



AGRICOLA NORGE

Foreningen for oss som er glad i brettspillet Agricola



Bannede kort (spilles ikke med)

Kortene er bannet av forskjellige årsaker:

«For sterkt», «for svakt», «balanse», «King-making» og «duplikater» og andre årsaker

Ratcatcher
198

3+ E

In rounds 10 and 12, all other players may not place 1 of their family's Offspring* (if they have any). (You yourself may place all your Family members.) This card may only be played until the end of Round 9.

(*) Offspring are a player's 3rd, 4th and 5th Family members.

Taster
260

4+ J

Whenever another player is the Starting player, you can pay him/her 2 Food at the start of the round and be the first to place a Family member. After that, play starts with the Starting player as usual. (If you are the Starting player, you do not get any advantage.)

Wet Nurse
270

1+ K

Whenever you Build room(s), you may grow your family by up to the number of rooms that you build. This costs 1 Food per person. (The newborns are only available to take actions in the next round.)

Lover
291

3+ K

When you play this card, immediately carry out a "Family growth even without room" action (Similar to the Round card from Stage 3). Playing this card costs you an additional 4 Food.

Braggart
197

3+ E

At the end of the game, you receive 1/3/5/7/9 Bonus points for having 3/6/7/8/9+ Improvements in front of you.

Chamberlain
238

1+ J

At the start of Round n (or immediately, if you play this card after the start of Round n), turn over the Round cards for the remaining rounds. You (and only you) can use these actions immediately; the other players must wait until the appropriate round.

Field Worker
224

3+ J

Whenever another player Sows one or more fields, you receive 1 Grain in a 3-player game or 1 Food in a 4 or 5 player game.

Reed Buyer
251

4+ J

Whenever Reed is taken for the first time in a round, you may give the player who takes it 1 Food in exchange for 1 of the Reed. The other player receives an additional 1 Food from the supply as compensation. (The other player cannot refuse this exchange.) (If you are the first person to take Reed in a round, you do not get any advantage from the Reed Buyer.)

Stone Buyer
255

4+ J

Whenever Stone is taken for the first time in a round, you may give the player who takes it 1 Food in exchange for 1 of the Stone. The other player receives an additional 1 Food from the supply. (The other player cannot refuse this exchange.) (If you are the first player to take Stone in a round, you do not get any advantage from the Stone Buyer.)

Wood Buyer
234

3+ J

Whenever another player receives Wood from an action, you can buy 1 Wood from him/her for 1 Food (even without his/her agreement).

Corn Profiteer
239

4+ J

You can convert 1 Grain to 3 Food at any time. Any other player can stop this by paying you 2 Food to buy the Grain for himself. If more than one player offers, you choose one of them.

Harvest Helper
227

3+ J

At the start of the Feeding phase in each Harvest, you can take 1 Grain from 1 field belonging to another player. That player receives 2 Food from the supply.

Turner
158

3+ E

At any time, you can use the Turner to convert any number of Wood to 1 Food each.

Smallholder
286

1+ K

Your pastures that can hold up to 2 animals can hold 3 animals. Also, while you have at most 2 Fields, add 1 extra Grain or Vegetable when you Sow.



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Gleaner



1+

You receive 1 building resource of your choice whenever you harvest the last good on a Field.

Groupie



4+

Whenever another player uses the "Traveling Players" action on an Action space, you may immediately afterward place 2 Food on that Action space to receive a Guest token to place once that round as you would a person.

Jeweler



3+

In the Field phase of each Harvest you may exchange exactly 2 stone for 1 Bonus Point and 3 Food.

Kelp Gatherer



4+

Whenever another player uses the "Fishing" Action space, they receive 1 additional Food and you receive 1 Vegetable.

Pasture Lover



1+

If there are 2/3/5 pastures on your farm, you may pay 2/3/4 fewer building resources of your choice for each new Wooden room.

Chimney Sweep



4+

Immediately when playing Chimney Sweep and whenever you use the "Day Laborer" Action space, you receive 1 additional Food for every player with an Oven and 1 additional Food for every player with a Stone house.

Barbecue Man



1+

At any time, you may pay 1 Wood to gain the ability to convert animals and Vegetables to Food for the rest of the round. Take 2 Food for each Sheep, 3 Food for each Wild boar or Vegetable, and 4 Food for each Cattle.


Midnight Fencer



4+

At the start of the final Harvest, you may take up to 2 of each other player's unused fences and build them on your farm without paying Wood. (After you do this, your farm may have more than 8 built fences.)

Old Miser



4+

In the Feeding phase of each Harvest, each of your Family members (including newborns) requires 1 Food less. At the end of the game, you only score 2 Bonus points for each Family member (instead of 3).

Paleontologist



1+

On this card you can hold 2 Animals of your choice for every complete harvest remaining.


Kosher Butcher



1+

You may not convert Wild boar to Food. For every Sheep or Cattle you convert to Food, you receive 1 additional Food.

Banker



3+

Immediately place a marker on 1 Action space of your choice. At the start of each round, move the marker to an orthogonally adjacent Action space. Whenever anyone uses that Action space that provides Goods with the marker on it, they receive 1 additional Good provided.

Cooking Instructor



3+

Whenever another player builds an Improvement, you may immediately convert 1 Good to Food allowed by that Improvement, which may include Baking bread.

Dentist



1+

When you play this card and at the end of each Harvest, you may place 1 Wood on this card from your supply. At the start of each Harvest, you receive 1 Food for every Wood on this card.



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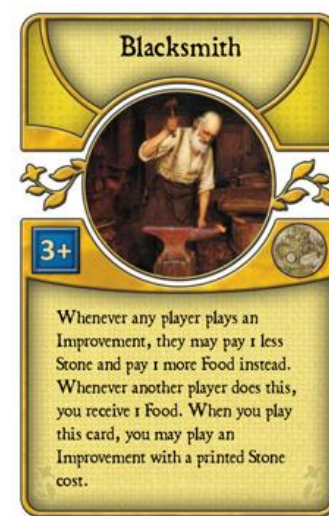
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Paper Oven 2

1

Whenever you take the "Bake bread" action, you can pay 1 Reed to use the Paper Oven to turn exactly 1 Grain into 6 food. When you play this card, you can immediately take the "Bake bread" action.

Pumpkin Trellis 3

2 Vegetable Fields

1

You may immediately take a "Build fences" action. If there are 1/2/3+ complete rounds left to be played, you may build 3/6/9 fences at no cost.

Reed Hut 1

4

1

K

Place one Family member token that you have not yet brought into the game onto this card, where it will live for the rest of the game. It can be used to take actions (starting from the round when you play this card) and must be fed, but it is not worth any points while living in the Reed Hut. (You can move this person into your home later, using a "Family growth" action.)

Basket 1

E

Whenever you use a person's action to take Wood from an Action space, you can leave 2 of the Wood on the Action space and receive 3 Food in exchange.

Slaughterhouse 2

2

2

J

Whenever another player turns 1 or more animals into Food, you receive 1 Food from the supply. During the Feeding phase of the Harvest, you are the last player to take a turn (so you can benefit if other players slaughter). (If you slaughter, you receive no advantage.)

Sleight of Hand 3

Occupations

1

When you play this card, you may return up to 4 building resources in exchange for the same amount of building resources of your choice.

Sunflower Farm 1

2 empty fields

1

At the end of game, if you harvest at least 4 Grain during the final Harvest, you receive 1 Bonus Point per harvested Grain.

Water Mill 1

2

1

1

1

2

2

1

After the Field phase of a Harvest, each player can use the Water Mill to convert up to 1 Grain to 3 Food. Each player that uses the Water Mill must give you 1 of the Food.

Windmill 3

1

1

2

E

At any time, you can convert Grain to 2 Food (without having to Bake bread).

Wooden Hut Extension 1

5

1

J

When you play this card, immediately extend your Wooden hut by 1 room. (The room does not cost anything, but you must pay the cost shown to play this card.)

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

Working Gloves

1

K

If you have no Occupation in play when you play this card, you receive 1 Food. Whenever you play an Occupation, you may pay any 1 building resource instead of up to 2 of the required Food.

Flail 1

1

Occupation

1

K

Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" actions, you can also take the "Bake bread" action.

Corn Storehouse 2

2

2

1

1

J

Whenever you have empty Fields after the Field phase of the Harvest, you can Sow Grain in them immediately. Place 1 fewer Grain from the Supply on these fields.



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Necklace 1 Occupation 1

Anne d'Austriche

FR

Whenever at the end of a Work phase, you have at least 2 Family members occupying 2 orthogonally adjacent Action spaces, you receive 1 Food.

DUPLICATE

Badger 1

Person's Public Domain, Wildlife

FR

Immediately place a marker on an Action space of your choice. At the start of each round, you must move it to an orthogonally adjacent revealed Action space. Any player that uses that space also receives 1 Food.

DUPLICATE

Shepherd's Pipe 1 Sheep

E

You can hold up to 2 additional Sheep in each of the pastures where you keep Sheep. You can keep up to 2 Sheep in each unfenced stable.

DUPLICATE

Birth Well 1

Return The Well

If you play this card in Round 5 or after, you may immediately take a "Family Growth" action even without room.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND

Boarding School 2

1

The next time you use "Family growth", you may add 3 to the current round and place your newborn on the corresponding Round space. If you do, at the start of that round, place the offspring as an adult in your home even without room and play up to 2 Occupations for free.

Borrowed Plow 3

3 Occupations and 1 Wood

Immediately plow 2 Fields and pay 1 Wood to the player on your right.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND

Alchemist's Lab 3 Occupations

1

This card is an additional Action space for all players. Any player who uses this Action space must pay you 1 Food to receive 1 building resource of every type that they already have in their supply.

Guest Plow 1

Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional Field for each of your empty Rooms.

Guest Room 4 1

1

Immediately place as much Food as you choose from your personal supply on this card. At the start of each round, you may discard 1 Food from this card for a Guest token which you place that round as you would a Family member.

Ox Goad 1

3 Occupations

1

Whenever you receive Cattle from an Action space, you may pay 2 Food to Plow 1 field.

Heavy Plow 2

Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional field for every 2 Cattle you have.

Alchemist's Lab 3 Occupations

1

This card is an additional Action space for all players. Any player who uses this Action space must pay you 1 Food to receive 1 building resource of every type that they already have in their supply.