

AGRICOLA

Revised Edition



This game should be called "Misery Farm" since 17th century farming was certainly no picnic. Players start small and expand their family, farm and household but need to be able to feed their growing family! Plant grain and vegetables, make improvements, raise animals and guide your family to sustenance.

- 1-4 Players
- 60-120 Minutes
- Ages 12+

Game Type

- Strategy

Game Mechanism

- Memory
- Pattern Recognition
- Cooperative

Game Theme

- Adventure
- Puzzles

IF YOU LIKE THIS GAME,
TRY CAVERNA NEXT!



INVENTORY

Game boards:

- 4 player boards
- 1 main game board
- 1 board for Major Improvements
- 2 board expansions (double sided)

120 cards:

- 48 yellow "Occupation" cards
- 48 orange "Minor Improvement" cards
- 10 red "Major Improvement" cards
- 14 Round cards

Wooden Pieces

- 5 meeples, 4 stables and 15 fences in each of the four player colour (blue, purple, red and natural)
- 18 sheep
- 15 wild boar
- 13 cow
- 24 wheat
- 16 vegetable (pumpkin)
- 30 wood
- 24 clay
- 14 reed
- 16 stones
- 1 Yellow starting player piece

Tiles:

- 23 field/wood hut tiles
- 16 clay/stone hut tiles
- 2 game variant tile
- 1 second job tile

Counters:

- 36 food
- 8 '5 food'
- 10 multiply/begging
- 3 suggestion marker

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024 1 \$a029877035151
028 51 \$a3515 \$bMayfair Games
040 \$aCaOME \$beng \$erda \$cCaOME \$dPaWgUMF
245 00 \$aAgricola \$h[game] : \$bthe 17th century : not an easy period for a farmer! / \$cUwe Rosenberg.
246 3 \$iSubtitle on container back: \$athe 17th century : \$bnot an easy period for a farmer!
246 3 \$iSubtitle on instructions: \$athe 17th century : \$bnot an easy period for farming
246 3 \$aSeventh century : \$bnot an easy period for farming
246 30 \$aAgricola
250 \$aReworked edition.
264 1 \$aSkokie, IL : \$bMayfair Games, \$c2016.
300 \$a1 game (1 game board, 4 farmyard boards, 1 supply board, 2 game board extensions, 2 variant tiles, 1 "side job" action space tile, 73 wood room/field tiles, 16 clay/stone rooms, 36 x "1 food", 8 x "5 food", 3 suggestion markers, 10 good tiles, 120 cards, 1 scoring pad, 1 rule book, 1 appendix, 269 wooden components) : \$bcardboard and wood, color ; \$cin box 32 x 22 x 7 cm
336 \$athree-dimensional form \$btdf \$2rdacontent
337 \$aunmediated \$bn \$2rdamedia
338 \$aobject \$bnr \$2rdacarrier
500 \$aTitle from container.
500 \$a1-4 players.
500 \$aDuration: about 90 minutes.
500 \$a"Agricola is Latin for farmer"--Container back.
508 \$aGame design, Uwe Rosenberg ; illustrations and graphic design, Klemens Franz.
521 1 \$aAges 12+.
650 0 \$aAgriculture \$y17th century \$xGames.
651 0 \$aEurope \$xEconomic conditions \$y17th century \$xGames.
655 7 \$aPuzzles and games. \$2lcgft
655 7 \$aBoard games. \$2lcsh
700 1 \$aRosenberg, Uwe, \$edesigner.
700 1 \$aFranz, Klemens \$d1979- \$eartist.
710 2 \$aMayfair Games Inc., \$epublisher.
999 \$aUMO