



How to Play Teaching Guides:

#3 Agricola

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #3 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Agricola. You are a husband and wife living in a quiet peaceful village struggling to survive the hardships of farm life and attempting to have the most impressive farm in the land by the end of the game. This is a worker placement game. You will start with two "workers," your husband piece and wife piece and you will place them on the board to choose which action you would like to take, and that will block other players from taking that action that round. We will take turns playing one worker at a time on the different action spaces and after each player has played two workers the round is over.

Simple enough? Well the problem is that after every certain number of rounds you will have to make sure your family has enough food while at the same time trying to be able to score points by trying to get all of the important elements of a good farm. To score points you will need a certain number of fields, pastures, animals, crops, a big family and a large well built home. You have to get at least a little of all of these elements in order to score a lot of points, all without starving to death in the process."

2 The Meat - How to Play the Game

○ The Structure of the Turn

1. On your turn you take an action by playing a worker disc on it;
 - 1.1 Many actions just collect you resources
 - 1.2 Some actions let you buy items or convert resources to food
 - 1.3 Continue until all players have used all of their workers
2. End of Round Steps
 - 2.1 Take all of your worker pieces back
 - 2.2 Add to piles of all accumulating resource spots on the board
 - 2.3 One action is added by flipping a round card
 - 2.4 If you reach a harvest space, feed your people (harvest details later)
 - 2.5 Play out 14 total rounds to the end of the game.

◎ **The Three things you need to do!**

1. Collect Resources
 - 1.1 Accumulators vs. Nonaccumulators (The arrow symbol)
 - 1.2 Resource Types: Food, Building Resources, Seeds and Animals
2. Making Food - two major paths
 - 2.1 Raise Animals and Cook 'em up!
 - 2.2 Grow Grain and Bake Bread
3. Make your home and family bigger and better
 - 3.1 Expand your house
 - 3.2 Have Children
 - 3.3 Renovate your house

◎ **How to Make Food**

1. Cooking up Animals!
 - 1.1 Get a bunch of wood to build fences
 - 1.2 Build fences (1 wood each fence)
 - 1.3 Get Animals (2 animals per fenced square)
 - 1.4 Get Clay to get a cooking device
 - 1.5 Go to “major improvement” to build a cooking device
 - 1.6 Convert animals to food anytime you want
 - 1.7 Fire-Roasted Sheep Legs Yum!
2. Baking Bread
 - 2.1 Get a grain “seed” by going to grain
 - 2.2 Plow a field
 - 2.3 Sow grain (can sow more than one with enough fields and seeds!)
 - 2.4 Crops “Grow,” two more grain are added on top in the field
 - 2.5 Get one grain each harvest step back to supply
 - 2.6 Get Clay and Stone for an Oven
 - 2.7 Go to “major improvement” to build an oven
 - 2.8 Bake bread **ONLY** when you build the oven or going on the action
3. Be Flexible - Remember many of these steps do not need to be taken in an exact order, you can do actions in the order that works best for you

🕒 **Making your home and family bigger and better!**

1. How to Expand your Home
 - 1.1 Get 5 wood and 2 reeds
 - 1.2 Take “Build Rooms” Action (can build more than one)
2. How to Grow your Family
 - 2.1 Must have an “extra room”
 - 2.2 Go on Family Growth action
 - 2.3 You get an extra action each turn **BUT** you have to pay more food
3. How to Renovate your home
 - 3.1 Renovate to earn points
 - 3.2 Wood to Clay then Clay to Stone
 - 3.3 Costs resources = to rooms + 1 reed

🕒 **Other Actions**

1. Start Player
2. Vegetables - Only 1 extra after sowing - more food output
3. Stables - double capacity of pasture or fill empty space house 1 animal
4. Actions that say “Then” or “And/or”
5. Awesome late game actions - Plow and Sow, Family Growth without space, Renovate and Fences

🕒 **Review Turn, Harvest and Endgame Scoring**

1. Review Turn: Play actions - Refill board - New round card
2. Harvest Phase
 - 2.1 Field Phase - Get one crop from each field to supply
 - 2.2 Feeding Phase - Pay 2 food per adult (babies are 1) or beggar cards
 - 2.3 Breeding Phase - Get one more animal for each type you have 2+
3. End of Game
 - 3.1 Using scorepad score all the different categories
 - 3.2 Note there is a maximum score of 4 the categories and a penalty for having zero of any category

3**The Hamster - How to Win the Game**

1. Make an engine to get food, choose a path and try to stick with it.
 - 1.1 Cook animals or baking bread
2. At the same time build toward trying to grow your family
 - 2.1 Get the materials to buy 1 or 2 more rooms.
 - 2.2 The first to get an extra person has a **BIG** advantage,
 - 2.3 But you can't starve your family, so its a balancing act.
3. Be flexible be willing to change plan if necessary,
 - 3.1 Change plans if everyone else is doing your plan
 - 3.2 Maybe a big pile of a certain resource comes to you
4. Pay attention to other players;
 - 4.1 Are you the only one who wants a spot?
 - 4.2 How early do you need to take a certain spot?
 - 4.3 Will you get it if you don't take it now?
5. Be efficient!
 - 5.1 Take spots with piles of tokens on them,
 - 5.2 Take all parts of an action,
 - 5.3 Set up yourself to use an action multiple times
6. So good luck, Build a food engine grow your family as soon as possible and be efficient. Have fun!

Credits:

Game Design: Uwe Rosenberg

Game Publisher: Z-Man Games

Outline Author: Ryan Sturm ©2010

Teaching outline based upon How to Play Podcast Episode #3

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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Footnotes: the Cards

Suggestion: Do not use the Occupation and Minor Improvements in a new player's first game, use the "Family Version" for your first game. New players will have no information with which to make the decisions of which cards are better than others or which might work well together, these players have enough to learn with getting a handle on the basic mechanics of the game. Save these cards for players who have played the game at least once.

1. Each Player gets 14 Cards

- 1.1 7 Occupation cards

- 1.2 7 Minor Improvement cards

2. Anatomy of the Cards

- 2.1 Occupations - Yellow

- 2.2 Minor Improvements - Orange

- 2.3 Player Numbers - Purple Square (You don't care)

- 2.4 Deck Letter - Red Circle (You don't care)

- 2.5 Resource Cost - Upper Right

- 2.6 Prerequisite - Upper Left

- 2.7 Victory Point Coin/ Bonus Point Symbol

- 2.8 Pass Arrows

3. Decide which cards you might want to play

- 3.1 Look at the cards and prioritize which 2-3 of each kind you really want to use

- 3.2 Realize you will probably only play between 4-7 total cards

- 3.3 Decide which cards work well together

- 3.4 Decide which are the most powerful

- 3.5 Think about a strategy that the cards are pulling you, bake, get animals, build a clay house early etc.

4. How to play the cards

- 4.1 Occupation actions

- 4.2 Minor Improvement actions (usually second part of an action)