An agricultural development game 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 finally been overcome. The civilized world is revitalized. People are upgrading and renovating their huts. Fields must be plowed, tilled and harvested. The famine of the previous years has encouraged people to eat more meat (a habit that we continue to this day).

COMPONENTS

GAME BOARDS:
• 5 farmyards for the players (with farmyard spaces as well as 1 example on the reverse side)
• 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:
• 169 yellow “Occupation” cards (66 cards for 1-5 players; 41 cards for 3-5 players; 62 cards for 4-5 players)
• 139 orange “Minor Improvement” cards (including 7 upgrades from Major or Minor Improvements)
• 10 red “Major Improvement” cards
• 14 blue Round cards with possible actions for rounds 1 to 14
• 16 green Action cards with possible actions that depend on the number of players
• 5 grey Begging cards
• 5 Summary cards
• 2 Deck cards (1 Deck I, 1 Deck K)

WOODEN PLAYING PIECES:
• 5 Family member discs, 4 Stables and 15 Fences in each of the five player colors (blue, green, red, natural wood and purple)
• 33 round, dark brown Wood counters
• 27 round, light brown 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:
• 36 yellow Food markers labeled “1”
• 9 Multiplication markers (can apply to animals, goods or Food)
• 3 Claim markers (with “Guest” on the reverse)
• 1 Scoring pad
OBJECT OF THE GAME

Players start the game with a farming couple living in a simple two-roomed hut. During the course of the game, these families have abundant possibilities to improve their quality of life by building up their home, improving their fields and breeding their animals. In each of the game’s 14 rounds, each of a player’s Family members may take exactly one action. They can generate building 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. A new action becomes available in each round – see Overview of game phases. You must plan to grow your family at the right time – but not too soon, because even the next generation must be fed. Growing your family is important, though, because it allows you to take more actions as they 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. Players lose one point for each unused farmyard space. Additional points are awarded for extension and renovation of the family’s home, for the number of Family members, and for played Occupation and Improvement cards. There are examples of play, with explanations, on the reverse sides of three of the boards.

PREPARING TO PLAY

Place the three game boards as shown in the illustration to the right. Each player chooses a color and takes the playing pieces in that color, as well as one farmyard. These are placed in front of the player (facing whichever direction the player chooses). On each of the two building spaces on this farmyard, players first place a Wooden hut room tile and then (in each of these rooms) one of their Family members. (See Illustration, top right). The remaining playing pieces (additional Family members, fences and stables) remain in the bag for now or are placed to one side. Sort the remaining house and hut tiles and the rest of the game components and place them beside the playing area.

For your first game(s) of Agricola, we strongly recommend that you use the “Family game” rules given on page 8. The game is the same as the full game, except that it is played without Occupation and Minor Improvement cards and with slightly different Action spaces. Starting with the Family game is a great way to get acquainted with the game before you try the full Agricola experience.

CARDS

Sort the cards according to the color of the reverse side. Depending on the number of players, different green Action cards (B) are used. There are also blue Round cards (A), yellow Occupation cards (C), orange “Minor Improvement” cards (D), red “Major Improvement” cards (E), grey Begging cards (F) and Summary cards (G).

A. Sort the blue Round cards 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 on top of that, etc – finishing with the four cards for Stage 1 on the top. The Round cards make new actions available during the game. (These are listed on the game summary cards and in the Appendix, section 1.2).

B. If you are playing with 3, 4 or 5 players, take the corresponding set of green Action cards and place them face up on the spaces to the left of the first game board. The order in which the cards are laid out is irrelevant. In a 3-player game, there are 4 cards, in 4- and 5-player games there are 6 cards. (There is more information about these cards in the Appendix, section 1.3). In solo and 2-player games, no green Action cards are used.

C. The purple symbol on the left side of the yellow Occupation cards shows how many players the card is used for: means for 1-5 players, for 3-5 players, for 4-5 players. Cards that are not in use are removed from the game; the full deck of Occupation cards is only available in a 4- or 5-player game. Shuffle the cards. Each player is dealt a hand of 7 Occupation cards and may look through them. The remaining Occupation cards are put to one side.
placed directly into the farmyard in view of the other players. Animals may not be placed in the supply; they must be resources, Grain, Vegetables or Food, the tokens are placed in a player's personal supply one action before (optionally) taking a second action. Whenever a player takes building Some Action spaces offer players several choices of action or require a player to take one Person in one round. A Family member may never occupy an Action space without only ever place one Family member at a time. Each Action space can only be used by Family member from their farmyard, placing it on an unoccupied Action space and taking

In clockwise order, starting with the Starting player, players take turns taking a single

phase 3: Work phase

In clockwise order, starting with the Starting player, players take turns taking a single Family member from their farmyard, placing it on an unoccupied Action space and taking that action. Play continues until all Family members have been placed. A player may only ever place one Family member at a time. Each Action space can only be used by one Person in one round. A Family member may never occupy an Action space without performing its action. Some Action spaces offer players several choices of action or require a player to take one action before (optionally) taking a second action. Whenever a player takes building resources, Grain, Vegetables or Food, the tokens 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 9).
Animals that cannot be placed into the farmyard must be returned to the general supply or immediately transformed into Food using an Improvement with the symbol. A player who plays a card from their hand or buys a Major Improvement (see page 10) must read the text on the card aloud so that all the other players are aware of its effects.

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

**Phase 4: Return home**
Players remove their Family members from the game boards and return them to their home.

**Harvest Time**
Players feed their Family members during the Harvest, which occurs at the end of each stage of the game (see Appendix, section 6) – that is, after rounds 4, 7, 9, 11, 13 and 14 (see game boards 2 and 3). The Harvest consists of three phases, which occur one after another.

**Harvest Phase 1: The Field Phase**
Players remove 1 Grain or Vegetable token from each Sown field in their farmyard (see Illustration) and place them in their personal supply. Players may also receive additional Food from Occupation or Improvement cards that they have played.

**Harvest Phase 2: Feeding the Family**
At the end of this phase, each player must feed his or her family by paying 2 Food per Family member. Offspring that were born during the current round (“Newborn offspring”, typically from a Family growth action) only consume 1 Food for this round, but will require 2 Food in future Harvests. Each unprocessed Grain or Vegetable may be converted to 1 Food at any time. Fireplaces and Cooking Hearths, as well as other specific Occupations and Improvements, allow players to convert Vegetables at any time, at a better exchange rate. Improvements with the symbol can be used to convert animals to Food at any time. Improvements with the symbol can be used to Bake bread, but only when the player takes a Bake bread action during a round. Unprocessed animals have no Food value.

**Begging**
A player who cannot or does not wish to produce the required Food must take a Begging card for each missing Food – players may not give up members of their family to avoid the need to Feed them. At the end of the game, players lose 3 points for each Begging card.

**Harvest Phase 3: Breeding**
Lastly, any player with at least 2 animals of the same type receives exactly one additional (baby) animal of that type – but only if the lamb, the shoat (piglet) or the calf can be accommodated in the farmyard (or on an appropriate Improvement card, for example the “Animal Yard”, “Wildlife Reserve” or “Forest Pasture”). Baby animals and parent animals may not be converted into Food immediately after the birth (for example, if you only have room for two animals of that type); they simply run away if they cannot be accommodated. 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 the Harvest at the end of the 14th round (Stage 6), after which the players’ scores are calculated. There is a scoring overview on the back of the board for Major Improvements and on the back of the Summary card, and the scoring is detailed on page 8. Tally each player’s Victory Points on the scoring sheet. The player with the most points is the winner. If there is a tie, the tied players share the victory (or can play another game of Agricola to break the tie).
THE ACTIONS

Four main types of action can be taken to improve a player’s farmyard. (A) Players can extend and renovate their Wooden huts. (B) An extended home enables the family to grow. (C) Fields can be Plowed and Sown and (D) Pastures can be fenced to hold animals.

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 by Building rooms using the Build room(s) action (see Illustration). New rooms must be orthogonally (i.e. not diagonally) adjacent to the existing rooms (see Illustration).

There is no upper limit on the number of rooms that a player may build. New rooms are always made from the same material as the rest of the home. Wooden huts can only be extended with Wooden rooms; Clay huts only with Clay rooms; and Stone houses only with Stone rooms.

Extending a Wooden hut costs 5 Wood and 2 Reed (for the roof), a Clay hut 5 Clay and 2 Reed, and a Stone house 5 Stone and 2 Reed.

During the game, the Wooden hut can be Renovated to a Clay hut and, later, a Stone house. The first Renovation Action space becomes available during Stage 2 (rounds 5 to 7).

To renovate your Wooden hut to a Clay hut, you require 1 Clay token for each room in your Wooden hut, plus 1 Reed (for the roof). Turn the Wooden hut tiles over to show the Clay hut rooms.

For the second renovation – from Clay hut to Stone house – you require 1 Stone token for each room in your Clay hut, plus 1 Reed (for the roof). Replace the Clay hut tiles with Stone house tiles.

Players can only ever renovate a complete hut. Rooms may never be renovated one at a time. The Renovation action only allows a single renovation. A double renovation from Wooden hut to Stone house in one turn is not allowed.

STABLES

A player who chooses the Build Room(s) action space on the left-hand board may choose to instead, or in addition, build up to 4 stables for 2 Wood each. Stables provide shelter for animals (see page 7).

ADDITIONAL ACTIONS AFTER A RENOVATION

The Renovation card for Stage 2 allows players to purchase a Major (or Minor) Improvement after performing the renovation – players may not, however, ignore the Renovation action and only play an Improvement. A second Renovation card comes into play in the last round of the game (see Illustration). This allows players to Fence pastures after performing a renovation. (See Action D on page 6).

ACTION B- FAMILY GROWTH

In Stage 2 (Rounds 5-7), the after Family growth, also 1 Minor Improvement action becomes available. Players must have room for offspring in their home before they can use this action – that is, they must have more rooms in their home than they have Family members. After taking Family growth, the player may choose to purchase a Minor Improvement (see page 7).

The Family growth even without room in your home action card becomes available in Stage 5 (Round 12 or 13). With this action, a player may grow his or her family regardless of the number of rooms in their home.

A player who chooses a Family growth action adds their newborn offspring to the Action space (see Illustration, left).

In the Return home phase, the new Family member is taken home and placed in its room. If it doesn’t have its own room, it shares a room with another Family member. A Player who takes the Family growth action will therefore have one additional (adult) Family member to use from the following round onwards. 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 a maximum of 5 members.

A player who already has 5 Family members in play may not choose the Family growth action.
Appendix, section 3)

Oven allows at most 1 Grain to be converted to 5 Food

3 Food. A Stone Oven allows up to 2 Grain to be converted to 4 Food each and a Clay

A Fireplace allows one Grain to be converted to 2 Food, a Cooking Hearth converts it to

in the supply. Baking bread requires an appropriate Improvement with the

fences (see example in the Appendix, section 1.2).

border the existing ones. You may subdivide an existing pasture by adding a fence or

once they have been built. If a player has already built pastures, any new pastures must

rooms may not be completely surrounded with a fence. Fences may not be demolished

enclosed pasture, with fences on all sides. The edge of the farmyard board, stables, fields

pastures must be orthogonally adjacent. Fences may only be built if they will create a fully

The Sow action 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 (fallow) field, then adds 2 Grain from the general supply to the field.

Instead of Grain, a player may also Sow Vegetables by taking
1 Vegetable from his or her personal supply and placing it on the empty field. 1 Vegetable from the general supply is added to the field.

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

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

If a field is emptied, it can be replanted using the Sow action – a
Harvested field does not need to be re-Plowed. In Stage 5 (Round 12 or
13), a new action allows players to Plow a field and immediately Sow
one or more empty fields (see Illustration).

Baking bread as an additional action when plowing

A player who chooses the Sow and/or Bake bread Action space 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 a loaf of bread and converted to Food or be left
in the supply. Baking bread requires an appropriate Improvement with the symbol.
A Fireplace allows one Grain to be converted to 2 Food, a Cooking Hearth converts it to
3 Food. A Stone Oven allows up to 2 Grain to be converted to 4 Food each and a Clay
Oven allows at most 1 Grain to be converted to 5 Food (see also Major Improvements in
Appendix, section 3).

Action C – Plowing fields – Grain and Vegetables

A player who chooses the Plow 1 field action 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. Players may use at
most 1 Plow Improvement each time they select the Plow 1 field action.
A player who chooses Take 1 Grain takes one Grain marker and places it in his or her personal supply – the similar Take 1
Vegetable action becomes available in Stage 3 (Round 8 or 9).

Example: Jakob 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 action.
After Sowing, there are 3 Grain on
one field and 2 Vegetables on the
other. In each of the two following
harvests, he will receive 1 Grain and 1 Vegetable. After that, the Vegetable
field is empty. Jakob plows a new
field and chooses the Sow and/or
Bake bread action again. 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
a Baking Improvement with the symbol to bake his two Grain into
bread.

Action D – Raising animals: Fence Pastures, Build Stables, Raise Sheep, Wild Boar and Cattle

Each player may raise exactly one animal as a pet in his or her home, regardless of the
home’s size and type. The pet does not take a room away from a Family member.
To hold more animals, players must Fence pastures. Each pasture may only hold animals
of one type – 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 squares can hold 4
animals; 3 squares can hold 6 animals etc.

During the course of the game, players may rearrange their animals at any time, as long as
these rules are followed. A player may release some or all of their animals at any time, at
will (for example, to make room for other animals in a farmyard space). Animals breed at
the very end of the Harvest (see page 5). Animals breed at the very end of the Harvest (see
page 5).

The Fences action allows a player to immediately Fence pastures at a cost of 1 Wood
for each fence. Fences border the pastures and are laid between the farmyard spaces;
one fence may border more than one pasture. Like rooms and fields, all of a player’s
pastures must be orthogonally adjacent. Fences may only be built if they will create a fully
enclosed pasture, with fences on all sides. The edge of the farmyard board, stables, fields
and rooms do not count as fences. Each player may build at most 15 fences. Fields and
rooms may not be completely surrounded with a fence. 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. You may subdivide an existing pasture by adding a fence or
fences (see example in the Appendix, section 1.2).

Enclosed farmyard spaces are considered to be “used” (See Scoring).
Building Stables
Placing a stable in a pasture doubles the capacity of the entire pasture. Stables can be built at a cost of 2 Wood using the Build room(s) and/or Build stable(s) Action space. They may be placed on any space in the farmland that does not already contain a room or a field, and may not be removed. Stables need not be fenced in; each unfenced stable may hold exactly 1 animal. Only 1 stable may be built in any farmland space. A player may fence the stable in later, in order to create a new pasture with doubled capacity.

Occupation and Improvement Cards
At the start of the game, each player receives 7 Occupation cards and 7 Minor Improvement cards.
A player who plays a card from their hand or buys a Major Improvement must read the text on the card aloud so that all the other players are aware of its effects.

Occupation Cards
A player can use the 1 Occupation Action space(s) to play one of these cards face-up on the table.

The text on the Occupation cards applies to the player as soon as the card is played. Cards that are in a player’s hand have no effect on the game.

Several cards, including the Countryman, Acrobat and Net Fisherman, are printed with a Claim symbol – if a player with one of these Occupations meets the stated condition, a Claim token is placed on the appropriate Action space with the arrow pointing towards the player with the claim.

Improvement Cards
In addition to the Minor Improvements, there are also ten 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 Section 2 of the Appendix.

The 1 Major or Minor Improvement Action space 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 and Family growth action spaces. Players may not choose the action After Family growth, also 1 Minor Improvement and only purchase an Improvement: This card only allows an Improvement after Family growth (see Action B – Family Growth on page 5).
The upper-right corner of an Improvement card shows its cost: goods that a player must pay for the Improvement.

Some Minor Improvements require the player to have a prerequisite – these are shown in the top left corner. In order to play these cards, the player must have the required goods, tiles or cards on the table in front of him or her. Of course, the condition is fulfilled if the player has more than the required number of fields or cards.

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 beside the picture. The Bonus Points symbol on some cards (bottom center) indicates that they also give variable Bonus points – these are described in the text on the card.

Some Minor Improvements are Upgrade cards. Playing these cards not only costs goods but also requires the player to return an existing played or acquired Improvement. Upgraded
Major Improvements are returned to the Major Improvements board and may be bought again by any player (including the same one as before). Upgraded Minor Improvements are removed from the game.

**SCORING**

The game is scored at the end of Round 14. The Summary cards have scoring tables, as does the reverse side of the Major Improvements board. The following categories are scored one after another:

**Fields:** All field tiles that are on the player’s farmyard are scored, regardless of whether they are currently fallow or are sown. A player with 0 or 1 fields loses 1 point. Each field after the first scores 1 point, up to a maximum of 4 points for 5 or more fields. Players score -1/1/2/3/4 points for 0-1/2/3/4/5+ fields.

**Pastures:** Points are awarded for fenced areas (“Pastures”), not for the number of farmyard spaces that are fenced in (“Pasture spaces”). The size of the individual pastures is irrelevant. A player with no pastures loses 1 point. Each pasture scores 1 point, up to a maximum of 4 points for 4 or more pastures. Players score -1/1/2/3/4 points for 0/1/2/3/4+ pastures.

**Grain and Vegetables:** All of a player’s Grain and Vegetables are scored – whether it is in the fields or in the player’s supply. A player with no Grain loses 1 point. After that, players score 1/2/3/4 points for 0/1/4/6+ Grain. A player with no Vegetables loses 1 point. After that, players score 1 point per Vegetable up to a maximum of 4 points.

**Animals:** A player loses a point for having no animals of a particular type. Players score -1/1/2/3/4 points for 0/1/4/6+ Sheep; -1/1/2/3/4 points for 0/1/3/5/7+ Wild boar; and -1/1/2/3/4 points for 0/1/2/4/6+ Cattle.

**Unused farmyard spaces:** No additional points are awarded for using farmyard spaces, but players lose 1 point for each unused farmyard space. Farmyard spaces are counted as “used”, if they are fenced in or if they have a room tile, field tile or unfenced stable on them. In other words, “unused” farmyard spaces are empty and unfenced.

**Fenced Stables:** Each fenced stable earns the player 1 point. No points are given for unfenced stables. Players do not lose points for having no stables. An unfenced stable has the advantage that the player avoids losing a point for having unused farmyard spaces.

**Huts, Houses & Family Members**

Players earn 1 point for each room in a Clay hut (so a player with 4 Clay rooms earns 4 points), and 2 points for each room in a Stone house (so a player with 4 rooms earns 8 points). Rooms in a Wooden hut do not earn any Victory Points.

Players earn 3 points for each Family member, up to a maximum of 15 points (as the number of Family members cannot be greater than 5).

**Points for cards**

A point value is shown in a yellow circle on the left of the Minor and Major Improvement cards. Players lose 3 points for each Begging Card that they hold at the end of the game.

**Bonus points:** The text on various Improvement and Occupation cards describes how Bonus points are awarded. Cards which earn Bonus points have a Bonus point symbol at the bottom.

**NUMBER OF GAME COMPONENTS**

The only game components that have been deliberately limited 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, a substitute should be improvised. To help, there are also multiplication markers, which multiply by 3 or 4 on the front and by 5 on the back. To show which resource the marker applies to, one of the appropriate goods is placed on top of the marker. Some markers are pre-printed with Food and Grain.

**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 the “Agricola Family Game” side, and in a 3–5 player game only the “Family Game” Action cards are used.

The Major or Minor Improvement action is restricted to Major Improvements. Otherwise, the rules are the same as for the full game.

**SOLO VERSION (FOR 1 PERSON, FROM 12 YEARS)**

To play a Solo game, start with 0 Food. The left-hand spaces on the left game board...
remain empty, as in the 2-player game. Otherwise, play the game by the same rules as the multi-player game, taking your turns one after another. After you play a Minor Improvement that should be passed to the player on the left, it is removed from the game.

Exceptions: Adult Family members must be fed 3 Food each at Harvest time (Newborn offspring are still fed only 1). The “3 Wood” Action space only supplies 2 Wood in any round.

To play a series of Solo games:

After the first game, choose one of your played Occupations. This is now a permanent Occupation and is placed face-up before the start of all subsequent games without requiring any Action to be used. You can use the abilities of the Occupation card from the start of the game, just as though you had already played it. Each subsequent game, you choose another played Occupation to be added to your permanent Occupations. Reduce the number of cards in your Occupations hand by the number of permanent Occupations that you have, so that you have a total of seven Occupation cards at the start of each Solo game. Once an Occupation has been made permanent, it must be placed face-up at the start of each subsequent game in the series.

Because you have more permanent Occupations after each game, the goal score that you must reach goes up in each game:

- In the first game, your goal is 50 points, then 55, 59, 62, 64, 65, 66 and 67 points. After the eighth game, the Solo game series is over. (You can of course play on with all permanent Occupation cards, in which case the goal score increases by 1 point per game.) At the start of each game in the series, you receive 1 food for every 2 points by which you exceeded the goal score for the previous game (rounded down). Any cards from the previous game that were not moved to the permanent Occupations are shuffled into the deck.

Many Solo players enjoy choosing their own cards – even determining the order of the Round cards. You can also try the following three “contests”: restrict your Occupation and Improvement cards to only one of Deck E, I or K.
not previously have their own room.

After Renovation, also Fences (Stage 6): Round 14 is the only round of the game in which there are 2 Rounds. At Round 3, each additional Family member can build a Stone house. A player must Renovate to be allowed to Fence pastures. Players may never perform both renovations (to a Clay hut and to a Stone house) with one action.

1.5. Special Action Spaces that vary according to the number of players.

In a 3–5 player game, additional Action spaces ensure that there are enough actions available for all the players. Those that do not simply award building materials or food are described here.

1 Occupation (3 players):
A player who chooses this action may play 1 Occupation card from his set. He pays 2 Food, so is much more expensive than the Occupations on the other Action Occupation space (see Appendix 1.1). Take 1 Reed, 1 Stone and 1 Food (4 players): The player takes 1 Reed, 1 Stone and 1 Food from the general supply and places them in his personal supply.

1 Occupation spaces:
A player who chooses this action may play 1 Occupation card from his hand. If this is the player’s first or second Occupation card, it costs 1 food, a subsequent Occupation card costs 2 food.

Take 1 Reed, also 1 Stone and 1 Wood (5 players): 1 Reed is placed on this action space each round. In addition, when a player takes this action, he also takes 1 Stone and 1 Wood from the general supply (Stone and Wood do not build up on this space over several rounds).

In a 5-player game, there are three action spaces on which a player must choose one or two options. The restriction of only one Family member on any action space still applies to these spaces: by taking an action, a player prevents other players from taking the other actions on that card.

Take animals (5 players):
A player who chooses this Action space has three choices: Take 1 Sheep and 1 Food; Take 1 Wild Boar; or pay 1 Food for 1 Cattle. The animal is taken from the general supply and is immediately placed in the player’s farmyard or turned into Food using an Occupation (e.g. Butchery, Meat Seller) or an Improvement with the symbol

1 Either 1 Occupation or, from Round 5, Family Growth (5 players): The player may play an Occupation card from his hand. If this is the player’s first or second Occupation card, it costs 1 food, a subsequent Occupation or Playing Player Occ. card costs 2 food. From the start of Round 5, a player may choose to take Family Growth instead of an Occupation.

2 Build 1 Room or Traveling Players (5 players): A player choosing this Action space may either build a new Room or Traveling Players. Unlike the other Building Action space, this action can only be used to build a single room. Each round, 1 Food is placed on the Traveling Players space. If a player chooses the Building Action, the food remains on the Action space. The Food cannot be taken by another player in this round because the Action space is occupied.

2. Major Improvements

There are 10 Major Improvement cards. These have their own board, on which the cards are laid out. Each Major Improvement card has its own place on the board. Once all but one of the Major Improvements have been sold, the board is flipped to the reverse side, which has an overview of scoring. There is a space for the tenth Major Improvement card on this side of the board, it may still be bought.

Fireplaces and Cooking Hearths: A player may own several Fireplaces and Cooking Hearths. The two Fireplaces only differ in their price. There is an incentive for one for Clay and an expensive one for 3 Clay. Similarly, the two Cooking Hearths are identical except for their cost (4 Clay/5 Clay). A player who chooses the Major Improvement action may upgrade a Fireplace to a Cooking Hearth by taking a Cooking Hearth and returning the Fireplace to the Major Improvements board, where it is available for purchase again. Fireplaces and Cooking Hearths are worth 1 VP each. They make Vegetables worth more than 1 Food, and allow Players to place interesting symbols.

Clay Oven and Stone Oven: These allow Players to Bake bread more efficiently and are worth 2 and 3 VP respectively. Players may Bake bread as a one-time action immediately after they have harvested.

The Ovens cost 3 Clay and 1 Stone / 1 Clay and 3 Stone. Some Minor Improvements allow Players to upgrade to a more efficient Baking improvement.

The Ovens cost 3 Clay and 1 Stone / 1 Clay and 3 Stone. Some Minor Improvements allow Players to upgrade to a more efficient Baking improvement. The player then has a choice to upgrade his Ovens to the Clay Oven or the Stone Oven. The Clay Oven allows Players to Bake bread more efficiently and is worth 2 and 3 VP respectively. Players may Bake bread as a one-time action immediately after they have harvested.

1 Fireplaces and Cooking Hearths:
A player who chooses this Action space has three choices: Take 1 Sheep and 1 Food; Take 1 Wild Boar; or pay 1 Food for 1 Cattle. The animal is taken from the general supply and is immediately placed in the player’s farmyard or turned into Food using an Occupation (e.g. Butchery, Meat Seller) or an Improvement with the symbol

Many Improvements are worth Victory Points. They may also offer the opportunity to earn Bonus Points. The basic point value is shown as a number on the left side of the card.

The following abbreviations are used in the card descriptions:

| B | Cards that offer Bonus points |
| U | Upgrade cards |
| FS | Cards that function as a Farmyard space |

Animals Feed (I): When acquiring this card, it is irrelevant whether the fields are planted with Grain or Vegetables. A player may return animals to the supply in order to make room for the new arrivals.

Bakehouse (K, 5, U): The Baker’s Kitchen may not be upgraded to a Bakehouse.

Baker’s Kitchen (I, 4, U): see Bakehouse.

Bean Field (E, 1, FS): May be combined with the Potato Dibber, Dibberman and Smallholder.

Boar Breeding (K, T): The Wild boar may immediately be converted into Food, using an Improvement with the symbol or an appropriate Occupation.

Broiling Oven (I, 1): A player may build 2 Wood & 1 Reed or with 2 Clay & 1 Reed.

Brushwood Roof (K): May be used with the Potter and the Educator.

Bunshad Roof (K): The player may mix Wood and Reed when building a new room.

Cattle Market (E, T): The cattle may immediately be converted into Food, using an Improvement with the symbol or an appropriate Occupation.

Chicken Coop (I, 1): May either be built with 2 Wood & 1 Reed or with 2 Clay & 1 Reed.

Clay Roof (K): Players may use Clay and Reed when building. Instead of 2 Reed, a player may use 1 Clay & 1 Reed.

Clay Supports (E): A Clay Support is a support used in preparing a Clay wall. A player is allowed to build 1 room for 5 Clay & 2 Reed and an additional room for 2 Clay, 1 Wood & 1 Reed in the same turn. The Clay Supports may not be combined with the Axe, Carpenter or the Clay Plasterer.

Clay (E): This card is worth 2 points even if the player receives Bonus points for the Half-House or the Mansion. May be combined with the Chief’s Daughter.

Cottage (I, 1, FS): Players who receive 4 Grain on fields when Sowing can also grow 4 Wood once or twice in the Copse. Harvest the Wood during the Harvest.

Crooked Plow (K, 1): A player may choose to only Plow 2 fields instead of 3 at all. Place 1 Food tile on the card to show that the Plow may be used 1 more time. Each time a player selects the Plow 1 Field action, s/he may only use 1 plow.

Crops (I): The player may not add a Clay Roof, Brushwood Roof or Straw-thatched Roof when building this. The player may use up to 3 Food for various improvements.

Crops (I): The player may only use the Lasso twice in the same round.

Fish Trap (I): The Fish Trap does not earn additional food for the Reed Exchange, Helpful Neighbors, Reed Buyer and Reed Collector cards.

Flagon (I): If the Well is rebuilt after the Village Well upgrade, the Food is distributed again. If both the Village Well and the Well have been played when the Flagon is played, the Food is distributed twice.

Forest Pasture (K, 1, FS): The Wild boar on this card is included when scoring Wild boar. Copse (I, 1): A player may build the Granary with 2 Wood & 1 Clay or with 1 Wood & 2 Clay. The Granary may not be combined with the Grain Cart, Corn Scopop, Pickercutter, Scoypont, Seed Seller, Greengrocer, Market Crier or Field Watchman.

Greenhouse (K, T): If the player does not wish to pay the 1 Food to buy the Vegetables, the Vegetable token is returned to the general supply.

Guest (I, T): To show the Guest, take a Claim marker and turn it over to show the word Guest. The Guest counts as an additional Family member. A player who already has 5 Family members can use the Guest to play one round with 6. A Guest is not counted in checking whether there is enough room in the house.

Gypsy’s Crook (I, 1): A player who converts 4 goods at once receives 2 additional Food, for 6 Goods, 3 additional Food, etc.

Half-timbered House (E, B): If a player does not Renovate to a Stone house or if the player has also played the Mansion, there is no advantage.

Harpoon (I): Other players that use the Harrow may only Plow 2 fields at once if they place one Family member on one of the Plow 1 field Action spaces. The Harrow cannot be combined with any of the Plows. The owner of the Harrow may not deny other players the privilege.

Holiday House (I, 8): This costs either 3 Wood & 2 Reed or 3 Clay & 2 Reed. The player may not add a Clay Roof, Brushwood Roof or Straw-thatched Roof when building this. The owner of this card does not participate in the Plow Phase (Phase 3) in round 14 – but s/he can still profit from the “Start the Round” phase (Phase 1).

House Guest (K, 1): The Guest was the first domesticated animal in the history of the human race. Place 1 Food for each remaining Harvest on this card, to ensure that the Food is not forgotten. A player cannot choose to let the Guest run free in order to make room for a different animal in his or her house.

Lasso (I): Once the owner of this card has had a turn during the “Work” phase (Phase 3) and has placed 2 Family members, she can place her third Family member as soon as she has her second turn. Players cannot place more than two people at a time with the Lasso. A player with 4 or 5 Family members may use the Lasso twice in the same round.

Mushroom Patch (E, 1, FS): To receive proper Food for Harvested Vegetables, the player must convert the Vegetables to Food immediately after Harvesting. See also: Turnip Field.

Liquid Manure (K): Fields that have already been planted when the card is played will only be watered by the Liquid Manure. The Liquid Manure may only be combined with a Corn Storehouse, Potato Dibber, Planter Box, Bean Field, Turnip Field, Lettuce Patch, Fieldman and Smallholder.

Master (E): The owner of the Master has a Field phase (Harvest phase 1) after each round. Outside a regular Harvest time, the Milking Shed, Spindle, Butter Mill, Milking Stool and Loom do not earn any additional Food.

Market Stall (E, T): The Market may not be combined with the Pieceworker but may be combined with the Market Woman. A player with no Grain in the Supply may not use the Market Stall, even in combination with the Market Woman.

Milking Shed (I, 2): Pets and live Animals on Improvement cards are also counted with the animals in the farmyard. At Harvest time, the Milking Shed is processed before the Spindle, Butter Mill, Milking Stool and Loom.

Millstone (E): With the Baker, the player receives at most 2 additional Food in each Harvest. Nest (K, T): The new nest space on the farmyard cannot be used for an existing pasture. The Mini Pasture may be combined with the Hedge Keeper, Farmer, Stablehand and Animal Breeder.
4. THE OCCUPATION CARDS

This section clarifies questions about some of the occupation cards. The following abbreviations have been used:

I = Interactive deck
E = Basic deck
K = Complex deck (The decks may be combined with one another).
A = Cards that function as an Action space
F = Cards that function as an additional Farmyard space

The number range shows the number of players that the card may be used with (1-5, 3-5 or 4-5).

Acrechat (K, 4-5): If the Acrobat uses the Travelling Players Action space, he should place claim markers on any unused Take 1 Grain, Plow 1 field and Plow 1 field and/or Saw action spaces as a reminder that these may be claimed later.

Adoptive Parents (K, 1-5): A player may put 2 Food instead of 1 for an adoptive child, even if the player is already the owner before the Harrow.

Animal Dealer (I, 3-5): In the 5-player game, there is an Action space which gives Players 1 animal of their choice. The Animal Dealer cannot take an additional animal. See also Animal Fattener.

Animal Fattener (E, 4-5): By paying 1 Food, a player may immediately convert the animal into Food. The 1 Food may not be taken from the proceeds.

Animal Trainer (K, 1-5): No effect after acquisition of a House Seat.

Basin Maker (K, 4-5, B): Slaughtered Wild boar may either be placed on the Tamer or used for the Basin Maker, not both.

Berry Picker (I, 3-5): This card is activated by the Action space 1 Reed, in addition 1 Stone and 1 Wood that is used in a 5-player game and also by the Building Materials Minor Improvement card.

Businessman (I, 3-5): In conjunction with the Travelling Salesman, up to 3 Minor Improvements may be played one after another using the Starting Player Action space. In conjunction with the Merchant, first 1 Minor Improvement and 1 Minor or Major Improvement and then additionally, for 2 Food, either 2 Minor Improvements or 1 Major and 1 Minor Improvement and then additionally, for 1 Food, either 2 Minor Improvements or 1 Major and 1 Minor Improvements may be played using the Starting Player Action space.

Cowherd (I, 3-5): In the 5-player game, there is an Action space which gives Players 1 animal of their choice. The Cowherd can take an additional Cattle token on this space.

Cow Steward (I, 1-5): Allows at most 1 Family Growth without space in the Hut.

Forester (E, 4-5): The player only receives 1 new animal, even if several Pastures are created with one action.

Fence Builder (I, 1-5): From now on, the player has only 14 fences for building. Building fences always follows all other actions on the Action space.

Forest Steward (E, 1-5): Forest may not be removed from the Round space to build them in the usual way. A player who only wishes to build 1-3 fences still pays 2 Food. A player who chooses not to build any fences or not to build as many as was possible returns the 2 Food on the cards on the Round space to build fences to her own supply of unfilled fences. A player may not leave a pasture open.

Fence Overseer (K, 1-5): May be combined with Farmer, Animal Breeder, Stablhand and Grover. Used with the Stablhand, it is possible to build fences, receiving 1 free stable that cannot then be fenced for free. The player may not then receive a second stable; as only 1 free stable is awarded in each action. Combined with the Grover: First the player puts up 1 stable, then he surrounds it with fences.

Fieldman (I, 1-5): May be combined with the Forester, Cooper, Lettuce Patch, Beaufield, Turnip Field and Acreage.

Field Guard (E, 4-5): see Head of the Family.

Field Watchman (I, 1-5): Plows and the Harrow cannot be used with the Field Watchman.

Field Worker (I, 1-5): The Field Worker is also activated when a Player uses the Corn Storehouse.

Foreman (K, 4-5): Wood Distributor, Foreman and Taster can affect one another. A player who does not wish to use the Occupation can take back the decision. A player who does not wish to use the Occupation has until the start of the Work phase (Phase 3) to reconsider.

Forester (K, 1-5, E): A player who may grow 4 Grain on a field, e.g. through an Occupation) also grows 4 Wood on the Cooper (1-3 times); a player who could grow 5 Grain grows 5 Wood. A player with the Field Watchman receives a total of 5 piled Wood for a new Wood planting, for 2 new Wood plantings she receives 4 Wood each.

Gardener (I, 1-5): All the player's patches remain untouched until the end of the game. This also applies to the Beaufield, Turnip Field and Letter Patch.

Grover (I, 4-5): Wood that the player receives at the same time through a Private Forest, Woodcutter or Wood Dealer may not be used to build 1-2 stables.

Harvest Helper (I, 3-5): A player may not take the additional Grain from one of his own fields. The Corn Storehouse has precedence over the Harvest Helper. The Harvest Helper may only take the Grain from the Agriculture Minor Improvement.

Head of the Family (E, 4-5): A player may not use the same Action space in the same round with 2 of her own Family Members.

Hut Builder (E, 1-5): May be combined with the Fence Overseer, Fence Builder and Fence Watchman as well as with the Farmer, Stablhand, Wood Carver and Sawhorse.

Hut Builder (E, 4-5): When the card is played, place a hut tile on the Action space for round 5.

Layabout (I, 1-5): The player does not participate in any part of the next Harvest, including harvesting fields, breeding animals and feeding his or her family.

Lover (K, 3-5): If a player builds a room after the Lover has had Offspring, the Offspring occupies the new room. It is better to first build the room, then to take a normal Family Growth action and only then use the Lover.

Market Woman (K, 1-5): The Market Woman may be combined with the Greenhouse, Market Stall and Weekly Market. She may not be combined with Occupations. If the player who has played the Market Woman also has the Market Stall or Weekly Market, he must first give up Grain in order to get it back.

Merchant (E, 1-5): A player using the 1 Major or Minor Improvement Action space can play either 2 Major or 2 Minor Improvements or 1 Major and 1 Minor Improvement. In conjunction with the Travelling Salesman, it is possible to acquire up to 4 Major Improvements, or to acquire 2 Major Improvements using the 1 Minor Improvement and paying 1 Food. In conjunction with the Businessman, first 1 Minor Improvement and then 1 Major or Minor Improvement and then additionally, for 1 Food, either 2 Minor Improvements or 1 Major and 1 Minor Improvements may be played using the Starting Player Action space.

Net Fisherman (I, 1-5): When the player places 1 Family member on an Action space with Reed; he stakes his claim to fish by placing a Claim marker.

Parvenu (K, 1-5): The player receives the Stone immediately after Renovating, so can use them immediately for the accompanying Improvement.

Pieceworker (K, 1-5): The Pieceworker can only buy goods in the “Work” phase (Phase 3) – not at the start of a round (Phase 1). The Pieceworker only affects goods that are earned directly through an Action space, not through Improvements and Occupations.

Plow Driver (E, 1-5): May not be combined with any of the 5 Plows or the Harrow.

Plow Maker (E, 1-5): Unlike the Plow Driver, the Plow Maker may be combined with a Plow or the Harrow.

Plowman (K, 1-5): If the player chooses not to take a field, the field is returned to the general Supply.

Puppeteer (I, 4-5): The Puppeteer may only play Occupation cards if he has Food – even if the card would provide Food immediately. The Puppeteer may not take action again until the next round.

Reddy Buyer (I, 4-5): If the Player takes Reed, he does not receive additional Food from the general Supply. The Other player may not refuse the Reed purchase. The Reddy Buyer cannot interfere if Reed is taken for the second time in a Round.

Resource Seller (K, 1-5): Resources may be bought at the start of the round (Phase 1) as well as in the Work phase (phase 3). It is possible to buy more than 1 resource from the Resource Seller by using Occupation cards like the Wood Distributor, Storekeeper or Clay Worker.

Schnaps Distiller (K, 1-5): The Player does not require a Fireplace, Cooking Hearth or Oven to convert the Vegetables.

Scholar (K, 1-5): The Bookshelf, Peripetal Student and Patron can be used with the Scholar. Each round, the Scholar allows a player to play up to 1 additional card.

Shepherd (K, 3-5): There is an additional animal space in the 5-player game. The Sheep Farmer can affect this space. The Sheep Farmer may not be combined with the Shepherd Boy, Animal Handler, Sheep Whisperer or Master Shepherd.

Stage V.

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*Note: The above text is a simplified and edited version of the original document, focusing on key points and eliminating excessive detail for clarity.*
Shepherd Boy (K, 4-5): The player does not receive a free Sheep for the current round. The free Sheep may be immediately transformed into Food with an appropriate improvement.
Smallholder (K, 1-5): May be combined with the Drinking Trough and the Shepherd’s Pipe. Copse, Acreage, Beafield, Turnip Field and Lettuce Patch do not count towards the indicated maximum of 2 fields. Neither those nor the Forester may be combined with the Smallholder.
Stable Hand (E, 1-5): Stable Hand and Fence Overseer can be combined. It would be possible to build fences, receiving 1 free stable that could then be fenced for free. The player does not then receive a second stable.
Stablemaster (E, 1-5): The Stablemaster and the Shepherd’s Pipe may not be used together.
Stone Breaker (K, 4-5): May not be combined with the Conservator.
Stone Buyer (I, 4-5): If the player takes Stone, she does not receive additional Food from the general Supply. The Other player may not refuse the Stone purchase. The Stone Buyer cannot interfere if Stone is taken for the second or third time in a Round.
Stone Cutter (E, 1-5): If e.g. the Lumber card is played, the player need not give up any Stone.
Sympathizer (I, 4-5): Note that there are enough cards in the 1 deck for the other players to avoid the Take 1 Grain Action space.
Tanner (K, 3-5, B): Slaughtered Wild Boar may either be placed on the Tanner or used for the Basin Maker, not both.
Taster (I, 4-5): If e.g. the right-hand neighbor of the Taster is the Starting player, the Taster pays him 1 Food and places her first person. The Starting player then places the second, the third person is then played by the player who played the Taster (due to the normal flow of the game). See also: Foreman.
Traveling Salesman (K, 1-5): In conjunction with the Merchant, it is possible to acquire up to 4 Minor Improvements using the 1 Major or Minor Improvement space for 1 Food, or to acquire 2 Major Improvements using the 1 Minor Improvement for 1 Food. In conjunction with the Businessman, up to 3 Minor Improvements may be played using the Starting Player Action.
Tutor (E, 1-5, B): The player may note the Bonus points immediately on his scoring pad, or the Tutor may note the Bonus points immediately on his scoring pad, or the Tutor may note the Bonus points immediately on his scoring pad, or the Tutor may note the Bonus points immediately on his scoring pad.
* Draft: Before the game starts, each player receives a hand of 7 Occupation cards. The player does not then receive a second stable.
* Mulligan: At the start of the game (and only at the start), a player may discard all 7 Occupations and/or Minor Improvements and draw 6 new cards of that type. (If the player is still unhappy, he can keep trying this, always drawing 1 card fewer than he discards.)
* Draft: Before the game starts, each player receives a hand of 7 Occupation cards as usual, then chooses one and passes the rest to the left-hand neighbor. Each player chooses one of the 6 new cards and passes on the remaining 5. This continues until each player has 7 cards. The variant allows players to create better combinations of cards than with a purely random distribution. We recommend that each player should have played Agricola at least 4-5 times before trying this variant.

6. Variants
* 3:1 Exchange: At any time, a player may discard any 3 cards from his hand and draw the face-down card at the top of any the Minor Improvements in the Occupations deck. This card is placed in the player’s hand.
* 10-3: Each player draws 10 Occupation and 10 Minor Improvement cards and discards 3 of each.
* Mulligan: At the start of the game (and only at the start), a player may discard all 7 Occupations and/or Minor Improvements and draw 6 new cards of that type. (If the player is still unhappy, he can keep trying this, always drawing 1 card fewer than he discards.)
* Draft: Before the game starts, each player receives a hand of 7 Occupation cards as usual, then chooses one and passes the rest to the left-hand neighbor. Each player chooses one of the 6 new cards and passes on the remaining 5. This continues until each player has 7 cards. The variant allows players to create better combinations of cards than with a purely random distribution. We recommend that each player should have played Agricola at least 4-5 times before trying this variant.

7. Cards played during a harvest
The Harvest consists of three phases. The Improvement and Occupation cards can divide the Harvest into up to 11 parts.
Harvest Phase 1: Field Phase
2. During the phase: Forester, Milking Hand, Copse, Butter Churn, Spindle, Loom, Milking Stool, Beafield, Turnip Patch, Lettuce Patch, Acreage.
3. At the end of the phase: The Harvest Phase starts. Chocolate, Acreage.
Harvest Phase 2: Feeding the Family
7. At the end of the phase: Slaughterman, Slaughterhouse.
8. Between Phases 2 and 3: n/a
Harvest Phase 3: Breeding
9. Start: n/a
11. At the end of the phase: n/a

8. Credits
Agricola is a complex development game that was designed between December 2005 and February 2006.
Game design: Uwe Rosenberg
Editing: Hanno Girke und Uwe Rosenberg
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