

Uwe Rosenberg AGRICOLA

Expansion for 5 to 6 players of ages 12 and up
Playing time: ~120 minutes

Components

Wooden components

in the different player colors:

2x15 fences
2x4 stables
2x5 people

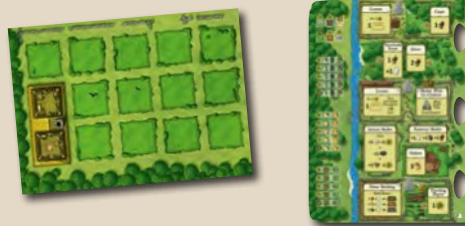


5 white sheep
3 brown cattle
10 brown "wood"
building resource tokens



Game boards

2 large farmyard boards (*one for each player*)
1 game board extension (*with action spaces
and a scoring overview on both sides*)



Tiles

6 wood room/field tiles
8 clay/stone room tiles



Markers

4 "1 food" markers
10 "5 food" markers
8 goods tiles for various goods
(*with begging markers on the back side*)



60 cards

8 red "major improvement" cards
48 yellow "occupation" cards
4 orange "minor improvement"
L deck promo cards



As well as

1 scoring pad
and this 4-page rule book

Name			
Field Tiles			
Stables			
Walls			
Woods			
Wheat			
Sheep			
Cattle			
Wood			
Unused Farmyard Spaces			
Food			
Cheese			
Wool			
Wheat			
Sheep			
Cattle			
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New Game Board Extension

Attach the new game board extension to the game board with the proper side facing up, according to the number of players noted on the game board extension. (*You will not need the game board extensions from the base game.*)

Food

The starting player gets 2 food. Every other player (*including the 5th and 6th player*) gets 3 food.



Cards



Major Improvement Cards

This expansion provides 8 additional major improvements that are only used in the 6-player game. These include one copy of each different major improvement with higher building costs than those of the base game (*except for the additional Well*).

First place the 10 major improvements of the base game on the supply board. Then place each of the 8 new major improvements underneath the corresponding base game card. In case of the Fireplace and Cooking Hearth, place the new one underneath the more expensive copy.



So place the Fireplace for 4 clay underneath the Fireplace for 3 clay, and the Cooking Hearth for 6 clay underneath the Cooking Hearth for 5 clay.



Minor Improvement Cards

There are no minor improvements specific to a certain player count; simply use the cards provided in the base game. There are enough cards for up to 6 players. Nevertheless, this expansion includes 4 minor improvements from the L deck, promoting the Kennerspiel des Jahres winner 2016—“Isle of Skye“. You may add them to the base game cards, if you like.

- Notes:**
- If you “draft” cards (see base game appendix on page 8 and following), with 6 players, each player will only get 8 minor improvements to choose from.
 - Currently, in a 6-player game, the Young Artist (C171) only has access to up to 6 (or 10) additional minor improvements.

Occupation Cards

Add the 48 **5+** occupations of this expansion to the occupations in the base game and shuffle them. Deal each player 7 occupations as usual. If you like, you can only use the occupations of this expansion—they work together pretty well.

A few of the new occupations use the following phrases:

Your lone occupation: To play an occupation phrased like this, you may not have played any other occupation, and you may not play any occupations after this. When played, it must be and remain your only occupation in play. (*Return all of your occupations in hand to the game box.*) Currently, the Village Idiot (B176) is the only card phrased like this.

Turning a card face down: Some occupations only provide you a benefit when you decide to turn them face down at any point. When you do, you receive the goods promised by the occupation. A face-down occupation still counts as a played occupation but it does not do anything any longer for the rest of the game.

Course of Play

There are no changes to the course of play. The new action spaces for 5 and 6 players, however, feature some peculiarities that we would like to explain.

Linked Spaces

This expansion features three pairs of action spaces that are connected via a grey farmer symbol and surrounded by a common stone wall, namely “Lessons/Copse”, “Lessons/Modest Wish for Children”, and “House Building/Traveling Players”. We call them **linked spaces**.

Whenever you place a person on a linked space, the connected action space is **blocked** for the rest of that round. In other words, linked spaces are pairs of action spaces of which only one action space can be used per round.

Two of the linked spaces are accumulation spaces (“Copse” and “Traveling Players”). If you use them, as usual, take all the goods that have accumulated there. If you use an action space connected to an accumulation space, the goods remain on the accumulation space.

A **blocked** action space cannot be used by any player that round but it does not count as occupied. If a card refers to an **occupied** action space, it only affects action spaces with a person on it.

***Example:** You place a person on “House Building”. The food on the connected “Traveling Players” accumulation space remains on the space and cannot be taken by any player via a person’s action. “Traveling Players” is blocked but not occupied.*



Major Improvement Cards

In the 6-player game, during setup, you place the 8 additional major improvements beneath the corresponding cards of the base game. Whenever you build a major improvement, you must build the one from the top of a pile. You cannot build one that is covered by another copy of itself.

***Note:** Except the new Well, all the additional major improvements are more expensive than their base game counterparts. The new Well costs 3 stone and 1 clay (which is just a different cost from the original Well). Still, you must build the 3 stone 1 wood Well before you can build the other.*

As usual, you may have multiple copies of the same major improvement, e.g. to deny them to other players. Except the Fireplaces and Cooking Hearths, having multiple copies of the same major improvements provides you with additional benefits.

***Example:** You have both Joineries. Each harvest, you can turn 2 wood into 2 food each. During scoring, you can spend up to 7 wood twice to get up to 6 bonus points total.*

Appendix

The New Major Improvement Cards

This is true for all improvements:

- Apart from the building cost, they are identical to their base game counterparts.
- A covered improvement can only be built when the improvement on top of it has been built (*by the same or a different player*).

Fireplace (4 clay): Place this Fireplace underneath the Fireplace for 3 clay. This Fireplace can be replaced with a Cooking Hearth as usual. If you do replace it, place it underneath the Fireplace for 3 clay again (*if need be*).

Cooking Hearth (6 clay): Place this Cooking Hearth underneath the Cooking Hearth for 5 clay. This Cooking Hearth can be acquired by replacing a Fireplace as usual.

Well (3 stone, 1 clay): If you build both Wells, place 5 food on round spaces each time.


Clay Oven (4 clay, 1 stone): If you build both Clay Ovens, you can turn up to 2 grain into 5 food each when baking bread.


Stone Oven (2 clay, 3 stone): If you build both Stone Ovens, you can turn up to 4 grain into 5 food each when baking bread.


Joinery (2 wood, 3 stone), **Pottery** (2 clay, 3 stone), **Basketmaker's Workshop** (2 reed, 3 stone): If you build both copies of one craft building, you can use both copies during the harvest to turn up to two building resources of the respective type into food. During scoring, you can use each copy individually to generate bonus points (see example above).

The Action Spaces

Action Spaces for 5 and 6 Players:

 → **Lessons:** Play 1 occupation. The occupation cost is 2 food.
or
→ **Copse:** Add 1 wood at the start of every round. When you use it, take all the wood on the action space.

 → **Lessons:** Play 1 occupation. The occupation cost is 1 food if this is your first or second occupation this game. Otherwise, it is 2 food.
or
→ **Modest Wish for Children:** This action space is only available **from round 5 on**. Here you get a new person, provided you have room in your house.

 → **House Building:** Add one or more rooms to your house. Each room costs 5 building resources of the appropriate type plus 2 reed. Your house must be made of one material.
or
→ **Traveling Players:** Add 1 food at the start of every round. When you use it, take all the food on the action space.

Riverbank Forest: Add 1 wood at the start of every round. When you use it, take all the wood on the action space. Additionally, you get 1 reed from the general supply.

Grove: Add 2 wood at the start of every round. When you use it, take all the wood on the action space.

Hollow: Add 3 clay at the start of every round. When you use it, take all the clay on the action space.

Resource Market: You get 1 reed, 1 wood, and 1 stone from the general supply.

Animal Market: You get 1 animal of your choice from the general supply. If you take sheep, you also get 1 food. You must pay 1 food **before** you take cattle.

Action Spaces for 6 Players Only:

Farm Supplies: You can plow 1 field for 1 food. Additionally or alternatively, you can buy 1 grain for 1 food. You may do both actions on a turn, but you may not repeat either action on a turn.

Resource Trade: You get 1 food as well as 2 building resources from the general supply. You must choose between reed and stone, as well as between wood and clay.

Corral: You get 1 animal from the general supply of a type you currently do not have. You cannot choose: you must take sheep before wild boar before cattle. For instance, if you are missing sheep and cattle, you get 1 sheep. If you already have all types of animals on your farm, you cannot use this action space.

Side Job: You can build exactly 1 stable for 1 wood. You cannot build more than 1 stable during the same action. Additionally or alternatively, you can take a "Bake Bread" action.

Improvement: Until round 4, you can only play a minor improvement here. From round 5 on, you can either play a minor improvement or build a major improvement.

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