetables that are in a player's personal supply may be converted to 1 Food at any time – with an appropriate Improvement, to more than 1.

In Stage 5 (In round 12 or 13), it becomes possible to plough a field and immediately plant one or more empty fields with one action *(see illustration)*. If a field is emptied, it can be replanted using the "Sow" (Aussäen) action – a harvested field does not need to be re-ploughed.

Baking bread as an additional action when ploughing

A player who chooses the action space "Sow and/or bake bread" (Aussäen und/oder Brot backen) may choose what to do with any or all grain counters in his or her personal supply. Grain may be sown in empty fields (see above), be baked into bread and converted to Food or be left in the supply. Baking bread requires an appropriate Improvement. A Fireplace (Feuerstelle) allows one grain to be converted to 2 Food, a Cooking Hearth (Kochstelle) converts it to 3 Food. A Stone Oven (Steinofen) allows up to 2 grain to be converted to 4 Food each and a Clay Oven (Lehmofen) allows at most 1 grain to be converted to 5 Food *(see also Major Improvements in appendix, section 3)*.

Action D – Raising animals: Build fences, Stables, Sheep, Wild Boar and Cattle.

A player may raise exactly one animal – a pet – in his or her home – regardless of the number of rooms and the building material. The pet does not take living area away from the family members.

In order to hold more animals, players must fence pastures. The action "Fences" (Zäune) allows a player to convert wood to fences in his/her own colour in a ratio of 1:1. The fences must be built immediately.

Fences are laid along the farmyard spaces and border the pastures. Enclosed farmyard spaces are considered to be "used" *(See Scoring, in Appendix, section 1)*. A pasture is enclosed if it has fences on all sides. The edge of the farmyard board, stables, fields and rooms do not count as fences. Fences may only be built if they will create a fully enclosed meadow.

Fences may not be demolished once they have been built. If a player has already built pastures, any new pastures must border the existing ones. A fence may border more than one pasture. Existing pastures may be divided by fences *(see example in the appendix, section 2.2)*.

Each player may build at most 15 fences. Fields and Rooms may not be fenced off. Each pasture may only hold animals of one type – so either sheep, wild boar or cattle. Up to 2 animals may live on each square of the pasture: Pastures that occupy 1 farmyard square can hold 2 animals, 2 farmyard squares can hold 4 animals, 3 squares can hold 6 animals etc. During the course of the game, animals can move around the board as required, as long as these rules are adhered to.

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Building stables

Placing a stable on a pasture doubles the capacity of the entire pasture *(see example, back of rulebook)*. Stables can be built at a cost of 2 wood using the action space "Build house and/or stables" (Hausbauten und/oder Stallbauten). They may be placed on any space in the farmyard that does

Example: The player has 2 empty fields, as well as 1 grain and 1 vegetable in his personal supply. He uses the grain and vegetables as seeds and plants them in his fields, using the "Sow and/or bake bread" (Aussäen und/oder Brot backen) action. After sowing, there are 3 grain on one field and 2 vegetables on the other. In each of the two following harvests, the player will receive 1 grain and 1 vegetable. After that, the vegetable field is empty. The player ploughs a new field and again chooses the "Sow and/or bake bread" (Aussäen und/oder Brot backen) action. He plants the two harvested vegetables in the two empty fields. He cannot plant anything in the third field, because it still contains one grain. He uses an Improvement to bake his two grain into bread.

[image]

[image]

11 fences have built 3 pastures. In one are two white sheep (this pasture is full), the next contains one wild boar and the large pasture (bottom) provides grazing for 3 brown cattle.

[image]

After the stable is built, there is room for 4 more animals.

not already contain a room or a field, and may not be removed. Only 1 stable may be built in any farmyard space. Stables need not be fenced in. A player may fence the stable in later, in order to double the capacity of the new pasture. Each stable that is not fenced in may hold exactly 1 animal.

Animals breed at the very end of Harvest time *(see page 4)*.

Occupation and Improvement cards

At the start of the game, each player receives 7 Occupation cards and 7 Improvement cards.

When the term "supply" (Vorrat) is used on a card, it always means the general supply, unless it specifically states otherwise.

Occupation cards

Using the "1 Occupation" (1 Ausbildung) action spaces, a player can play one of these cards face-up on the table.

On the "1 Occupation" action space that is printed on the left-hand gameboard, a player's first Occupation is free, each additional Occupation costs 1 Food. In the 3-5 player game, a second Occupation space has varying costs depending on the number of players *(see the appropriate action cards)*.

The text on the Occupation cards applies to the player as soon s/he plays the card. Cards that are in a player's hand have no effect on the game. The Countryman (Landwirt), Acrobat (Akrobat) and Net Fisherman (Netzer) cards are printed with a "Claim" (Anspruch) symbol – if a player with one of these Occupation meets the stated requirement, s/he places a Claim token on the appropriate Action space to stake a claim.

[image]

The meaning of the "Net Fisherman" (Netzer): As soon as a player uses a family member to harvest reeds, the green Claim marker is placed on the "Catch Fish" (Fischfang) space. If there is still Food on the space during the "return home" phase, the player receives it.

Improvement cards

As well as the Minor Improvements, there are also 10 Major Improvement cards. In each game, different Minor Improvements will come into play, but the same Major Improvements are available in each game and may be used by any player. *These are described in Chapter 3 of the Appendix.*

The action space "1 Major or Minor Improvement" (1 große oder kleine Anschaffung) allows a player to purchase either a major or minor Improvement – as does the Renovation space. Minor Improvements may also be purchased – in conjunction with other actions – on the "starting player" (Startspieler) and "Family Growth" (Familienzuwachs) action fields. Players may not choose the action "After family growth, a Minor Improvement" (nach Familienzuwachs auch kleine Anschaffung) and only purchase an Improvement: This card only allows an Improvement after Family Growth *(see Actions, B.)*. The upper right corner of an Improvement card shows its cost: which goods a player must pay in order to play the card. Some Minor Improvements do not require the player to pay anything but only require that s/he "has" something – this is shown in the top left corner.

Many Minor and all Major Improvements are worth Victory Points at the end of the game. These are shown by the symbol at the left under the picture. The Bonus Points symbol on some cards indicates that they also give variable bonus points – these are described in the text on the card.

Some Minor Improvements are Moving cards: they are played, carried out and then placed in the hand of the next player to the left. These are

[image]

In a game with 1-3 players, place the "Major Improvement" cards on a large supply board printed across the reverse sides of two of the farmyards.

[image]

indicated by the brown arrow.

Seven Minor Improvements are upgrade cards. Playing these cards does not only cost goods but also requires the player to return an existing played or acquired Improvement.

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Number of game components

The only game components that have been deliberately restricted in number are the 5 family member discs, the 4 stables and the 15 fences for each player. If the other game components run out, they may be multiplied or a substitute can be improvised. To help, there are multiplication markers, which multiply by 4 on the front (for animals) and by 5 on the back (for goods). To show which resource the marker applies to, one of the appropriate goods is placed on top of the marker. A Food icon is printed on the 5x side, as it is usually foodstuffs that are multiplied in this game.

[images]
The lower images show 4 cattle and 5 clay.

Solo version (for 1 person, from 12 years)

The solo player starts with 0 Food. The player takes one turn after another. The left-hand spaces on the left game board remain empty, as in the 2-player game. Otherwise, the game is played by the same rules as the multi-player game. Exceptions: Adult family members must be fed 3 Food at harvest time (newborn offspring are still fed only 1). The action space "3 wood" (3 Holz) only supplies 2 wood in any round. If a Minor Improvement should be passed to the player on the left, it is removed from the game.

A player who wishes to play several solo games after another may start each subsequent game with an additional Occupation card that is already played at the start of the game, reducing the number of Minor Improvement cards accordingly. After each game, she takes an additional Occupation card that she played during that game into the fixed Occupation supply. Because she starts each game with more Occupations, her goal score rises each game: In the first game, 50 points, in the second 55, then 59, 62, 64, 65 etc.

At the start of the later games, she takes an amount of Food equal to the points by which she exceeded the goal score in the previous game.

Agricola as a family game (for 1-5 people from 10 years)

In the simplified version of Agricola, the Occupation and Minor Improvement cards are not used – players do not have a hand of cards.

The first game board is turned face-down, showing its "Agricola as family game" side.

In the 2-5 player game, 1 Food is placed in the storeroom of the "Start player" action space at the start of each round. The "Minor Improvement" (kleine Anschaffung) actions on the "Family growth" (Familienzuwachs) and "Start player" (Startspieler) action spaces are ignored. The "Major or Minor Improvement" (große oder kleine Anschaffung) action is restricted to Major Improvements. The "Occupation" (Ausbildung) action spaces are ignored. Otherwise, the rules are as for the full game.