

Agricola Expansion: Regriculous

This expansion contains 21 Minor Improvements for Agricola. It was designed by Mike Young. It is a kinda funny parody expansion for Agricola that uses popular and infamous games as inspiration. Go to <http://www.intink.com> for more free games.

Agricola by Uwe Rosenberg and is available from Lookout Games and in English from Z-Man Games. Used with permission as long as we didn't make them look too much like official cards. Regriculous uses the likenesses of other games, and those games are © and ™ their individual publishers and we didn't ask permission at all to use the art.



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To Prepare

Print out the cards at the bottom of this document onto cardstock. Ideally, you should print or glue the normal card backs onto these cards. You are on your own to obtain card backs to print out. Cut them out so they are the same shape and/or size as the normal cards in the game.

Adding The Cards To The Game

When dealing the players Minor Improvements, deal each player 1 fewer Minor Improvements and 1 Regriculous Minor Improvement. No player should be dealt more than one Regriculous Minor Improvement, but I suppose they could be drafted away. These Minors are played just like any other Minor Improvement.

New Cards



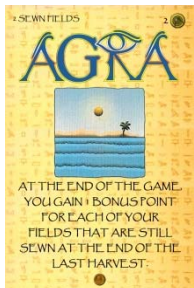
1 Wonder of Agricola (A)

No cost to play the card. Stages must be built in order from left to right. You may only build one stage per harvest. The first stage costs 1 wood and is worth 1 point. The second costs 2 stone and lets you build a major improvement immediately without paying its cost. The third stage costs a stone and reed and is worth an additional 3 points for a total of 4.



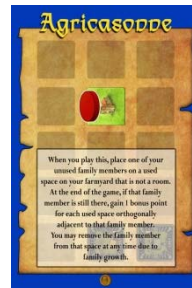
A G R

Costs one food to play. Worth 1 point. If the player rolls 4-6, this card has no effect. Yes, you have to roll too.



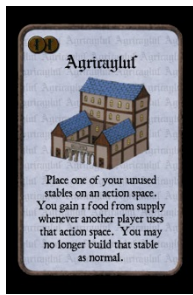
AGRA

Costs 2 food and requires 2 sewn fields to play. The fields must be actual fields on your farm (not improvement fields) and may be sewn with anything you could legitimately sew on them.



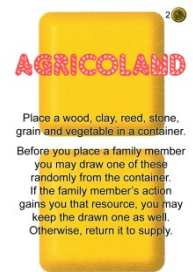
Agricasonne

No cost to play this card. The family member placed on the space is unused and may not take actions. If the family member enters play due to family growth, you gain no bonus points from this card.



Agricayluf

Costs 2 wood to play. You only gain food when an opponent uses the space. You may no longer build the stable used by this card.



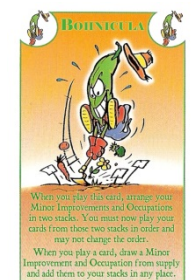
Agricoland

Costs 2 food to play. You may examine the contents of the container at any time, except when drawing randomly.



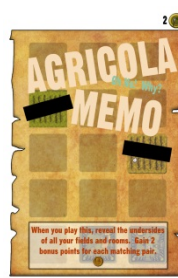
Agricominion

Costs 2 wood to play.



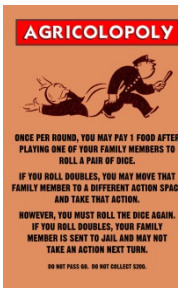
Bohnicula

No cost. Improvements go in one stack, occupations in the other. The stacks are independent of each other and do not affect each others' order to play. Playing a card could mean a Major or Minor Improvement, an Occupation, or Bohnicula itself, but not a Special Action card from Farmers of the Moor.



Agricola Memo

Costs 2 food to play. The images on the undersides of the tiles must match exactly, not just be the same kind of tile. Each tile may only be used once to make a pair. You may choose which tiles to take when you build rooms and plow fields, but you may not choose your starting tiles.



Agricolopoly

No cost to play. You may only move family members to spaces that would be valid to play. If your family member is sent to jail, then you must skip your next turn (placing a family member), but you still get to place all your family members that round. If you move your family member off of Starting Player and someone else takes it, then that person becomes starting player. If you move your family member off Family Growth, move the child with your family member.



BoardGameGric

Costs a wood and a clay to play. You may choose which tiles to take when you build rooms, but you may not choose your starting tiles.



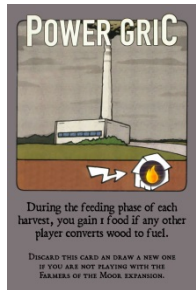
Gric Tac Toe

Costs one stone to play. Worth 3 points. You may also play this if you have more than 3 in a row, or if you have both 3 stables and 3 fields in a row.



Le Gric

Costs 2 Clay. Worth 1 point. Grain must be in your personal supply, not on your fields.



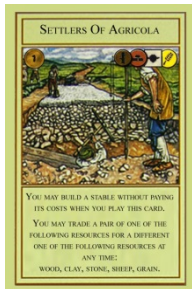
Power Gric

No cost to play. If you are not playing with the Farmers of the Moor expansion, discard this card and draw a new one.



Race For The Gricola

Costs 1 Stone. If it matters, the players build their improvements in turn order.



Settlers of Agricola

Cost 1 wood, clay, sheep, grain. Worth 1 point.



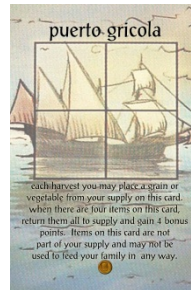
Through the Ageicula

No cost to play. You still need to pay any additional costs for the occupations you play. Continuing effects from Occupations removed from the game are immediately cancelled.



Old GricDonald

If you are not playing with all three of the E,I, and O decks, you may discard this card when you are dealt it and draw a new Regriculous card to replace it. Worth 10 points. Yes, it does cause the game to end early.



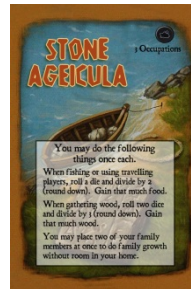
Puerto Gricola

No cost to play. You may only place one resource per harvest on the card. You may place resources on the card in harvests after you have returned four for bonus points.



The Scepter of Agricola

Costs 3 Food. Requires 1 Occupation to play. Worth 1 point. If you move resources from this card to your supply, you no longer get the duplicates during your field phase.



Stone Ageicula

Cost 1 Stone. Requires 3 Occupations to play. Leave the food and wood on the card and gain your food and wood from supply instead of the food and wood on the card. The family members must be placed on a Family Growth space.

1

BUILD A MAJOR IMPROVEMENT WITHOUT PAYING 10 COST.

3

EACH HARVEST, YOU MAY BUILD ONE STAGE OF YOUR WONDER BY PAYING THE COST. YOU IMMEDIATELY GAIN THE EFFECT OF THE STAGE WHEN YOU BUILD IT. STAGES MUST BE BUILT IN ORDER FROM LEFT TO RIGHT.

1 WONDER OF AGRICOLA (A)

A

G

R

1

At the start of each Harvest, each player rolls a die (in turn order starting with First Player).


If they roll a...

- 1 - Pass 1 Building Resource (wood, clay, reed stone) if they have one to the left.
- 2 - Pass 1 Building Resource if they have one to the right.
- 3 - Pass 1 Building Resource if they have one to you.

2 SEWN FIELDS

2

AGRA



AT THE END OF THE GAME, YOU GAIN 1 BONUS POINT FOR EACH OF YOUR FIELDS THAT ARE STILL SEWN AT THE END OF THE LAST HARVEST.

Agricasoppe



When you play this, place one of your unused family members on a used space on your farmyard that is not a room.

At the end of the game, if that family member is still there, gain 1 bonus point for each used space orthogonally adjacent to that family member.

You may remove the family member from that space at any time due to family growth.

11


Aggricaylul




Place one of your unused stables on an action space. You gain 1 food from supply whenever another player uses that action space. You may no longer build that stable as normal.

2

AGRICOLA MEMO





When you play this, reveal the undersides of all your fields and rooms. Gain 2 bonus points for each matching pair.


2

AGRICOLAND

Place a wood, clay, reed, stone, grain and vegetable in a container.

Before you place a family member you may draw one of these randomly from the container. If the family member's action gains you that resource, you may keep the drawn one as well. Otherwise, return it to supply.

AGRICOLOPOLY



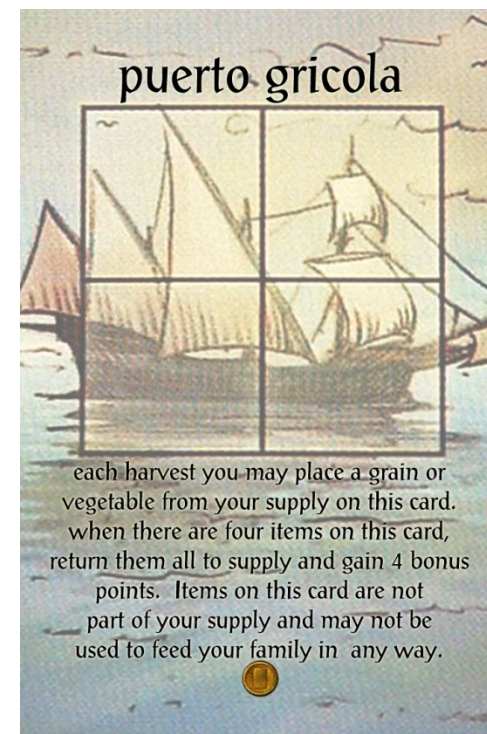
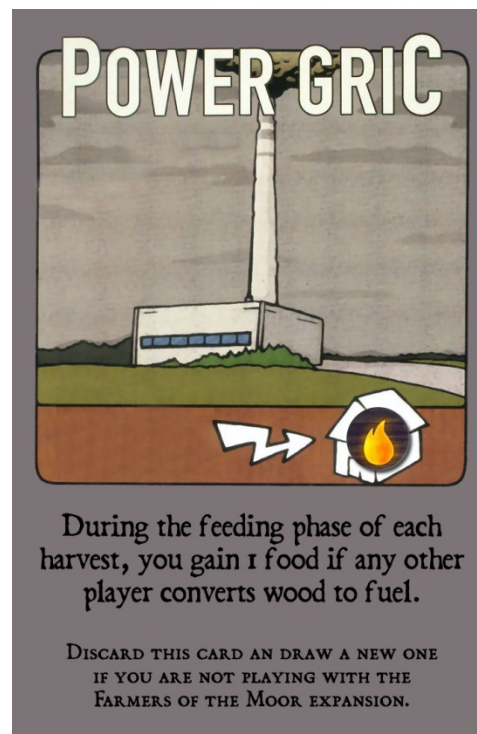
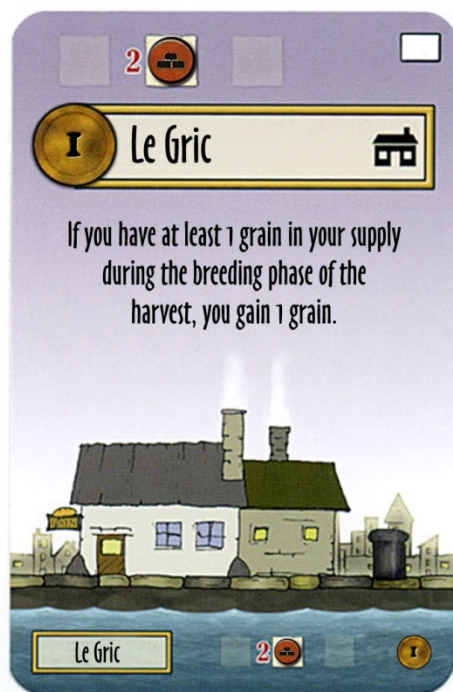
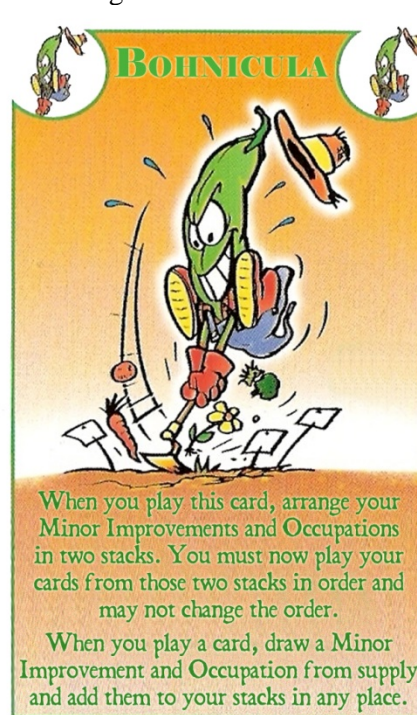
ONCE PER ROUND, YOU MAY PAY 1 FOOD AFTER PLAYING ONE OF YOUR FAMILY MEMBERS TO ROLL A PAIR OF DICE.

IF YOU ROLL DOUBLES, YOU MAY MOVE THAT FAMILY MEMBER TO A DIFFERENT ACTION SPACE AND TAKE THAT ACTION.

HOWEVER, YOU MUST ROLL THE DICE AGAIN. IF YOU ROLL DOUBLES, YOUR FAMILY MEMBER IS SENT TO JAIL AND MAY NOT TAKE AN ACTION NEXT TURN.

DO NOT PASS GO. DO NOT COLLECT \$200.

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