

Agricola

Introduction: Players take the role of farmers in 1670s Europe. Players plow fields, cultivate crops, fence pastures, breed animals, improve and expand their homes, and produce children. Players aim to feed their people and increase their wealth.

Game End and Goal: The game ends after the 14th Round is completed. After final scoring, the player with most points wins!

Player Setup:

1. Each player takes one of the **4 Farmyard Boards**, and places it in front of themselves.
2. Each player chooses a colour (**R/B/P/W**), and takes **5 People** (workers), **4 Stables**, and **15 Fences** in that colour. They place 1 Worker on each of the two Wood Rooms printed on their Farmyard Board, and place the remaining items in personal supply. *Put all remaining Farmyard Boards and unused player colours in the box.*

Board Setup:

3. Place the **Game Board** in the middle of the table. Take the **1 Small (1/2P)**, and **1 Large (3/4P) extensions**, use only the extension relevant to the player count (indicated bottom left, flipping the extension to the correct side, as appropriate), and attach it to the side of the Game Board (*return the unused extension to the box*).
4. Take the **23 Wood Room/Field Tiles**, and **16 Clay/Stone Room Tiles**, and place them in stacks next to the Game Board. *Remember they are double sided so you may need the tile for its reverse side during the game.*
5. Place the **Major Improvement Supply Board** next to the Game Board, and take the **10 Major Improvement Cards** and place each card on its corresponding space. *There are two fireplaces and two cooking hearths, but not note the different clay costs when placing.*
6. Shuffle the **48 Minor Improvement Cards** (orange), and **deal 7 cards**, face-down to each player.
7. Take the **48 Occupation Cards** (yellow), and first **remove all cards not relevant to the player count** (*return them to the box*) (player count is indicated middle right of the card, if present). Shuffle the remaining cards, and **deal 7 cards**, face-down to each player. *The players may review their cards at any time.*
8. Shuffle the **14 Action Space Cards** (green, with numbered backs), then sort them by the numbers on their backs. Stack these piles face down, so that the 1s are on the top through to the 6s on the bottom.
9. Make general supplies from the following items:
 - a. Animals (**18 Sheep, 15 Boars, 13 Cattle**)
 - b. Building Resources (**30 Wood, 24 Clay, 14 Reed, 16 Stone**)
 - c. Crops (**24 Grain, 16 Vegetables**)
 - d. **44 Food Markers**
 - e. **10 Multiple Good / Begging Markers**

Course of Play: The game consists of 14 Rounds. Each round is played in 4 Phases:

1. **Preparation Phase:**
 - a. **Draw and reveal a new Action Space Card**, and place it on the round space of the current round. Any Goods placed on that Round Space are given to the player who put them there (*due to certain card abilities*).
 - b. **Place Goods** on all accumulation spaces, as depicted by their arrow, even if there are good already on that space. *Accumulation Spaces are ochre coloured.*
2. **Work Phase:** Beginning with the Starting Player and proceeding clockwise, players take turns to place **exactly one person** on a **vacant action space**, and **immediately** resolve its effect(s).
 - a. A player must be able to do at least one of the available actions to occupy the space.
 - b. As the game progresses, some players will have more people than others. Skip over players who have run out of people and move to the next player clockwise until all people have been played.
 - c. Permanent Action spaces always provide the same actions each round.
 - d. Accumulation spaces accumulate goods, providing a variable amount of that good each round.
 - e. "And/Or" spaces – The actions can be resolved in any order.
 - f. "And Afterwards spaces" the actions must be resolved in order, and you must do the first action to be allowed to do the second.
 - g. Action Space Effects are discussed on page 2 of this summary.
3. **Returning Home Phase:** Once all players have placed all people, they return them to the rooms on their Board.
4. **Harvest Phase** (Rounds 4, 7, 9, 11, 13, 14 only) - Harvest Crops, Feed People and Breed your Animals (see later).

Action Space Effects: Also see p6-8 of the Agricola Revised Appendix for more detailed definitions.

Gaining Building Resources, Crops and Animals: Accumulation Spaces like Forest and Reed Bank provide Building Resources. Simply take all resources present from that space and add them to your personal supply. Permanent Spaces like Day Labourer or Resource Market provide a fixed amount of the depicted resources. Take the resources the space depicts.

Crops and Animals are gained in a similar way, but you must have pasture, stables or space in your house to store your Animals, or you will have to cook them, or they may run away (also see Animal Storage).

Adding Rooms to your House: Use the “Farm Expansion” Action Space to take the “Build Rooms” Action. You may build as many rooms as you wish provided you have sufficient resources and Farmyard spaces available as follows:

- Each Room costs **5 Wood/Clay or Stone** (the material paid must match the current material of your house (i.e. Wood at the start of the game), also see Renovation), **plus 2 Reed**.
- Each Room must be placed so it is **orthogonally adjacent** to an existing room in your house.

Gaining People: A player can only gain a person if they have a vacant room in their home. To do this, use the “Basic Wish for Children” space to do the “Family Growth with Room Only” Action. Take 1 person from the supply next to your Farmyard Board, and place it on that space. When your people return home, place the new person a vacant room in your home. From the next round onwards, you will have an additional turn, but also one more person to feed!

The “Urgent Wish for Children” space provides the action “Family Growth without room”, which allows a player to grow their family without having a vacant room (they simply place the extra worker in an occupied room during Returning Home).

Renovation: Players can use the House Redevelopment space to perform the Renovation action to upgrade their Wooden House to a Clay House, or their Clay House to a Stone House (but not both). To do this they must pay 1 Reed plus 1 Resource of the appropriate type (clay or stone) for each room in their house. They must upgrade all rooms in their house. *Once a player lives in a clay house, they can only add clay rooms to it using the Build Rooms action, and the same for stone.*

Animal Storage: Players can gain Animals by using accumulation spaces with animals, or by breeding them at Harvest. Unlike Crops and Resources, you must be able to accommodate them on your farmyard board. If you take Animals you cannot accommodate, you must immediately cook them (if you have a Major/Minor Improvement with a cookpot icon), or they will run away. *You do not have to accommodate animals if you intend to cook them immediately.*

Animals are stored as follows:

- **Home:** Your Home can store a single Animal (as your pet!).
- **Farmyard Stable:** A Stable on an unfenced Farmyard Space can store a single animal.
- **Pastures:** You can build fences around Farmyard Spaces to create Pastures. Each space of pasture can hold two animals of the same type. You may not mix animal types within one area of pasture.
- **Pastures with Stables:** The capacity of each pasture space is doubled if a Stable sits in one of the spaces of that pasture. A pasture area containing 2 Stables quadruples the capacity of each space, and similarly 3 stables octuples, and 4 stables sexdecuples the capacity of all spaces in that pasture.

Fencing: To Fence a Pasture, use the “Fencing” Action Space, and the “Build Fences” action.

- Each Fence costs one wood, and you may Fence as many spaces as you wish, provided you have enough Wood, and enough Fence pieces to do so.
- You may fence in any vacant Farmyard spaces you wish on your board, as long as they are empty and contiguous, and if there is any existing pasture on the board, new pasture must be added orthogonally adjacent to it.
- Fences may only be built if they create a fully enclosed pasture.
 - Adjacent pastures share fences that border them
 - You may subdivide an existing pasture by adding fences inside it
 - Edges of room tiles and fields do not count as fences
 - Once built, a fence cannot be removed
 - A space containing a Stable is considered vacant for the purposes of Fencing, i.e. a player can fence in Farmyard spaces containing stable(s) they already built.

Stables: To Build a Stables, take the Build Stables action, on the Farm Expansion Action space. A player may build as many stables as they wish, provided they have enough Wood (**2 Wood** per stable), and enough **Stable pieces remaining**.

- Each Farmyard space and pasture can contain at most 1 Stable.
- Stables do not have to be placed next to other stables if you do not wish to.
- A stable can be added after a Pasture has been fenced.
- Certain cards give stables special abilities. Each stable may have at most one special ability.

Anytime Action: Rearrange Animals: At any time you may move animals around your farmyard board, provided the final arrangement obeys the Animal Storage rules above. No other game components may be rearranged in this way.

Anytime Action: Discard Items: At any time, a player may discard Animals, Building Resources, and Crops to supply.

Grain/Vegetable Seeds: To get Crops (Grain or Vegetables), use an Action space such as Grain Seeds or Vegetable Seeds, or Harvest them from your fields (and also gain them from certain cards). Each Crop in your personal supply is considered to both be that fully grown vegetable, and the seeds of that vegetable, so you may plant it, cook it (using a Major Improvement with a Cookpot icon), or simply eat it as Food during harvest.

Plow a Field: Use the Cultivation Action Space, to take the Plow 1 Field Action. Take 1 Field Tile, and place it on any vacant farmyard space. If you have previously plowed a field, the field must be placed orthogonally adjacent to any existing field. Once placed, a plowed field can never be moved or removed.

Sow Seeds: Use the Cultivation Action Space, to take the Sow Action. When you sow, you may sow as many empty fields as you wish to provided you have enough grain and/or vegetables. You do not have to sow all fields you are able to. Sowing Seeds allows that vegetable to be multiplied and Harvested during Harvest. Once a Crop is planted, it cannot be accessed until it is harvested, and then only one Crop may be taken.

- **Sow Grain:** Place one Grain from personal supply, and 2 Grain from general supply on the field.
- **Sow Vegetables:** Place one Vegetable from personal supply, and 1 Vegetable from general supply on the field.

Harvest: A Harvest occurs at the end of Rounds 4, 7, 9, 11, 13 and 14. Each harvest is played in the following 3 Phases:

- **Field Phase:** You must take exactly 1 Crop from each of your fields and add it to your personal supply.
- **Feeding Phase:** Each person in your house eats **2 Food**. If the person was newly born in the current round, they only eat **1 Food**. Each Crop in your personal supply is worth 1 Food if you wish to feed it to your people instead of Food.
 - Food can be gained directly from actions such as Day Labourer, Fishing and Travelling Players
 - The more people a player has, the more food they will need to feed their household.
 - Crops can be converted to Food using Improvements with the Bread and Cookpot icon. Major Improvements with Cookpot icons can be used at any time, but those with Bread Icons can only be activated once on placement, and then again using the Bake Bread action.
 - Animals can be converted into Food using cards with cookpot icons.
- **Breeding Phase:** For each animal type a player has at least two of (anywhere on their farmyard board), they gain **exactly 1 Animal** of the same type, provided that their Animal Storage is able to hold them. A player cannot convert newly born Animals to food if they do not have space – they are simply not born.

Major Improvements: There are 10 Major Improvements in the game, they are gained using a Major Improvement Action space. Pay the required resources (depicted top right). Take an available Major Improvement from the Board and place it next to your Farmyard Board. It is yours for the rest of the game. Some Major Improvements are worth VP at the end of the game (Coin, middle left). Major Improvement Cards generally convert Animals and Crops into food.

- **Fireplaces and Cooking Hearths:**
 - Convert Animals and Vegetables into Food. They can be used **at any time**.
 - Convert Grain into Food, if the player uses the **Bake Bread action only** (not at any time).
- **Clay and Stone Ovens:**
 - Allow a player to Bake Bread using the **Bake Bread Action**.
 - Also provide an **immediate bonus Bake Bread Action** when purchased.
 - Cannot cook Animals or Vegetables.
- **Craft Buildings** (Joinery, Pottery, and Basketmaker's Workshop):
 - Provide another use for Wood, Clay, and Reed, respectively. At Harvest you may convert 1 of the requisite resource into Food at the stated rate.
 - They also provide bonus points for their respective type of remaining resource at game end.
- **Well:** Provides 1 Food for the following five Rounds (or however many are left, if less than five).

Hand Cards: Each player begins the game with a secret hand of 7 Minor Improvements and 7 Occupations. When played using the Major/Minor Improvement, Starting Player or Lessons Action spaces (respectively), they provide effects that change the rules of the game for that player (and take precedence over the rulebook). If a card has the form "if condition a/b/c is met, receive A/B/C", you may resolve **at most 1 of these conditions**.

Minor Improvements: Use the "Major or Minor Improvement" "Starting Player" or "Basic Wish for Children" Space to build a Minor improvement. Check that you meet the pre-requisite (top left), and pay the required resources (top right). The coin icon indicates the points the improvement is worth (and some may be variable depending on their requirements). You can now access the ability of that Minor Improvement. **Travelling Cards** (those with arrows) must instead be passed to the next player on the left.

Occupations: Use one of the “Lessons” Action spaces to play one Occupation from hand. The Food cost of the Occupation depends on which Lessons space is used (there are two in a 4P game), and how many Occupations a player already has. The player now has access to the power of that occupation.

A complete list of Minor Improvements and Occupations is presented in the Agricola Revised Summary.

Starting Player: The starting player does not change automatically between rounds. To become the Starting Player, a player must use the Meeting Place Action, else it will remain with its current holder.

Game End: The Game Ends at the end of the 14th Round’s Harvest. Proceed to Final Scoring.

Final Scoring: Players score points according to the table by the side of the game board:

Icons	Scoring Criteria
	Fields and Pastures: Each player scores: -1/1/2/3/4 Points if they have 0-1/2/3/4/5+ Field Tiles, regardless of whether the Field contains Crops. -1/1/2/3/4 Points if they have 0/1/2/3/4+ Pastures. <i>This is the number of Pastures, not the number of spaces of pasture – the size of each Pasture does not matter. It also does not matter if there are any animals in the Pasture.</i>
	Rooms and People: Each player scores: 1 Point for each Clay Room in their house. 2 Points for each Stone Room in their house 3 Points for each Person in their house (including the starting 2)
	Grain and Vegetables: Each player scores: -1/1/2/3/4 Points if they have 0/1/4/6/8+ Grain. -1/1/2/3/4 Points if they have 0/1/2/3/4+ Vegetables These Crops may be in personal supply or on fields. Crops on Cards do not count unless the card identifies itself as a Field, or state explicitly that these crops belong to you.
	Animals: Each player scores: -1/1/2/3/4 Points if they have 0/ 1-3/ 4-5/ 6-7/ 8+ Sheep -1/1/2/3/4 Points if they have 0/1-2/3-4/5-6/&+ Boar -1/1/2/3/4 Points if they have 0/ 1/ 2-3/ 4-5/ 6+ Cows Animals on cards count towards this scoring provided the card specifies the animal belongs to you. Animals on cards do not count if they are offered in exchange for a condition you have not met.
	Unused Farmyard Spaces: Each player scores: -1 VP for each unused Farmyard Space A farmyard space is considered used if it is covered by a room or field tile, is part of a pasture (i.e. directly or indirectly surrounded by fences), or contains a Stable. A farmyard space is not considered used if it contains animals or goods due to a card effect.
	Stables in Pastures: Each player scores: 1 VP for each Stable in a Pasture (max 4, even if a card allows you to have more than 4 Stables). Some card effects change the function of a stable. This stable will still count as a stable for the purposes of this scoring.
	Card Points: - Each Major and Minor Improvement that you have played scores its depicted Points. Minor Improvements in hand score no points. Bonus Points: - Some Cards have scoring criteria in their text that are conditional on your board state. Calculate and score these points. - Some Cards provided bonus points during the game, and the player needs to keep a note if they score them, and add them into final scoring. - Joinery, Pottery, and Basketmakers Workshop allow you to exchange leftover Building Resources for Points. You may only exchange resources from your personal supply. - Some Cards cause you to lose points. Subtract these. Begging Tokens: - Each Begging Token is -3 Points.

The player with the most points wins! In case of a tie, the tied player with the most Building Resources left in personal supply wins.