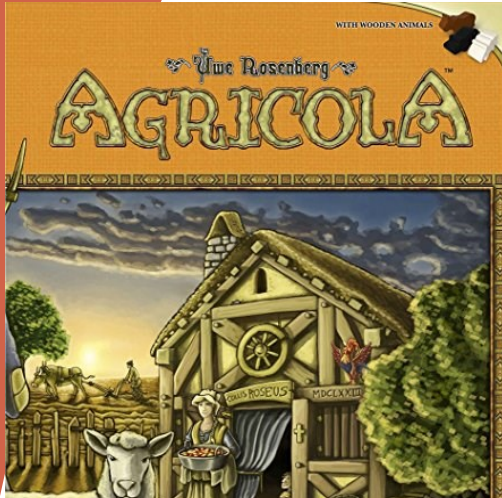


# Agricola



## Game Type

- Strategy

## Category

- Animals
- Economic
- Farming

## Mechanisms

- Worker Placement
- Area Enclosure
- Card Drafting
- Hand Management

## Board Game Description

Players: 1-4 // Time: 30-120 Min

Age: 12+ // Weight: 3.38

The 17th Century was not an easy time to be a Farmer. Players begin the game with two family members and can grow their families over the course of the game. This allows them more actions but remember you have to grow more food to feed your family as it grows! Feeding your family is a special kind of challenge and players will plant grain and vegetables while supplementing their food supply with sheep, wild boar and cattle. Guide your family to wealth, health and prosperity and you will win the game.

*Time to get your hands dirty!  
Plow your fields, raise animals,  
and feed your family to survive.*

# Agricola

## Inventory

- 4 Large farmyard boards
- 1 Large game board
- 1 Major improvements board
- 2 Game board extensions
- 18 White sheep
- 15 Black wild boar
- 14 Brown cattle
- 30 Brown wood pieces
- 24 Auburn clay pieces
- 14 White reed pieces
- 16 Black stone pieces
- 24 Yellow grain pieces
- 16 Orange vegetable pieces
- 1 Yellow starting player token
- In different player colors:
  - 4x 15 fences
  - 4x 4 stables
  - 4x 5 people
- 23 Wood room/field tiles
- 16 Clay/stone room tiles
- 2 Variant tiles
- 1 Side Job tile
- 36 One food markers
- 8 Five food markers
- 10 Goods/Beggar tiles
- 3 Yellow suggestion markers
- 14 Action space card
- 10 Red major improvement cards
- 48 Yellow occupation cards
- 48 Orange minor improvement cards
- 1 Scoring pad
- 1 Rulebook
- 1 Appendix