

AGRICOLA EXPRESS VI.3

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Inspired By: Agricola, by Uwe Rosenberg & Lookout Games

This game was created as part of a dice print-and-play design contest on BoardGameGeek and is intended as a fan homage to Agricola and is not intended to challenge Lookout Games' ownership of the Agricola trademark. It was made available by permission of Lookout Games.

GAME OVERVIEW

Agricola Express is a game for **1-4 people**, where players compete to create the best farms by selecting combinations from rolls of the **Agricola Express** dice. Players attempt to improve their farm by building additional rooms in their house, upgrading their house through the use of sturdier materials, planting fields, building fenced pastures, tending crops and livestock, gathering natural resources, building a variety of farm improvements, taking on occupations, and growing their family.

The game takes place over the course of three **harvests** and at the end of each harvest, the players score points based on the current success of their farm. At the end of the game, the scores from all three harvests are totaled to determine the winner.

Each harvest is broken down into a number of **rounds**. The first harvest contains three rounds, the second harvest contains two rounds, and the final harvest contains only one round.

Each round is broken into a number of **actions**, where each player might have a different number of actions based on how much they have grown their family. At the beginning of the game, each player starts with 2 actions, representing the husband and wife who are working that player's farm. Each baby increases the number of actions that player has by 1, starting immediately in the round the baby is acquired.

The possible choices a player may take for an action are described in *A Player's Turn*, below.

SETUP

Give each player an **Agricola Express** score sheet. Each player should mark on their score sheet that they own:

- A Wood House
- 2 Food
- 1 Reed, 1 Wood, 1 Brick, and 1 Stone.

These are your starting resources.

RULES SUMMARY

Players: 1-4

Time: 45-60 minutes

Game consists of 6 rounds:

- 3 rounds, then harvest
- 2 rounds, then harvest
- 1 round, then harvest

Each round, each player has:

- 2 actions from base family
- 1 action extra per baby

Extra actions for babies are gained immediately in the current round.

Setup:

Each player takes a score sheet and marks that they have these starting resources:

- Wood House
- 2 Food
- 1 Reed
- 1 Wood
- 1 Brick
- 1 Stone

The 13 dice are also needed.

RULES SUMMARY

Dice Overview:

- 2 Farm dice (orange)
- 1 Occupation die (yellow)
- 1 Improvement die (red)
- 3 Produce dice (green)
- 3 Resource dice (beige)
- 3 Animal dice (brown)

Start Player:

For the first harvest, player who most recently won Agricola starts (or played if no player has won).

For subsequent harvests, the player with the lowest score is the new start player.

Round Summary:

Each player takes an action, beginning with start player, in clockwise order.

Continue until all actions for the round are taken, skipping players when they have no more actions in the round.

Action Overview:

1. Choose to either use the previous player's unused dice or re-roll all dice.
2. Use maximum 1 occupation, if any are owned, to set dice faces.
3. Select a Dice Group from the showing available dice.
4. Record the results on the score sheet.

SETUP (CONT'D)

Make sure you have all 13 Agricola Express dice, as follows:

- **Farm Dice** ×2

Each farm die has 2 House, Pasture, and Field faces.



- **Occupation Die** ×1

The occupation die has Mayor, Builder, Farmer, Rancher, Gatherer, and Midwife faces. Future expansions may add more.



- **Improvement Die** ×1

The improvement die has Oven, Hearth, Basketmaker's Workshop, Joinery, Pottery Workshop, and Stonecutter's Workshop faces. Future expansions may add more.



- **Produce Dice** ×3

The produce dice have Food, 2 Food, Grain, and Vegetable faces.



- **Resource Dice** ×3

The resource dice have Reed, Wood, Brick, and Stone faces.



- **Animal Dice** ×3

The animal dice have Sheep, Boar, and Catle faces.



The start player is the person who played **Agricola** most recently. If there is a tie, the player who won most recently starts.

A PLAYER'S TURN

Players take turns choosing **actions**, in a clockwise order from the start player. If it comes to a player's turn and they have no actions left, they are skipped until all players have taken all actions for the current round. Then the start player starts the next round.

On a player's turn the player must choose one of the following:

- Treat the **unused dice** from the previous players' dice roll as his roll.
- Gather and roll **all** the dice.

Next, the player may choose to use the power of one occupation he has previously acquired. Multiple occupations **may not** be used on a single action. Typically this allows the player to set one or more dice from their current face to a player-selected face. The Midwife is the exception to this rule. See *Occupations* below for more information.

After using an occupation ability, if desired, the player **must** choose a **dice group**, which will let the player collect produce, resources, or animals, build new improvements, take an occupation, or grow his farm or family. See *Dice Groups* below for possible selections.

The set of dice in the dice group are pulled aside from the set of dice to show that these dice have been **used** and are not available for later players to choose their dice group from, if they do not wish to re-roll all dice.

Finally, the player records the newly acquired benefit of his dice group on his score sheet, before the next player's action.

Note that it is possible for a single player to have multiple actions in a row if they are playing solo, if they have more actions than the other players or if they become the start player for the next round. In this case, the player may choose a dice group from his previous unused dice until he decides to re-roll.

Important: The dice are not automatically collected at the end of a round. The start player has a chance to use the unused dice for his first action of the next round.

DICE GROUPS

There are many possible dice groups to choose from, depending upon the dice faces rolled.

Some dice groups have a cost associated with them. These costs may be paid either from the player's score sheet (previously collected) or may be paid from the available dice but at **double** the listed cost. For example, if something cost 1 Wood, the player could cross off 1 Wood from his score sheet, or add 2 Wood resource dice from the available dice to his dice group. If only 1 Wood resource die were available, he would have to pay from his score sheet. Costs are shown in brackets below.

Dice groups include:

- **Add Rooms**



Selecting the House Farm die lets the player pay 1 Reed and 1 resource of the player's current house type (starting the game at Wood) per room he wishes to add. He may add as many as he has resources to pay for.

- **Upgrade House**



Selecting the House Farm die lets the player pay 2 Brick to upgrade his wood house to a brick house, or 2



Stone to upgrade his brick house to a stone house. He may do upgrade from a wood house to a stone house for a single action by spending 2 Brick and 2 Stone.

RULES SUMMARY

Notes:

A single player who has multiple actions in a row may choose from his own previously unused dice.

At the end of the round, the unused dice will be made available to the start player for the next round. This may be a different start player if this round ends in a harvest.

Action Costs:

These are summarized on the score sheet.

Dice Group Actions:

- Add rooms
- Upgrade house type
- Have baby
- Plant field
- Build pasture
- Gain occupation
- Collect produce
- Collect animals
- Collect resources
- Build hearth or oven
- Build workshop

Add Rooms:

- You may add as many rooms as you can pay for.
- May not be combined with upgrading or having a baby.

Upgrade House:

- You start with a wood house with zero rooms.
- You may upgrade to brick and upgrade to stone for a single action, but you must pay the full *cost* for both upgrades.

RULES SUMMARY

Have Baby:

- You may only have 1 baby on a single action.
- You must have one room in your house for each baby, and you must build the room first.

Plant Field:

- You may only take one field for a single action.
- When you take the field, you may optionally take 1 grain or 1 vegetable from the available dice. You may also expend this from your score sheet.
- If you take this bonus grain or vegetable, record it on your score sheet as 2 grain or vegetables (this represents the planting/growing).
- 3 Animal dice (brown)

Build Pasture:

- May take one die of animals from the available pool when building the pasture.
- Each pasture holds an unlimited number of one type of animal.

Gain Occupation:

- You may have any number of occupations.
- All players may have the same occupations.
- Taking an occupation you already have allows you to choose any occupation.

Collect Produce:

- Collect 1-3 matching dice.
- 1 Food and 2 Food match.

• Have Baby



If the player has **more** rooms in his house than he has babies, he may take the House Farm die face to have a baby. There is no cost. This immediately gives him another action in the current round. He may only use this action to have 1 baby. At the start of the game, the player will need to add a room before he can have a baby. 4 babies is the maximum.

• Plant Field



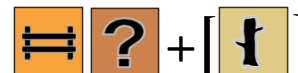
The player can select the Field Farm die face to plow a new field. At this time, he has the option to add a grain or vegetable from the available dice to plant the field, or he may use a grain or vegetable from his score sheet. Either way, he records 2 of the selected type (grain or vegetable) on his score sheet. He may choose not to plant if he wishes, in which case he only needs the Field. There is no cost.



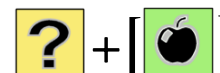
• Build Pasture



The player may select the Pasture Farm die face to build a new pasture on his farm. Each pasture holds as many of one type of animal as the player wishes. When he builds the pasture, he may also choose 1 available animal die to stock his pasture. This animal may be combined with previously collected animals of that type.

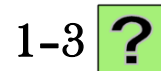


• Gain Occupation



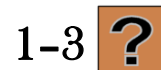
By selecting the Occupation die and paying 1 Food, the player may claim the selected occupation. If the player already has that occupation, he may instead claim the occupation of his choice that he does not yet have. Note that all players may have any given occupation. See *Occupations* below for details about what the occupations do.

• Collect Produce



The player may choose to collect 1-3 Produce dice that show the same produce type. 1 Food and 2 Food produce die faces are considered the same type for these purposes. This is also true when paying double for costs from the available resources.

• Collect Animals



The player may choose to collect 1-3 Animal dice that show the same animal type. He must have a pasture to place the animals into, or he must have a hearth where he must immediately cook them for food. He may choose to discard or cook previously collected animals to have an empty pasture into which to place the new stock.

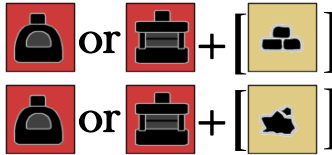
- **Collect Resources**

The player may choose to collect 1-3 Resource dice that show the same resource type. Collect an extra resource if the corresponding workshop is owned.

1-3 ?

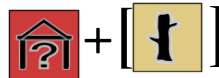
- **Build Hearth or Oven**

The player may select the hearth or oven on the Improvement die by paying either 1 Brick or 1 Stone. If you have already built one, choosing it again lets you build the improvement of your choice



- **Build Workshop**

The player may build any of the four workshops by paying 1 Wood. You can only build each workshop once. If you have already built a particular workshop, choosing that workshop again lets you build the improvement of your choice



OCCUPATIONS

Each occupation lets you mitigate the randomness of the dice by setting dice as you choose, **after** rolling. The Mayor and Midwife also allow you to earn points during scoring. You may **only use 1 occupation per action** (not counting point scoring during harvest).

- **Mayor**

The mayor allows the player to pay 2 Food to set one Farm die to any face he wishes. The mayor also scores 2 points per field owned during each harvest.



- **Builder**

The builder allows the player to set an Improvement die to any face he wishes. The builder also scores 1 points per improvement owned during each harvest.



- **Farmer**

The farmer allows the player to set up to 2 Produce dice to any faces desired.



- **Rancher**

The rancher allows the player to set up to 2 Animal dice to any faces desired.



- **Gatherer**

The gatherer allows the player to set up to 2 Resource dice to any faces desired.



- **Midwife**

The midwife halves the cost of feeding babies at harvest time, and also scores points for babies every harvest.



RULES SUMMARY

Collect Animals:

- Collect 1-3 matching dice.
- You must have a pasture if you keep the animals.
- You may discard or cook the collected animals, or a previous set of animals if you do not have enough (or any) pasture space.

Collect Resources:

- Collect 1-3 matching dice.

Build Hearth or Oven:

- Take the hearth or oven on the improvement die.

Build Workshop:

- Take the workshop on the improvement die.

Occupations:

- Use after rolling.
- May only use 1 per action.

Mayor:

- Pay 2 Food to set Farm die.
- Score 2 points per Field.

Builder:

- Set Improvement die.
- Score 1 point per Improvement.

Farmer:

- Set 2 Produce dice.

Rancher:

- Set 2 Animal dice.

Gatherer:

- Set 2 Resource dice.

Midwife:

- Halves baby Food costs.
- Scores babies every harvest.

RULES SUMMARY

Oven:

- Cook grain/vegetables for 2/3 food any time.

Hearth:

- Cook sheep/boar/cattle for 2/3/4 food any time.

Basketmaker's Workshop:

- 1 virtual reed.
- Score reed at 2pt/2.

Joinery:

- 1 virtual wood.
- Score wood at 2pt/3.

Pottery Workshop:

- 1 virtual brick.
- Score brick at 2pt/3.

Stonecutter's Workshop:

- 1 virtual stone.
- Score stone at 2pt/2.

Harvest:

- Feed your family 2 food each.
- -3 points for each missing food.
- Babies cost half food if you own the midwife.
- For every pasture with 2+ animals, gain a new animal of that type.
- Score points based on the guidelines provided on the score sheet.

Winner:

Player with the most points totaled from all 3 harvests wins, with unused food as the tie-breaker.

Solo games win if they beat the par score of **85 points**.

IMPROVEMENTS

Improvements help you create food at harvest time or score additional points based on resources.

- **Oven**

The oven lets you convert 1 grain into 2 food or 1 vegetable into 3 food at any time (even during harvest).



- **Hearth**

The oven lets you convert 1 sheep into 2 food or 1 boar into 3 food or 1 cattle into 4 food at any time (even during harvest).



- **Basketmaker's Workshop**

The basketmaker's workshop adds 1 "virtual" reed to your available dice. You may collect this when collecting reed or use it to pay costs, along with another reed in the available dice (because of the double cost). It also scores points for reed owned during harvest: 2 points for every set of 2 reed.



- **Joinery**

The joinery is a workshop that adds 1 "virtual" wood to your available dice (see above). It also scores points for wood owned during harvest: 2 points for every set of 3 wood.



- **Pottery Workshop**

The pottery workshop that adds 1 "virtual" brick to your available dice (see above). It also scores points for brick owned during harvest: 2 points for every set of 3 brick.



- **Stonecutter's Workshop**

The stonecutter's workshop that adds 1 "virtual" stone to your available dice (see above). It also scores points for stone owned during harvest: 2 points for every set of 2 stone.



HARVEST

At each harvest, you score points based on how well your farm is doing.

- **Feeding:** First you must feed your family 2 food each (including your 2 starting family members). You lose 3 points for **each** food you are missing. The midwife halves the food costs for babies only (not the original 2 family members).
- **Breeding:** Each pasture in which you have 2 or more animals of a type, gain 1 more of that type.
- **Scoring:** Score points in the various categories as summarized on the score sheet.

The player with the highest total score at the end of 3 harvests wins. Unused food is the tiebreaker. 85 pts. is par for solo game.

AGRICOLA EXPRESS VI.3 DICE

Print this page on label stock and cut out each square below. Each band of squares is intended to be adhered to the sides of one standard six-sided die. You will need all 13 dice to play the game.



AGRICOLA EXPRESS VI.3 SCORE SHEET

Costs

Occupation

- Mayor *Set Farm die for 2 Food, score +2 per field at harvest*
- Builder *Set Improvement die, score +1 per improvement*
- Farmer *Set 2 Produce dice*
- Rancher *Set 2 Animal dice*
- Gatherer *Set 2 Resource dice*
- Midwife *Pay half food for babies, score babies every harvest*

Improvement

- Oven *Cook grain and vegetables*
- Hearth *Cook sheep, boar, and cattle*
- Basketmaker's Workshop *Score reed; collect +1 reed*
- Joinery *Score wood; collect +1 wood*
- Pottery Workshop *Score brick; collect +1 brick*
- Stonecutter's Workshop *Score stone; collect +1 stone*

Bonus if Any Owned

Score

	<input type="checkbox"/> Wood <input type="checkbox"/> Brick <input type="checkbox"/> Stone	<input type="text"/>	+3	+1/2/3 (house type)
		<input type="text"/>	+3	+1 or : +3
		<input type="text"/>	+3	+1
		<input type="text"/>	—	—
		<input type="text"/>	—	-3 per missing
	→ 2	<input type="text"/>	+1	+1 per 2
	→ 3	<input type="text"/>	+1	+1 per 1
		<input type="text"/>	—	: +2 per 2
		<input type="text"/>	—	: +2 per 3
		<input type="text"/>	—	: +2 per 3
		<input type="text"/>	—	: +2 per 2
	→ 2	<input type="text"/>	+1	+1 per 3
	→ 3	<input type="text"/>	+1	+1 per 2
	→ 4	<input type="text"/>	+1	+1 per 1
Improvements			—	: +1 each

Harvest 1: : +1/3/5/7

Harvest 2: : +1/3/5/7

Harvest 3: ← +1/3/5/7 for 1/2/3/4 babies

Score:

<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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