

Uwe Rosenberg AGRICOLA

with Julian Steindorfer

Through the Seasons

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 *Through the Seasons* marker on the space that holds 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.

Use the other *Through the Seasons* markers 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. Optionally, extra *Through the Seasons* markers may be used to keep track of Building resource adjustments.

WINTER

In Phase 2: -1 Clay, -1 Reed

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 Plough fields and cannot use the Fishing Action space until Round 11. (From Round 12 or 13, a second marker is used on the "Plough 1 Field and/or Sow" space.)

SPRING

In Phase 2: -1 Wood, +1 Stone

Seasonal Action:

The player taking this action takes an immediate Breeding Phase and/or can Sow

Special rules during the Work Phase:

Fences: +2 free Fences
(In Round 14, the 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: +1 Clay, -1 Stone, 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

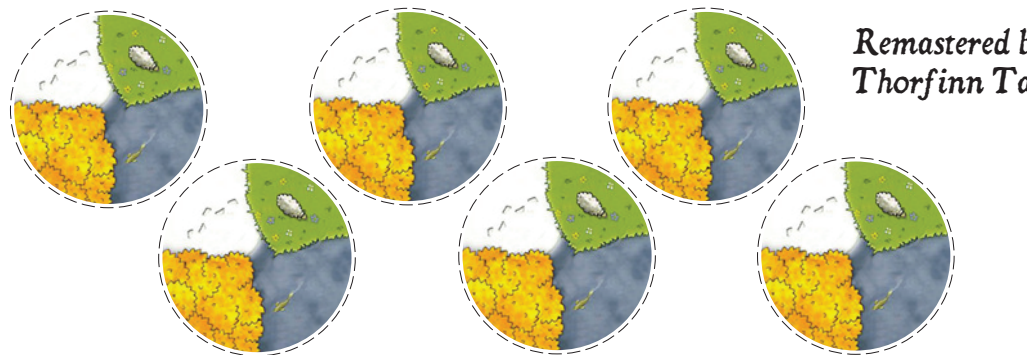
In Phase 2: +1 Clay, +1 Reed

Seasonal Action:

The player taking this 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 marker on the "Major or Minor Improvement" Action space and the other on the "Renovation, also Major or Minor Improvement" space.)



Remastered by
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