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AGRICOLA

Family Edition

Components



1 Game Board (with action spaces)



2 Game Board Extensions
(with additional spaces on both sides)



1 Rooster



1 Round Counter



5 Begging Markers



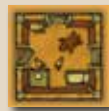
37 "1 Food" Markers



4 Starting Houses



12 Wood/Clay Rooms



20 Small Pastures/Fields



7 "5 Food" Markers



16 Large Pastures



11 Improvements



20 People
(5 per color)



9 Substitute Markers



10 Stables



18 Sheep



15 Boar



13 Cattle



25 Grain



30 Wood



25 Clay

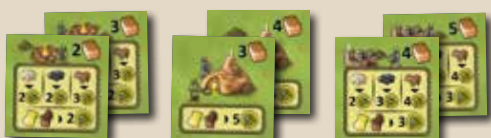


15 Reed

Substitute Markers

The following components are limited: people, stables, rooms, pastures, and fields. If they run out, they are gone. Goods and food are unlimited; if you run out of them, you can use the substitute markers provided in the game.

Setup



Place the game board in the middle and place the round counter on space 1.

You will rarely need the begging and substitute markers. Place them somewhere along the edge of the game board.



Attach the appropriate game board extension. The symbol should match the number of players. In this example, the board is set up for a three player game.



Place all the animals (*sheep, boar, and cattle*), resources (*wood, clay, and reed*), grain, stables, and food markers next to the game board. These will act as the general supply for all players.

Place the rooms next to the game board. The wood room side should be facing up.



Place the Windmill, Basketmaker's Workshop, Pottery, Joinery, and Depot next to spaces 7, 9, 10, 11, and 14, respectively. Place the remaining improvements above the game board.

Place the fields and pastures next to the game board. The pastures can be organized by their size if you wish.

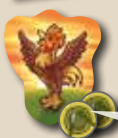


Each player should place a starting house in front of them.



Each player should choose a color and take two people of their chosen color, placing one in each room of their starting house. Place the remaining people in the general supply; you will gain access to them as the game goes on.

Determine the starting player randomly. That player receives the rooster token and 2 food. Give 3 food to each other player.



What Is This Game About?




Your goal is to build a farm for yourself and your family. At the start, you just have a wooden house with only two rooms, providing shelter for your first two people (*the farmer and his spouse*). During the course of the game, you can add more rooms to your house in order to grow your family. The more people you have, the more actions you can take. But you also have to feed your people during the harvest. To do so, you will need to plow fields and breed animals. Certain improvements may help you with that.

After 14 rounds, the game ends. The player whose farm is worth the most points wins.

Course of Play

Agricola Family Edition is played over 14 rounds and each round has three phases: preparation, work, and returning home. Between some rounds there is a harvest.

Preparation Phase

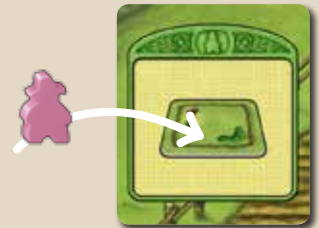
At the start of each round (*including round 1*), you must place new goods on the game board wherever a colored arrow    is pictured. Place a number of goods equal to the number to the left of the goods. Do this even if there are already goods there. **Exception:** Do not place boar and cattle until the round counter has reached them (*in rounds 6 and 8, respectively*). Start placing them from then on.

Tip: Only one player should do this so you do not miss a space or replenish some spaces twice.

Work Phase

Starting with the player who has the rooster, players place one of their people on an action space on the game board. Proceed clockwise in order until all players have placed their people on action spaces.

The action spaces show the actions they provide. You must carry out the actions immediately. If an action space is occupied, it is blocked and will not be available until the next round.




Returning Home Phase

At the end of the round, take your people off the action spaces and place them back on your house.

Now move the round counter one space forward. This unlocks a new action space. (*Action spaces along the path that the round counter has not reached yet are not available.*)



Harvest

When the round counter passes a harvest symbol , the game pauses until the harvest is resolved. This happens at the end of rounds 4, 7, 9, 11, 13, and 14. During the harvest, you must feed your people but there are also some advantages. (*See page 11 for details.*)

The Action Spaces

You can develop your farm in five areas: family planning and housing, sustenance, farming, animal husbandry, and improvements. To do so, you take actions by placing your people on action spaces. The icons will remind you what each space does, but the following provides expanded descriptions of each action space.

Resource Spaces

Many action spaces require you pay certain building resources. To get these, you can take the following actions.

If an action space has an arrow, take all of the goods that have accumulated there and place them in your supply.



On an action space like this, take the number of goods shown on the space and place them in your supply.

The icons on this action space mean that you may choose one of the shown resources, twice.



For example, you could take 1 wood and 1 clay, or 2 reed.

Family Planning and Housing

You must grow your family in order to take more than two actions.

This action space allows you to get a new person. However, you must have enough room for all of your people. You may only take this action if you have **more rooms than people**. The new person is placed on the action space, and you retrieve the new person at the end of the round when your people return home.



Your starting house has just enough room for the two people you start the game with. To get a third person, you must add at least one room to your house. Your people require room in your house even when they are not home because they have been placed on action spaces!

This action space becomes available in round 12. It provides a new person regardless of how many rooms you have. This is the only way to have more people than rooms. Place the new person on the action space to be retrieved during the returning home phase.



On either action space, you only get a single new person per action, even if you have free rooms for more. Also, your family is limited to five people. If you have all five people in play, you cannot use these action spaces any longer. Also note that your new people cannot take actions on the same round they are born!

3 Each person is worth 3 points at the end of the game.

Housing

These action spaces allow you to add **one or more rooms** to your house. The first space lets you build wood rooms for 5 wood and 2 reed each. The second space lets you build clay rooms for 3 clay and 1 reed each.

Your entire house must be made of the **same material**. So, you need to renovate your wood rooms before you can add clay rooms (*see below*). Take the rooms from the general supply and add them to your house (*with the appropriate side facing up*).



These action spaces can also be used to build **any number of stables**. Each stable costs 2 wood and is placed in a pasture or next to your display of tiles. Each pasture can only have one stable. (*For more information, see the rules for animal husbandry on page 7.*)

You do not have to build rooms in order to build stables, and vice versa. You may do both but you do not have to. If you surround your house completely with other tiles, you may not add any more rooms to it.

Renovation

This action space converts your wood house to clay. For 3 clay and 1 reed, flip **all your rooms** to the clay side. This action also gives you a free stable.

1 Each clay room is worth 1 point at the end of the game.



Normally, a black arrow allows you to take an action any number of times. (*However, you only need to renovate once.*) A plus sign means you take the listed number of items from the general supply at no cost.

For example, on the renovation space you take one stable. If there is more than one action on a space, you may take both or only one of them in any order.

You build the stable as described in “Housing”. If you just want the stable, you do not have to renovate.

Sustenance

You need food to feed your people during the harvest (*see page 11*). The following action spaces provide food for free.



Start Player

If you place a person on this space, you take the rooster and 1 food. You will go first during the next round.



The player with the rooster always goes first until another player takes it from them, which is only possible on this action space.

Fishing

This space allows you to take all the accumulated food.



Grain

This space allows you to take exactly 1 grain from the general supply.



Grain in your supply is worth no points at the end of the game, though it does act as a tie breaker.



Farming

Although grain is worth 1 food if you eat it directly, it is much better used as a seed crop in farming. Farming is tiresome: not only do you need grain, but you must also plow a field and then sow. All of these cost actions. Your grain is harvested automatically during the harvest (see page 11).

Plow a Field

This action allows you to take exactly 1 field from the general supply and place it next to one of your tiles.



Sow

Here you can place one grain from your supply on **up to 3 of your empty fields**. Then, add two grain from the general supply to each of these fields.

Planted grain remains in your fields until it is harvested (see page 11). You cannot access it until then.

Plow a Field and Sow

This action allows you to do both: add a new field and sow in up to three empty fields. You are not required to take both actions (but you must take at least one).

1

Each field and each grain on a field tile is worth 1 point at the end of the game.



Animal Husbandry



Like farming, animal husbandry is a very important part of this game. There are three types of animals: sheep, boar, and cattle. You must keep them in stables and pastures. And if you have enough space, they will breed and produce offspring (see page 12).

Pastures

This action allows you to build **any number of pastures**. Each pasture costs a certain amount of wood, which is printed on the tile. Pay the wood to the general supply and place the pastures in front of you, next to one or more of your tiles.



Pastures also have a paw symbol, which indicates how many animals they can hold. Whenever you build a new pasture, you may move a stable that is next to your display of tiles into that pasture.

For example, this pasture costs 3 wood and allows you to keep 2 animals of the same type in it.

- 1** Each pasture is worth 1 point at the end of the game.
Each stable on a pasture is also worth 1 point.



Here, you can take all animals that have accumulated on one of these action spaces. You must accommodate them, or convert them to food immediately. Converting animals to food requires specific improvements, as explained on page 8.



Sheep



Boar



Cattle

- 1** Each animal is worth 1 point at the end of the game.

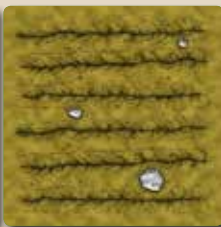
Each pasture can hold a limited number of animals, as indicated by the number next to the paw on the tile. **All animals in a pasture must be of the same type.**

Special cases:

- A pasture with a stable can hold **twice as many** animals as is printed on the tile.
- Each stable outside of a pasture (*i.e.*, next to your display) can hold **exactly one animal**.



In this example, the pasture can hold up to eight animals of the same type.



A cattle lives in this stable.



- You can keep **exactly one animal** in your house (*not one animal per room*).



- 1** Each stable in a pasture is worth 1 point at the end of the game.
Stables outside of pastures are not worth anything.

If you build a Fireplace or Cooking Hearth, you can exchange animals for food at any time, even right after you take them from an action space. See below on how to build Fireplaces and Cooking Hearths as well as other improvements.

Fireplace

A Fireplace allows you to exchange sheep and boar for 2 food each and cattle for 3 food. It also allows you to trade 1 grain and 1 wood for 2 food.



Cooking Hearth

A Cooking Hearth allows you to exchange 1 sheep for 2 food, 1 boar for 3 food, and 1 cattle for 4 food. It also allows you to trade 1 grain and 1 wood for 3 food.



You can use your Fireplaces and Cooking Hearths any number of times. If you take animals from an action space that you cannot accommodate or exchange for food, you must return the excess animals to the general supply.

Improvements

Improvements like the aforementioned Fireplace and Cooking Hearth help you feed your people by exchanging animals for food and baking bread. The Wind Mill turns grain into food without needing wood to bake it.

To build an improvement, place one of your people on the appropriate action space and pay the cost, as shown in the top right corner of the improvement tile. Then take the tile and place it next to another tile in front of you.



For instance, this is where you can build the Wind Mill.



Improvements state their cost in the top right corner.

This Clay Oven costs 3 clay.

On this action space, you can build one of the improvements above the game board: a Fireplace, Cooking Hearth, or Clay Oven.



Please note that Fireplaces, Cooking Hearths, and Clay Ovens differ in cost even among themselves. You may build both copies of an improvement but only one improvement can be built per action.



These action spaces only provide the improvement that is placed on them.

If an improvement tile has been taken from an action space, the action space becomes useless, of course.

1 Each improvement is worth (at least) 1 point at the end of the game.

Anytime Actions

There are two types of actions in this game:

- actions that you can only take when you place a person on an action space,
- actions that you can take at any time, whenever you want, without placing a person.

Use an Improvement (at any time)

If you have an improvement, you can use it at any time, even right after you built it. Some improvements can only be used during the harvest. To use an improvement, you **do not** have to place a person.

There are eight different improvements.

Improvements above the Game Board

Fireplace

This improvement allows you to exchange animals for food at any time: sheep and boar for 2 food and cattle for 3 food each. You can also bake bread by trading 1 grain and 1 wood for 2 food.



Cooking Hearth

This improvement allows you to exchange animals for food at any time, as indicated on the tile: sheep for 2 food, boar for 3 food, and cattle for 4 food each. You can also bake bread by trading 1 grain and 1 wood for 3 food.



Clay Oven

This improvement allows you to bake bread by trading 1 grain and 1 wood for 5 food.



Improvements on the Game Board

Wind Mill

Each harvest, this improvement allows you to exchange 1 grain for 3 food. You may only do this **once per harvest**. At the end of the game, you get 1 point for every 2 grain in your supply. (*Grain in your fields does not count for this.*)



Basketmaker's Workshop

Each harvest, this improvement allows you to exchange 1 reed for 3 food. You may only do this **once per harvest**. At the end of the game, you get 1 point for every 2 reed in your supply.



The illustration on the tile shows how to get points from it: at the end of the game, every pair of reed is worth 1 point. Show this by placing one reed from each pair on the tile and discarding the other.

Pottery

Each harvest, this improvement allows you to exchange 1 clay for 2 food. You may only do this **once per harvest**. At the end of the game, you get 1 point for every 2 clay in your supply.



Joinery

Each harvest, this improvement allows you to exchange 1 wood for 2 food. You can only do this **once per harvest**. At the end of the game, you get 1 point for every 2 wood in your supply.



Depot

At the end of the game, you can store your **remaining** wood, clay, reed, and grain in this improvement. You get 1 point for every 3 goods of any type.



Eat Mush (at any time)

You can exchange 1 grain for 1 food at any time.

Just to be clear: this is not true for animals! Without a Fireplace or Cooking Hearth, you do not get any food if you discard an animal. Also note that you cannot sow food. So do not exchange your grain for food unless you really have to.

Redistribute Animals (at any time)

You may redistribute the animals on your farm at any time to make better use of the space in your stables and pastures (see page 7). Just make sure all of your animals are accommodated afterward, or they will run away.

- Reminder:**
- All of the above actions do not require placing a person.
 - You may own both copies of the same improvement.
 - You can only spend grain in your supply. You cannot access the grain in your fields.

End of Round

Returning Home Phase

When the work phase ends, your people come back home. Take them from the game board and place them into their rooms.

Towards the end of the game, you may need to place multiple people into the same room (if you grew your family via the action space of round 12). This has no consequences for you.




Then move the round counter one space forward and replenish the action spaces with an arrow (during the preparation phase of the next round).



The player with the rooster goes first. If no player took the rooster action last round, the same player goes first again. This continues until a player places a person on the rooster action space.



Harvest

Any time the round counter moves over the harvest symbol , pause the game and resolve the harvest as detailed below.

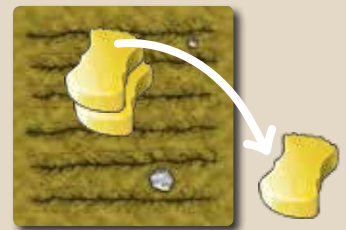
During this, you harvest grain from your fields and your animals breed. Also, you must feed your people.

The harvest comes after the 4th, 7th, 9th, 11th, 13th, and 14th round. It goes through three phases.



1. Field Phase

First harvest grain from your fields. Take **exactly 1 grain** from each of your fields and place it in your supply. If grain remains on a field, leave it there until the next harvest. (Until then, you cannot access it.)



2. Feeding Phase

Next you must feed your people. Each person requires 2 food. If you had 2 people standing on the same action space this round (see illustrations below), these two people only require a total of 3 food instead of 4.



Reminder: You may exchange grain in your supply for 1 food. Baking bread is worth more.

If you cannot pay enough food, you must take 1 begging marker **for each missing food**.

Remember that you may use your improvements at any time, even during the feeding phase. So you can still bake bread or exchange animals for food when you are about to feed your people. Since you lose 3 points per begging marker, you should really make sure to have enough food.

-3 At the end of the game, you lose 3 points per begging marker.

3. Breeding Phase

Finally, your animals breed. If you have two or more animals of a given type, you get **exactly one additional animal of that type**. You must accommodate this newborn animal or set it free.

It does not matter where your animals live on your farm. Also, you get at most 1 new animal of each type, not 1 animal per pair of animals. If you cannot place the newborn animal, you will not get it, nor will you get food for it, even if you have an appropriate improvement.



Game End and Scoring

After round 14, there is one final harvest. Then the game ends.

Add up your points:

- Each person in your house is worth 3 points. You lose 3 points for each begging marker.
- Each clay room and each other tile in front of you is worth 1 point. (*Wood rooms are not worth any points.*)

This includes pastures (regardless of size), fields, and all improvements.

- Each grain in your fields and each animal on your farm is worth 1 point. Resources and grain in your supply are not worth any points, unless you have the appropriate improvements.
- Each stable in a pasture is worth 1 point. (*Stables next to your display are not worth any points.*)
- Each improvement is worth 1 point per se because it is a tile (*see above*). The following improvements can provide additional points: Wind Mill, Basketmaker's Workshop, Pottery, Joinery, and Depot (*see pages 9-10*).

The player with the most points wins. In case of a tie, the player with the most food wins. If there is still a tie, multiple players share the victory.