



Through the Seasons

...is an additional game board for Agricola with a space for each of the four seasons. Only one of these spaces is ever available. This variant can be played with the Family or the Full game. At the start of the game, place a Guest marker on the space that shows the current Season. At the start of each round, this marker is moved to the next Season, which introduces a different Action space. Depending on the Season, different quantities of Building resources are placed on the Action spaces on the main board. Turn the other two Guest markers to the 'Claim marker' (Arrow) side. Use these to show which Action spaces have a Special rule for the current Season.

The Four Seasons

The instructions for Phase 2 only affect the Building resources that are placed on Action spaces: first distribute the resources as usual, then remove or add them as required by the Season.

Winter

In Phase 2: Clay -1, Reed -1 (on all Action spaces where Building resources are placed)

Seasonal action: Pay 2 Wood and 3 Food to take Family Growth even without space in your Home.

Special rules during the Work Phase: Players must pay 1 Food to Plow fields and cannot use the Fishing Action space until round 11 (from round 12 or 13, the second Claim marker is used on the "Plow 1 Field and Sow" space).

Spring

In Phase 2: Stone +1, Wood -1

Seasonal action: The player taking this action takes an immediate Animal Breeding Phase and/or can Sow.

Special rules during the Work Phase: Fences: +2 free Fences (in Round 14, the Claim markers are placed on the "Fences" and "After Renovation, also Fences" spaces. A player must buy at least one Fence with Wood as usual to receive the free Fences).

Summer

In Phase 2: Clay +1, Stone -1, Fishing +1 Food

Seasonal action: Holidays: 1 Bonus Point for each Family member that you have already placed in the current round (including the Family member on this Action space).

Special rules during the Work Phase: For each Room that is built, one free Stable; also Day Labourer: +1 Grain (on the "Build 1 Room" Action card from the 5 player game, there is 1 free stable).

Autumn

In Phase 2: Wood +1, Reed +1

Seasonal action: The player taking the action can carry out an immediate Field phase and/or take 1 Vegetable.

Special rules during the Work Phase: Major Improvements cost 1 Building resource less (place one Claim marker on the "Major or Minor Improvement" Action space and the other on the "Renovation, also Major or Minor Improvement" space).