

# Uwe Rosenberg AGRICOLA

ALL CREATURES  
BIG AND SMALL

THE  
BIG  
BOX



by Uwe Rosenberg for 2 players 10 and up

## GAME IDEA

You are farmers raising sheep, pigs, cows, and horses. Three workers help you keep the animals on your farm. Each round, you take turns placing your workers on action spaces to enclose pastures, build stalls and stables, and upgrade your farm. The winner is the player who raised the most animals and built the most valuable buildings.

## ABOUT THIS EDITION

"Agricola: All Creatures Big and Small" was originally published in 2012. This new "Big Box" edition is a revised version containing the original base game and its two expansions. This edition now also includes shaped resource tokens and workers instead of colored disks. No rules have changed since the original release, but we did reword and partially rephrase the special buildings.

## OVERVIEW

The following illustration shows what your farm might look like at the end of the game. The text boxes give you a preview of what awaits you. All of this information will be explained properly on the following pages.

Separate your farm into pastures. These let you keep sheep, pigs, cows, and horses. Most of your points will come from animals.

You can keep additional animals in buildings: this stable can hold five animals.

The walls around buildings also act as borders for pastures.

Each pasture space can hold two animals of the same type.

Add farm expansions to your farm. Fully utilized farm expansions provide bonus points.

Buildings can also increase your score: this stall is worth one point.



Special buildings provide various benefits, like free animals and special effects.

Feeding troughs double the number of animals that can be kept in a building or pasture.

An unenclosed feeding trough can hold no more than one animal.

# COMPONENTS

## on punchboards



1 game board



1 start player marker



9 substitute markers  
(3x "4 wood"; 1x "4 stone",  
"4 reed", "4 sheep", "4 pigs",  
"4 cows", and "4 horses")



2 farm boards  
(one for each player)



5 farm expansions



5 "Stall" tiles  
(with "Stable" on  
the back side)



4 basic special buildings  
(yellow on the back side)



54 special buildings  
(green on the back side)

## wooden pieces



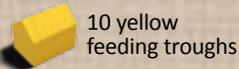
6 workers in  
the player colors  
(red and blue)



26 yellow borders



37 building resources  
(17 wood, 15 stone,  
and 5 reed)



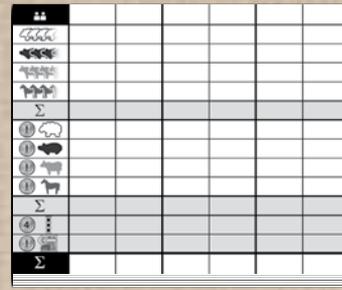
10 yellow  
feeding troughs



65 animals  
(22 sheep, 16 pigs,  
13 cows, and 14 horses)

Animals and building resources are collectively called "goods".

## additionally



1 score pad



this rule book

5 plastic bags

## SETUP

1. Place the **game board** in the center of the playing area.
2. Give each player a **farm board** and place it in front of you such that the **forest** is at the top and the **road** at the bottom. Choose a color and take the corresponding **3 workers**, placing them near your farm board.
3. Give each player **9 borders**. Place the remaining **8 borders** next to the game board, near the "Expand" action space.
4. Place **4 farm expansions**, **4 "Stall/Stable" tiles**, and the **10 feeding troughs** to the side, as well as the **building resources** and **animals**. These form the **general supply**.
5. Lay out the "Half-Timbered House", "Open Stable", "Shelter", and "Storage" **basic special buildings** (with a yellow back side) next to each other, alongside the bottom edge of the game board.
6. Determine a start player and give them the **start player tile**.

## ADVANCED GAME

For your first game, set up the game as described. Later you may wish to use additional special buildings for added variety and a deeper gaming experience. If you do, apply the following changes during setup:

Use **5 farm expansions** and **5 "Stall/Stable" tiles**.

Draw **4 random special buildings** (with a green back side) and place them with the four basic special buildings. (So there are a total of 8 special buildings.) Experienced players should add **4 additional random special buildings** (for a total of 12 special buildings in play, including the basic special buildings).

## COURSE OF PLAY

The game is played over 8 rounds. Each round goes through the following four phases in this order:

- I. Refill Phase
- II. Work Phase
- III. Home Phase
- IV. Breeding Phase

After 8 rounds, players will total their scores and determine the winner.

### I. Refill Phase

At the start of each round, you must refill some action spaces on the game board with the goods printed on them, even if there are goods left from previous rounds. You can recognize these spaces by the refill arrow on them.

**Do not place any goods on action spaces without the refill arrow.**

All of the action spaces for animals show a second good in parentheses, indicating:

- If the action space is **empty**, add the first good shown as normal and ignore the good in parentheses.
- If the action space contains **one or more goods** already, instead add the good shown in parentheses.



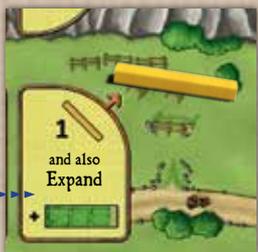
This action space accumulates 1 stone per round.



This action space does **not** accumulate goods.



**Example:** In round 1, you place 1 reed on this action space. As long as no player takes the goods on this space, add 1 sheep in each subsequent round. Once the goods have been taken, add 1 reed again in the next round.



**Note:** Do not forget to add a yellow border from the general supply to the "Expand" action space, as these borders also "count" the eight rounds that the game lasts. (The number of borders left in the general supply indicates how many rounds are left to play.)

### II. Work Phase

This is the main phase of the game. Beginning with the start player, alternate taking turns placing one worker at a time, until all workers have been placed on the game board.

When you place a worker on an action space, you **must immediately** carry out the action(s) shown on the space.

You may not place a worker on an action space without using at least one of the depicted actions. (The action spaces are explained in detail on pages 6 and 7.)

**Important:** Action spaces occupied by a worker are blocked for the remainder of the current work phase. The work phase ends when all six workers have been placed.



When you use an action space that has accumulated goods, take them from the action space. Place building resources (*wood, stone, reed*) in your personal supply; there is no limit to how many resources you may keep. Animals must be accommodated on your farm or they run away, i.e., you must return them to the general supply. Pastures, buildings, and feeding troughs help you prevent this from happening (see "Raising Animals" on the following two pages).

### III. Home Phase

When the work phase is over, all workers return to their farms.

### IV. Breeding Phase

At the end of each round, your animals breed. If you have **at least 2 animals** of the same type, you get another animal of that type. (Your animals breed even if the parent animals do not live in the same space.) You must immediately accommodate the newborn or it runs away.



**Important!** You can get **at most** 1 sheep, 1 pig, 1 cow, and 1 horse per breeding phase, even if you have multiple pairs of animals of one type.



**Example:** Even if you have 2 sheep in one stall and 2 more in another, you only get 1 additional sheep per breeding phase.

**Tip:** This phase is best played simultaneously.

### End of Round

The current round ends after both players have bred their animals. After rounds 1 to 7, proceed with the refill phase of the next round. The game ends after round 8 (see "Game End and Scoring" on page 8).

**Note:** The start player does not change automatically. In order to become start player, you must take the corresponding action (see page 6).

## RAISING ANIMALS

Animals can be kept in pastures and certain buildings. Feeding troughs improve the potential for keeping animals.

### Keeping Animals in Pastures

Pastures are formed by enclosing farm spaces with borders. Borders are placed on the edges of farm spaces. The walls around buildings also serve as borders for pastures. **Each space in a pasture can hold up to 2 animals.** The animals in a pasture must be of the same type.



**Example:** This pasture is comprised of 2 farm spaces that have been enclosed with 5 border pieces. The right wall of the cottage serves as the 6<sup>th</sup> border. The pasture can hold 4 animals of the same type.

You are allowed to have unfinished pastures with borders missing. **Unfinished pastures cannot hold any animals.** Also, you are allowed to subdivide existing pastures later by placing borders inside the pasture.

There are two action spaces for placing borders (see page 6): one lets you build fences (with wood), the other one lets you build walls (with stone). It does not matter whether the borders are made of wood or stone. You do not need to (nor should you) distinguish between them afterward.

**Note:** You can only place borders from your personal supply. You start the game with 9 borders; you can get more on the “Expand” action space (see page 7).

### Keeping Animals in Buildings

Animals can also be kept in most buildings. Normally, buildings get built on farm spaces that do not already contain a building. Building them makes it easier to enclose pastures, as the four walls around a building also serve as borders (see example).



**Example:** Thanks to the stall that you built earlier, you only needed 4 borders to create this pasture. Keep in mind that you do not have all that many borders available over the course of the entire game.

Buildings may be built inside of fully enclosed pastures and on spaces containing a feeding trough but no tile (see also “Keeping Animals with Feeding Troughs”).



**Example:** This size three pasture is being split by a stall. Previously, it could hold 6 animals of a single type. After building the stall, there is room for 2+3+2=7 animals of up to three different types (separated).

When you place a building adjacent to pre-existing borders, the borders illustrated on the building do not provide any additional benefit. In any case, you may not return previously placed borders to your supply.

**Tip:** It is often very smart to partially enclose pastures in order to later use a building to finish them off. This way, you can save valuable placed borders.

There are three types of buildings: stalls, stables, and special buildings. Each type is built on a different action space (see pages 6 and 7).

#### Stalls and Stables

Stalls and stables are two sides of the same tile and used in every game. You must first build a stall, before you can upgrade it to a stable later.

**Stalls can hold up to 3 animals of the same type**, as indicated by the number shown in the bottom right corner of the tile. Each stall costs 3 stone and 1 reed and is worth 1 point during scoring.



Stables are upgrades of stalls. When you upgrade a stall to a stable, simply turn the tile to the reverse side. Upgrading costs your choice of 5 wood or 5 stone.



**Each stable can hold up to 5 animals of the same type** and is worth 4 points during scoring.

#### Special Buildings

Like stalls and stables, most special buildings are capable of holding animals. Some provide immediate effects that activate on building; others have ongoing effects that you can benefit from during the entire course of the game.



Building cost

Prerequisite

Point value

Building name

Effect

Holding capacity

The effects of all special buildings are explained in detail on pages 9-12.

## The Cottage

You start the game with one special building preprinted on your farm board providing room for 1 animal (a pet of sorts). A few special buildings, like the Half-Timbered House, let you upgrade the Cottage and keep additional animals.



## Keeping Animals with Feeding Troughs

Feeding troughs double the number of animals that can be kept in a building or pasture.



$$3 \times 2 = 6$$

$$(2+2) \times 2 = 8$$

$$1 \times 2 = 2$$

**Example:** A stall with a feeding trough can hold up to 6 animals of the same type. The one feeding trough in the pasture doubles its entire capacity: it can now hold up to 8 animals of the same type. The Cottage with a feeding trough can now hold up to 2 animals of the same type.

A feeding trough on a farm space that does not belong to a fully enclosed pasture can keep exactly 1 animal.



**Example:** One horse can be happily fed by this free-standing feeding trough.

- You are allowed to build a maximum of one feeding trough on each farm space. You can have multiple feeding troughs in a pasture, as long as every feeding trough is standing on a different space. The effects are cumulative.



**Example:** Thanks to the two feeding troughs, this size two pasture can hold up to 16 animals of the same type. The base capacity (of 4 animals) is doubled and then doubled again.

- You are allowed to enclose a pasture around a free-standing feeding trough. If you do, the feeding trough's effect changes to suit its new surroundings.
- You are allowed to build a stall or special building on a space with a pre-existing feeding trough. In that case, the feeding trough remains but again has a new effect.
- You are allowed to upgrade a stall with a feeding trough to a stable with a feeding trough.

## Moving Animals Around

Once anything is built, it cannot be moved or removed again. Animals, on the other hand, can run around. You are therefore allowed to rearrange the animals on your farm or remove them from your farm **whenever you want**. (Moving animals around is also important if you want to make the best use of the space at your disposal.)



**Example:** You just grabbed another pig and sheep. In order to accommodate them on your farm, you move your house pig to the empty pasture, together with the newly gained pig. Now the sheep can go into the Cottage.

# THE ACTION SPACES

## Walls

When you use this action space, immediately place any number of borders from your personal supply—but at least one—on your farm board. Each new border you place costs 2 stone, except for the first two, which you may place at no cost. (You are allowed to use this action space to only place the free borders. See “Keeping Animals in Pastures” on page 4 for details on how to use borders.)

## Fences

When you use this action space, immediately place any number of borders from your personal supply—but at least one—on your farm board. Each new border you place costs 1 wood. (See “Keeping Animals in Pastures” on page 4 for details on how to use borders.)

## Feeding Troughs

When you use this action space, immediately place any number of feeding troughs from the general supply—but at least one—on farm spaces that do not already contain a feeding trough. (You may place feeding troughs inside or outside of pastures and on buildings.) Each new feeding trough costs 3 wood, except for the first one, which you may place at no cost. (You are allowed to use this action space to only place the free feeding trough. See “Keeping Animals with Feeding Troughs” on page 5 for details on how to use feeding troughs.)

## Stall

When you use this action space, immediately pay 3 stone and 1 reed from your personal supply and place a “Stall/Stable” tile with the “Stall” side facing up on a farm space that does not already contain a building. (The space may contain a feeding trough, which remains after you place the stall. See “Keeping Animals in Buildings” on page 4 for details.) You can build at most one stall per action.

## Stables

When you use this action space, immediately turn any number of “Stall” tiles on your farm—but at least one—to the “Stable” side by paying either 5 wood or 5 stone per tile that you turn. You can pay some tiles with wood and others with stone, but you **may not** pay an individual tile with a combination of both (like 3 wood and 2 stone). Components on the tile (like animals or a feeding trough) remain on it.

## Special Building

There are two of these action spaces, meaning that up to two workers—including two from the same player—can build a special building each round. When you use it, immediately build exactly one of the available special buildings by paying the building cost shown on the building tile. Then place the tile on a farm space that does not already contain a building. (The space may contain a feeding trough, which remains after you place the special building.) Note that some special buildings have a prerequisite that must be met, before you can build them. (The Open Stable, for instance, requires you replace a stall. See “Keeping Animals in Buildings” on page 4 for details.) You can build at most one special building per action.

**Note:** You may not use these action spaces to build stalls and stables.

## Start Player and 1 Wood

This action space accumulates 1 wood per round. When you use it, immediately take all the wood that has accumulated on the space and place it in your personal supply. Additionally, take the start player marker and place it in front of you. Beginning with the next round and as long as you have this marker, you will take the first turn in each work phase. (The turn order of the current work phase does not change.)



### 3 Wood

This action space accumulates 3 wood per round. When you use it, immediately take all the wood that has accumulated on the space and place it in your personal supply.

### 1 Stone

This action space accumulates 1 stone per round. When you use it, immediately take all the stone that has accumulated on the space and place it in your personal supply.

### 2 Stone

This action space accumulates 2 stone per round. When you use it, immediately take all the stone that has accumulated on the space and place it in your personal supply.

### Building Resources

When you use this action space, immediately take exactly 1 wood, 1 stone, and 1 reed from the general supply and place these building resources in your personal supply.

### Expand

This action space accumulates 1 border per round. When you use it, immediately take all the borders that have accumulated on the space and place them in your personal supply. Additionally, take a farm expansion from the general supply, if any remain, and add it to the left or right of your farm board. The illustrations of the forest at the top and the road at the bottom must align with your farm board. Once added, the farm expansion counts as part of your (extended) farm board. (Any rules referring to your farm board always include any farm expansions you may have added to it.)

### Reed and Sheep

This action space accumulates 1 sheep per round, unless it is empty. If empty, it starts with 1 reed instead. When you use it, immediately take the reed into your personal supply and any sheep that have accumulated on the space. You must accommodate the sheep on your farm immediately or return some or all of them to the general supply.

### Pig and Sheep

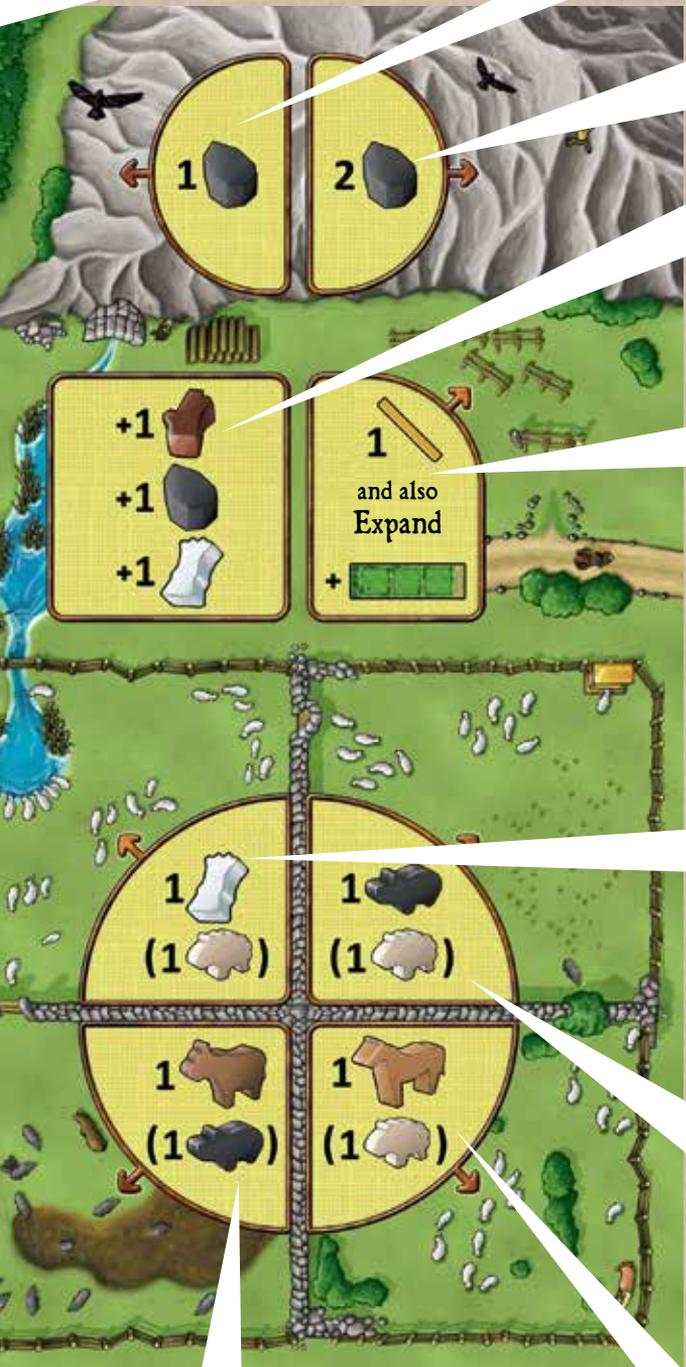
This action space accumulates 1 sheep per round, unless it is empty. If empty, it starts with 1 pig instead. When you use it, immediately take the animals that have accumulated on the space. You must accommodate them on your farm immediately or return some or all of them to the general supply.

### Cow and Pigs

This action space accumulates 1 pig per round, unless it is empty. If empty, it starts with 1 cow instead. When you use it, immediately take the animals that have accumulated on the space. You must accommodate them on your farm immediately or return some or all of them to the general supply.

### Horse and Sheep

This action space accumulates 1 sheep per round, unless it is empty. If empty, it starts with 1 horse instead. When you use it, immediately take the animals that have accumulated on the space. You must accommodate them on your farm immediately or return some or all of them to the general supply.



## IF THE COMPONENTS RUN OUT

It can happen in some games that animals and building materials become scarce. For this reason, the game includes **substitute markers** representing larger quantities of individual goods. They can, of course, be exchanged for individual goods again at any time. All goods are supposed to be in unlimited supply.

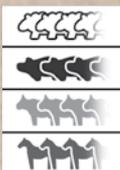
It is a different story with feeding troughs (*max. 10*), "Stall/Stable" tiles (*either 4 or 5*), farm expansions (*either 4 or 5*), and special buildings available (*either 4, 8, or 12*). Once these have all been claimed by the players, no more are available. Note that the Open Stable upgrades a stall, which will then become available again.

- A farm space is used if it has a tile and/or feeding trough on it or is part of a fully enclosed pasture.
- A farm space is unused if it is part of a pasture with unfinished or no borders.
- Farm expansions that have not been fully used are worth no points.
- Scoring farm expansions is independent of whether your starting farm board was fully used or not.
- Fully utilizing your starting farm board is not worth any points (*other than what the features on it are worth on their own*).

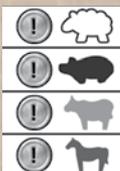
## GAME END AND SCORING

The game ends after the breeding phase of round 8. (*You can tell what round you are in by the number of yellow borders left in the general supply, as one is added to the game board every round.*) When the game is over, take the score pad and total your points.

- **Count how many animals of each type you have.** Total these numbers to determine your basic "animal score". Each animal is worth 1 point, regardless of type.



- **Score bonus points according to the table shown below.** (*This table is also shown on the side of the box bottom.*) Total these values to determine your "bonus point score".



- Note that you lose 3 points for each type of which you have 3 or fewer animals.
- After the 13<sup>th</sup> sheep, the 11<sup>th</sup> pig, the 10<sup>th</sup> cow, and the 9<sup>th</sup> horse, you score 1 extra bonus point for each additional animal.

- **Each farm expansion where all 3 farm spaces have been used is worth 4 points.** This is your "farm expansion score".



- **Buildings are worth the points printed on them.** (*Buildings are stalls, stables, and special buildings.*) This is your "building score".

**Note:** Buildings like the Storage have a variable point value that is described on the tile.



**Example:** The farm shown on the first page of this rule book would score like this:



		12
		7
		5
		0
$\Sigma$		24
		2
		1
		0
		-3
$\Sigma$		0
		8
		10
$\Sigma$		42

## WINNING THE GAME

The sum total of your animal, bonus point, farm expansion and building scores is your final score. The player with the most points wins. In case of a tie, the player who was not the start player in round 1 is the winner.

	-3	1	2	3	4	5	6	...
	0-3	8-10	11-12	13	14	15	16	...
	0-3	7-8	9-10	11	12	13	14	...
	0-3	6-7	8-9	10	11	12	13	...
	0-3	5-6	7-8	9	10	11	12	...

## CREDITS

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This revised edition is based on the work of Andreas Odendahl, Gabriele Goldschmidt, Thalke Steinke, and Bernd Lautenschlager who edited the original rule book, as well as its original English translation by Patrick Korner. Many thanks to them as well as the over 60 play-testers who have helped with developing the original game!



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# APPENDIX

On the following four pages, we will explain the special buildings in detail. Occasionally, special buildings will refer to certain positions on your farm; these are explained in the following illustration.



## BASIC SPECIAL BUILDINGS



### Half-Timbered House

(Cost: 3 wood, 2 stone, 1 reed; Points: 5)

The Half-Timbered House upgrades the Cottage and must be built over it. You may not build the Half-Timbered House on a different farm space. You can keep up to 2 animals of the same type in the Half-Timbered House.

**Note:** There are a total of three Cottage upgrades: Byre Dwelling, Half-Timbered House, and Log House. Each of these can only upgrade the Cottage but not one another. An overbuilt Cottage does not count for any effect.



### Storage

(Cost: 2 wood, 1 reed; Points: ½ per building resource)

During scoring, the Storage is worth half a point for each building resource left in your personal supply. (Only building resources in your personal supplies count. Stone on the Stone Carver, for instance, does not count for the Storage.) Do not round up or down; half points are possible. You cannot keep any animals in the Storage.



### Shelter

(Cost: 2 wood, 1 stone, Points: 0)

When you build the Shelter, immediately (and only once) take 1 animal of your choice (sheep, pig, cow, or horse) from the general supply and accommodate it on your farm (e.g., in the Shelter). You can keep at most 1 animal in the Shelter.



### Open Stable

(Cost: your choice of 3 wood or 3 stone; Points: 2)

The Open Stable upgrades a stall on your farm (including the Cow Stall or Pig Stall) and must be placed on the same farm space as the replaced stall. You may not build the Open Stable on a different farm space. Return the stall it replaces to the general supply. (That tile is again available to either player.) Then immediately (and only once) take either 1 cow or 1 horse from the general supply and accommodate it on your farm (or let it run away). You can keep up to 5 animals of the same type in the Open Stable.

**Note:** Even though it acts as a stable, you cannot build the Open Stable on the "Stables" action space, but only on the "Special Building" action spaces.

## SPECIAL BUILDINGS



### Animal Trader

(Cost: 2 wood, 2 reed; Points: 3)

At any time and any number of times during the work phase, you can exchange 2 animals of different types for 1 animal of another type. (You may not do this during the breeding phase to make room for newborns.) You can keep up to 2 animals of the same type on the Animal Trader.



### Assembly Hall

(Cost: 3 wood, 1 reed; Points: 2)

At any time and any number of times during the game (even outside the work phase), you can give your opponent an unused border from your personal supply (not from your farm board), which they must place in their personal supply. If you do, you can immediately build another one of your unused borders at no cost. You cannot keep any animals in the Assembly Hall.



### Barn

(Cost: 3 wood; Points: 0)

After you build the Barn, you can immediately (and only once) upgrade the next stall you build (including the Cow Stall or Pig Stall) into a stable at no additional cost. (This also applies if the next stable you build is obtained from the effect of a special building, e.g., Building Firm.) If you decline the free upgrade, you may not use it on a later stall. You can keep at most 1 animal in the Barn.

**Note:** Even though the Barn has a wood roof like a stable, it is not considered a stable.



### Breeding Station

(Cost: 2 wood, 3 stone; Points: 0)

After the breeding phase of round 8, only you get an additional breeding phase. (In other words, your animals breed twice in the final round. Special building effects that trigger on the breeding phase trigger twice; see below.) You can keep up to 2 animals of the same type in the Breeding Station.

### Interactions with other special buildings:

- **Home Workshop:** You can build another Stall before the second breeding phase. (You may not instead build two stalls before the first breeding phase.)
- **Joinery:** You can build another feeding trough before the second breeding phase. (You may not instead build two feeding troughs before the first breeding phase.)
- **Ranch:** You can place another border if your horses breed again. (You may not instead place two borders during the first breeding phase.)
- **Rearing Station:** You must empty the Rearing Station again before the second breeding phase.
- **Trading Station:** You can acquire another animal for 2 different building resources (which may be the same as before) before the second breeding phase.



### Building Firm

(Cost: 2 wood, 1 stone; Points: 2)

At any time and any number of times during the game (even outside the work phase), you can pay 2 stone to replace a feeding trough on your farm that is not inside a building with a regular stall (not the Cow Stall or Pig Stall). The stall must be placed on the same farm space as the replaced feeding trough. (You are allowed to replace a feeding trough in a pasture.) You cannot use the Building Firm effect if there are no stalls left in the general supply. You cannot keep any animals in the Building Firm.



### Byre Dwelling

(Cost: 3 wood, 3 stone, 1 reed; Points: 3)

The Byre Dwelling upgrades the Cottage and must be built over it. You may not build the Byre Dwelling on a different farm space. You can keep up to 4 animals of the same type in the Byre Dwelling.

- Note:**
- There are a total of three Cottage upgrades: Byre Dwelling, Half-Timbered House, and Log House. Each of these can only upgrade the Cottage but not one another. An overbuilt Cottage does not count for any effect.
  - Even though the Byre Dwelling has a reed roof like a stall, it is not considered a stall.



### Carpenter

(Cost: 1 wood, 1 stone; Points: 1)

At any time and any number of times during the game (even outside the work phase), you can relocate the feeding troughs and stalls on your farm (including the Cow Stall and Pig Stall, but not stables). Your animals do not run away in the process, unless you end up with less room for them afterward. You cannot keep any animals on the Carpenter.



### Cattle Farm

(Cost: 2 wood, 2 stone; Points: 1)

Each time you add a farm expansion to your board (via the "Expand" action space or the Country House), you can exchange either 1 sheep, 1 pig, or 1 horse from your farm for 1 cow, which you must accommodate on your farm immediately. You can keep up to 3 cows (but no other animal) in the Cattle Farm.



### Cattle Market

(Cost: 4 wood, 1 stone; Points: 2)

At any time and any number of times during the game (even outside the work phase), you can exchange 1 reed from your personal supply for 1 animal of your choice, which you must accommodate on your farm immediately. You can keep up to 2 animals of the same type on the Cattle Market.



### Conservatory

(Cost: 1 stone; Points: 1)

After you build the Conservatory, you can immediately (and only once) build another special building by paying its cost. If you do, you must place that special building orthogonally adjacent to the Conservatory. You can keep at most 1 sheep (but no other animal) in the Conservatory.

Note: You are allowed to build the Cottage Extension with this. (See the Cottage Extension entry for details.)



### Corner House

(Cost: 2 stone, 1 reed; Points: 4)

The Corner House must be built in one of the four corners of your farm. You may not build the Corner House on a different farm space. Once built, you may no longer add farm expansions to your board. (When you use the "Expand" action space, you only get the borders. When you build the Country House, you only get the cow.) As compensation, the Corner House is worth 4 points. You can keep up to 3 animals of the same type in the Corner House.



### Cottage Extension

(Cost: 1 wood; Points: 4)

The Cottage Extension must be built on the second turn in round 1. You may not build the Cottage Extension later. (You should collect wood on your first turn if you want to build it.) When you build the Cottage Extension, you must place it orthogonally adjacent to your Cottage. You may not build the Cottage Extension on a different farm space. Once built, for the remainder of the game, you must

build all buildings in a cluster, placing any new stall or special building orthogonally adjacent to an existing building (stall, stable, or special building, including the preprinted Cottage). As compensation, the Cottage Extension is worth 4 points. You can keep up to 3 animals of the same type in the Cottage Extension.

### Interactions with other special buildings:

- **Carpenter:** You may not relocate a stall if this would result in one or more buildings being separated from the cluster.
- **Cottage Extension:** You are allowed to build the Cottage Extension with the Conservatory, if this happens on your second turn in round 1. To do so, you must place the Cottage Extension adjacent to both your Cottage and the Conservatory.



### Country House

(Cost: 3 wood, 3 stone; Points: 1)

When you build the Country House, immediately (and only once) take 1 cow from the general supply and accommodate it on your farm (e.g., in the Country House). Additionally, immediately (and only once) add a farm expansion to your board, if any remain. You can keep up to 3 animals of the same type in the Country House.

- Note:
- You must place the Country House before you add the farm expansion. You cannot place the Country House on the farm expansion you gain from it.
  - Even though the Country House has a wood roof like a stable, it is not considered a stable.



### Cow Stall

(Cost: 4 wood, 1 reed, Points: 0 or 4)

When you build the Cow Stall, immediately (and only once) take 1 cow from the general supply and accommodate it on your farm (e.g., in the Cow Stall). During scoring, the Cow Stall is worth 4 points if you then have at least 11 cows. The Cow Stall scores no points if you have 10 or fewer cows. You can keep up to 3 cows (but no other animal) in the Cow Stall.

The Cow Stall is considered a stall and can be upgraded to a stable. If you upgrade the Cow Stall to a stable on the "Stables" action space, replace the Cow Stall with a stable from the general supply. You cannot upgrade the Cow Stall if there are no "Stall/Stable" tiles left. Alternatively, you can upgrade the Cow Stall to the Open Stable on the "Special Building" action space, if the Open Stable is still available. In any case, return the Cow Stall to the general supply. You do not get any points from the Cow Stall if you upgrade it (unless you build it again later).



### Dairy Farm

(Cost: 3 wood, 1 reed; Points: 3)

The Dairy Farm allows you to keep 2 cows in each unused farm space that is orthogonally adjacent to the Dairy Farm. (See "Game End and Scoring" on page 8 for details on when a farm space is considered unused.) You can keep up to 2 cows (but no other animal) in the Dairy Farm itself.

- Note:
- There are four special buildings that allow you to keep animals in unused farm spaces: Dairy Farm, Dog House, Stud, and Wild Boar Pen. Their effects stack.
  - A farm space with Dairy Farm cows is still considered unused.



### Dog House

(Cost: 1 wood; Points: 0)

The Dog House allows you to keep 1 sheep in each unused farm space in the middle and bottom row of your farm. (These two rows do not border the forest. See "Game End and Scoring" on page 8 for details on when a farm space is considered unused.) You cannot keep any animals in the Dog House itself.

- Note:
- There are four special buildings that allow you to keep animals in unused farm spaces: Dairy Farm, Dog House, Stud, and Wild Boar Pen. Their effects stack.
  - A farm space with Dog House sheep is still considered unused.



### Duck Pond

(Cost: —; Points: 1)

The Duck Pond requires you have 6 (or more) unused farm spaces. (See "Game End and Scoring" on page 8 for details on when a farm space is considered unused.) You may not build the Duck Pond if you have 5 or fewer unused farm spaces. (The spaces are counted before you place the Duck Pond.) Building the Duck Pond does not cost any building resources. When you build the

Duck Pond, immediately (and only once) take 1 reed from the general supply and place it in your personal supply. You cannot keep any animals in the Duck Pond (except for ducks, which are not included in this game. ☺).



### Estate

(Cost: 2 stone, 1 reed; Points: 0 or 3)

When you build the Estate, immediately (and only once) take 1 horse from the general supply and accommodate it on your farm (e.g., in the Estate). During scoring, the Estate is worth 3 points if you then have at least 5 special buildings (including the Estate and the preprinted Cottage; stalls and stables do not count). The Estate scores no points if you have 4 or fewer special buildings. You can keep up to 2 horses (but no other animal) in the Estate.

- Note:
- If you build the Byre Dwelling, Half-Timbered House, or Log House over the Cottage, the Cottage does not count for the Estate but the upgrade does.
  - Even though the Estate has a reed roof like a stall, it is not considered a stall.



### Farm Shop

(Cost: 1 wood; Points: 0)

The Farm Shop must be built in the bottom row of your farm. (This row borders the road.) You may not build the Farm Shop on a different farm space. When you build the Farm Shop, immediately (and only once) take 1 building resource of your choice from the general supply and place it in your personal supply. Additionally, immediately (and only once) take 1 animal of your choice from the general supply and accommodate it on your farm (e.g., in the Farm Shop, in case you take a sheep). You can keep at most 1 sheep (but no other animal) in the Farm Shop.



### Farm Well

(Cost: 1 wood, 2 stone; Points: 0)

At the start of rounds 6, 7, and 8, before the start player takes their first action, take 1 feeding trough from the general supply, if any remain, and place it on your farm at no cost. If you build the Farm Well in rounds 6, 7, or 8, you will not get the feeding trough of that or a previous round retroactively. You cannot keep any animals in the Farm Well.



### Feed Storehouse

(Cost: 1 wood, 1 reed; Points: 0 or 3)

When you build the Feed Storehouse, immediately (and only once) take 1 feeding trough from the general supply, if any remain, and place it on your farm at no cost. During Scoring, the Feed Storehouse is worth 3 points if you then have at least 5 feeding troughs. The Feed Storehouse scores no points if you have 4 or fewer feeding troughs. You cannot keep any animals in the Feed Storehouse.



### Feeding Station

(Cost: 2 wood; Points: 0)

The Feeding Station increases the capacity of your pastures without a feeding trough by 1 animal. (Consequently, a size one pasture can hold 3 animals, a size two pasture 5 animals, and so on. This applies to all of your existing and future pastures.) You can keep at most 1 animal in the Feeding Station itself.



### Fence Builder

(Cost: 1 stone, 1 reed; Points: 0)

After you build the Fence Builder, you can immediately (and only once) build any number of borders from your personal supply for 1 wood each. (This effect does not require a worker, as the "Fences" action space would.) You can keep at most 1 animal on the Fence Builder.



### Fertility Center

(Cost: 2 stone; Points: 0)

The Fertility Center changes how animals breed for you: Each breeding phase, you only need 1 animal of a type to get a newborn of that type. (You do not get any newborns of types that you do not have. You can still only get at most one newborn per type.) You cannot keep any animals in the Fertility Center.



### Flooring Expert

(Cost: 1 stone, 1 reed; Points: 0)

When you build the Flooring Expert, immediately (and only once) take either 1 pig or 1 cow from the general supply and accommodate it on your farm (or let it run away). You cannot keep any animals on the Flooring Expert.

Note: Even though the Flooring Expert has a reed roof like a stall, it is not considered a stall.



### Fodder Beet Field

(Cost: —; Points: 0)

The Fodder Beet Field requires you have at least one pair of each type of animal (2 sheep, 2 pigs, 2 cows, and 2 horses). (You may keep the animals.) You may not build the Fodder Beet Field if you have only one animal of any given type or if you are missing a type. (You must have the animals before you get additional animals from the Fodder Beet Field.) The Fodder Beet Field does not cost any building resources. When

you build the Fodder Beet Field, immediately (and only once) take 1 sheep, 1 pig, 1 cow, and 1 horse from the general supply and accommodate the animals on your farm (or let them run away). You cannot keep any animals in the Fodder Beet Field.



### Hay Rack

(Cost: 3 wood, 1 reed; Points: 0)

When you build the Hay Rack, immediately (and only once) take 1 sheep, 1 cow, and 1 horse from the general supply and accommodate the animals on your farm (or let them run away). You cannot keep any animals in the Hay Rack.

Note: Even though the Hay Rack has a reed roof like a stall, it is not considered a stall.



### Hayrick

(Cost: —; Points: 1)

The Hayrick does not cost any building resources. It adds an alternative effect to all of your stables (including the Open Stable). Instead of keeping up to 5 animals of one type in a stable, you may alternatively keep up to 3 animals of one type and up to 3 additional animals of another type. (You may not keep 6 animals of one type.) A feeding trough doubles both values, allowing you to keep up to 6 animals

of one type and up to 6 animals of another type (or the usual up to 10 animals of one type). You cannot keep any animals in the Hayrick itself.



### Home Depot

(Cost: 2 stone; Points: 1)

After you build the Home Depot, each time you use the "Building Resources" action space (where you get 1 wood, 1 stone, and 1 reed), you can also immediately take 1 wood from the "3 wood" action space and place it in your personal supply. If there is no wood on the "3 wood" action space, you do not get the additional wood. You can keep at most 1 horse (but no other animal) in the Home Depot.



### Home Workshop

(Cost: 2 wood, 1 reed; Points: 1)

After you build the Home Workshop, immediately before each breeding phase (including the breeding phase of the round in which you build the Home Workshop), you can pay 3 stone and 1 reed to build exactly 1 stall, as you would on the "Stall" action space. (This happens outside the work phase and does not require a worker. You can use the newly gained stall in that breeding phase already.) You cannot keep any animals in the Home Workshop.



### Inn

(Cost: 2 stone, 1 pig, 1 cow; Points: 4)

The Inn is the only special building that costs animals to build. When you build the Inn, immediately (and only once) take 1 horse from the general supply and accommodate it on your farm (or let it run away). You can keep up to 2 pigs (but no other animal) in the Inn.



### Joinery

(Cost: 1 stone, 1 reed; Points: 0)

After you build the Joinery, immediately before each breeding phase (including the breeding phase of the round in which you build the Joinery), you can pay 2 wood to build exactly 1 feeding trough, if any remain. (This does not require a worker. You can use the newly gained feeding trough in that breeding phase already.) You cannot keep any animals in the Joinery.



### Large Extension

(Cost: 3 wood; Points: 2 per adjacent building)

During scoring, the Large Extension is worth 2 points per orthogonally adjacent building (stall, stable, or special building, including the preprinted Cottage). You can keep up to 2 animals of the same type in the Large Extension.

- Note:
- If the Large Extension is adjacent to a Cottage upgrade (Byre Dwelling, Half-Timbered House, or Log House), you do not get an additional 2 points for the overbuilt Cottage but only for the upgrade.
  - Diagonally adjacent buildings do not count. You can get at most 8 points from the Large Extension.
  - If you build the Large Extension and Small Extension next to each other, they each will score 2 points for one another.



### Log House

(Cost: 2 wood, 1 reed; Points: 0 or 4)

The Log House upgrades the Cottage and must be built over it. You may not build the Log House on a different farm space. During scoring, the Log House is worth 4 points if you then have at least 4 wood left in your personal supply. The Log House scores no points if you have 3 or fewer wood. You can keep up to 4 animals of the same type in the Log House.

- Note:
- There are a total of three Cottage upgrades: Byre Dwelling, Half-Timbered House, and Log House. Each of these can only upgrade the Cottage but not one another. An overbuilt Cottage does not count for any effects.
  - You may score the same wood for both the Log House and the Storage.



### Manor

(Cost: 1 wood, 3 stone; Points: 5 or less)

During scoring, the Manor is worth 7 points minus 2 points per building (stall, stable, or special building) in the bottom row of your farm (this row borders the road), including the preprinted Cottage. (Thus, the Manor can be worth at most 5 points.) You can keep up to 2 animals of the same type in the Manor.

- Note:
- If you build the Byre Dwelling, Half-Timbered House, or Log House over your Cottage, the Cottage does not count against the Manor but the upgrade does.
  - The Manor is worth negative points if you have 4 or more buildings in the bottom row.
  - Even though the Manor has a wood roof like a stable, it is not considered a stable.



### Materials Outlet

(Cost: 1 reed; Points: 7)

The Materials Outlet upgrades a regular stable (not the Open Stable) on your farm and must be placed on the same farm space as the replaced stable. You may not build it on a different farm space. Return the stable it replaces to the general supply. (That tile is again available, as a stall, to either player.) Then immediately (and only once) take 4 wood and 3 stone from the general supply and place the building resources in your personal supply. You can keep at most 1 horse (but no other animal) in the Materials Outlet.

- Note:
- Be aware that you lose a lot of holding capacity by replacing a stable (which can hold 5 animals) with the Materials Outlet (which can only hold 1 horse).
  - Even though the Materials Outlet has a reed roof like a stall, it is not considered a stall.



### Office

(Cost: 2 wood, 2 stone; Points: 6 or less)

During scoring, the Office is worth 6 points minus 2 points per building (stall, stable, or special building) in the top row of your farm (this row borders the forest). You can keep up to 2 horses (but no other animal) in the Office.

- Note:
- The Office is worth negative points if you have 4 or more buildings in the top row.
  - Even though the Office has a wood roof like a stable, it is not considered a stable.



### Organic Farm

(Cost: 2 wood, 3 stone, 1 reed; Points: 4)

When you build the Organic Farm, immediately (and only once) add 1 animal of the same type from the general supply to each pasture containing exactly 1 animal. (This effect does not apply to buildings containing 1 animal.) You cannot keep any animals on the Organic Farm.



### Pen

(Cost: 2 wood; Points: 0)

During scoring, the animals in the Pen do not count. (You do not get any points or bonus points for them.) You can keep up to 4 animals of the same type in the Pen.

Note: Despite the name, the Pen is not considered a pasture.



### Pig Stall

(Cost: 4 wood, 1 reed; Points: 0 or 4)

When you build the Pig Stall, immediately (and only once) take 1 pig from the general supply and accommodate it on your farm (e.g., in the Pig Stall). During scoring, the Pig Stall is worth 4 points if you then have at least 13 pigs. The Pig Stall scores no points if you have 12 or fewer pigs. You can keep up to 3 pigs (but no other animal) in the Pig Stall.



### Ranch

(Cost: 2 wood, 3 stone; Points: 2)

After you build the Ranch, each time you get a newborn horse during the breeding phase, you can immediately (and only once) place 1 border from your personal supply on your farm at no cost. You may place the border before accommodating the newborn horse. If you cannot accommodate it, you may not place the border. You can keep up to 2 horses (but no other animal) on the Ranch.



### Rearing Station

(Cost: 2 wood, 1 reed; Points: 1)

You can keep at most 1 sheep, 1 pig, 1 cow, and 1 horse in the Rearing Station. At the start of each breeding phase, you must remove all the animals from the Rearing Station and accommodate them elsewhere on your farm (or let them run away). The emptied Rearing Station can then take in all newborn animals of that breeding phase.

Note: The Rearing Station must be emptied of all animals even if you do not get a newborn of one or more types.



### Reed Hut

(Cost: 1 wood, 3 reed; Points: 0)

When you build the Reed Hut, you immediately (and only once) get the 3 reed you paid back. (You must have 3 reed before you build the Reed Hut.) You can keep up to 3 animals of the same type in the Reed Hut.

Note: Even though the Reed Hut has a reed roof like a stall, it is not considered a stall.



### Sawmill

(Cost: 5 stone; Points: 4)

After you build the Sawmill, you pay 1 less wood for every new feeding trough, stable, or special building with a wood cost. (This also applies to feeding troughs and special buildings built via a special building, e.g., Conservatory, Joinery, and Servant's Cottage.) You cannot keep any animals in the Sawmill.



### Servant's Hut

(Cost: 2 wood; Points: 0)

When you build the Servant's Hut, you can immediately (and only once) place 2 borders from your personal supply on your farm at no cost. Additionally, you can immediately (and only once) pay 2 wood to place a feeding trough on your farm. You can keep at most 1 animal in the Servant's Hut.



### Small Extension

(Cost: 1 stone; Points: 2 per adjacent building)

During scoring, the Small Extension is worth 2 points per orthogonally adjacent building (stall, stable, or special building, including the preprinted Cottage). You can keep up to 2 animals of the same type in the Small Extension.

Note: • If the Small Extension is adjacent to a Cottage upgrade (Byre Dwelling, Half-Timbered House, or Log House), you do not get an additional 2 points for the overbuilt Cottage but only for the upgrade.  
• Diagonally adjacent buildings do not count. You can get at most 8 points from the Small Extension.  
• If you build the Small Extension and Large Extension next to each other, they each will score 2 points for one another.



### Steward's Office

(Cost: 4 wood, 3 stone, 2 reed; Points: -3)

After you build the Steward's Office, at the end of each work phase (including the work phase in which you build the Steward's Office), after all workers have been placed, you can use an unoccupied action space, without placing a worker. (You will, thus, have four turns each round. This is why the Steward's Office is worth -3 points.) You can keep at most 1 animal in the Steward's Office.



### Stone Carver

(Cost: 5 wood; Points: 2 per stone on this building)

After you build the Stone Carver, at the end of each round (including the round in which you build the Stone Carver), you can place 1 stone from your personal supply on the Stone Carver tile. Stone placed on the Stone Carver remains there until the end of the game. (You cannot take it back, nor use it for any other purpose.) During scoring, the Stone Carver is worth 2 points for each stone on the tile. You cannot keep any animals on the Stone Carver.

Note: You can get at most 14 points from the Stone Carver if you build it as early as round 2 and place a stone on the Stone Carver every round.



### Stud

(Cost: 1 wood, 3 stone, 1 reed; Points: 3)

The Stud allows you to keep 2 horses in each unused farm space that is orthogonally adjacent to the Stud. (See "Game End and Scoring" on page 8 for details on when a farm space is considered unused.) You can keep 2 horses (but no other animal) in the Stud itself.

Note: • There are four special buildings that allow you to keep animals in unused farm spaces: Dairy Farm, Dog House, Stud, and Wild Boar Pen. Their effects stack.  
• A farm space with Stud horses is still considered unused.



### Timber Shop

(Cost: 2 stone; Points: 1)

After you build the Timber Shop, each time the top four action spaces ("Start player and 1 wood", "3 wood", "1 stone", and "2 stone") are all occupied, immediately (and only once per round) take 3 wood from the general supply and place them in your personal supply. You get the wood as soon as the fourth action space is occupied. You cannot keep any animals in the Timber Shop.



### Trading Station

(Cost: 1 wood, 2 stone; Points: 1)

After you build the Trading Station, immediately before each breeding phase (including the breeding phase of the round in which you build the Trading Station), you can pay 2 different building resources to get exactly 1 animal of your choice from the general supply, which you must accommodate on your farm immediately (or let it run away). You can keep at most 1 cow (but no other animal) in the Trading Station.



### Wild Boar Pen

(Cost: 2 wood; Points: 0)

The Wild Boar Pen allows you to keep 1 pig in each unused farm space in the top row of your farm. (This row borders the forest. See "Game End and Scoring" on page 8 for details on when a farm space is considered unused.) You can keep up to 2 pigs (but no other animal) in the Wild Boar Pen itself.

Note: • There are four special buildings that allow you to keep animals in unused farm spaces: Dairy Farm, Dog House, Stud, and Wild Boar Pen. Their effects stack.  
• A farm space with Wild Boar Pen pigs is still considered unused.  
• Despite the name, the Wild Boar Pen is not considered a pasture.



### Woodshop

(Cost: 2 wood, 2 stone; Points: 1)

After you build the Workshop, for the remainder of the game, you can immediately build every new border you get (via the "Expand" action space or a special building) at no cost. You can keep up to 2 animals of the same type in the Woodshop.



### Workshop

(Cost: 2 wood, 1 stone; Points: 2)

After you build the Workshop, each time you take the "Stall" action (via the "Stall" action space or the Home Workshop), you can immediately (and only once per "Stall" action) place up to 2 borders from your personal supply on your farm at no cost. You can keep at most 1 animal in the Workshop.