Agricola

Players	2 – 5	Length	120 min.

Set-up	• Place the 3 action card boards in the centre of the table. • Each player chooses a colour and takes the corresponding pieces and one farmyard board. Place a wooden hut room and one family member on each of the 2 building spaces. • Place the 10 Major Improvement cards face up on the Major Improvement board. • Place tiles, resources, food, animals, and begging cards beside the playing area. • Shuffle the occupations (remove cards if less than 4 players) and minor improvements of the "E" deck, then deal 7 of each deck to each player. • Sort the round cards by Stage, shuffle each small pile and stack with Stage 6 on bottom. • Place the starting action cards on the playing boards according to the number of players (standard side up without family icon). No cards for 2 player game. • Each player takes a Summary card and places it in their playing area. • Start player (random) takes start player token and 2 food. Each other player receives 3 food.

Rules	The game has 6 stages, with a Harvest at the end of each, and 14 rounds, each with 4 phases.
	Phase 1 – Start Round - Resources on the next round space are distributed to the players.
	                       - Place the top Round card on the next round space on the board.
	Phase 2 – Replenish Goods and Animals – on any Action space showing an arrow.
	Phase 3 – Work Phase – In clockwise order from starting player, players place one family member from their farmyard on an unoccupied Action space, immediately resolving that action. Play continues until all Family members have been placed.
	Phase 4 – Return Home – remove family members from actions and return them home.
	Harvest – Occurs at the end of each stage as marked on the playing boards
	      Phase 1 – Field Phase – remove the top token from each sown field.
	      Phase 2 – Feeding Phase - pay food for each family member (2 each or 1 for newborns)
	                     - take a begging card for each missing food.
	      Phase 3 – Breeding – at least 2 animals of the same type, regardless of placement, breed
	             exactly one animal of that type if there is room (cannot be converted into food).
	
	Actions:
	Build rooms - must be orthogonally adjacent to the existing rooms
	                  - must be the same material as the rest of the home
	Renovate - must renovate all rooms at the same time
	               - must be from wood to clay or clay to stone, not wood to stone
	Family Growth - must have a room for the offspring in their home
	                  - add a family member token from supply to the action space
	Plow Fields - new fields must be orthogonally adjacent to any existing fields
	Sow Fields - plant 1 grain or vegetable from personal supply on an empty field,
	                  adding 2 grain or 1 vegetable from the general supply
	Animals - one animal of any type can be kept as a pet in a players' home
	              - pastures hold up to 2 animals of one type per farmyard space
	              - new pastures must border any existing pastures
	              - fences may only be built if they will fully enclose a pasture
	              - stables hold 1 animal or double the enclosed pasture capacity

Game End	Game ends after the Harvest at the end of the 14th round, after which the players' scores are calculated, based on the scores shown on the summary cards.
Winner	Winner is the player with the most Victory Points. No tie-breakers.
Notes	• Grain and vegetables may be converted to 1 food at any time. • Animals must be placed directly into the farmyard, transformed into food (not baby animals) using an improvement or they are returned to the general supply. • Resources and food are kept in a player's personal supply in view of other players.