

# Uwe Rosenberg AGRICOLA

## FARMERS of the MOOR

### Game Idea

Even last century, cutting peat was a way to warm your home and expand the available area for farming. Forests filled a similar niche.

In this “Farmers of the Moor” expansion, you start the game with forest and moor tiles on your farmyard. You must use special actions to remove them to give greater space for your fields and pastures. Removing the tiles provides wood and fuel, which you will need to heat your house. If you do not heat your house properly, your people get sick and you must send them to the infirmary. This expansion also adds horses as a new type of animal.

### Degrees of Complexity

You can play this expansion in three different ways. Rules and components that are only used at a specific degree of complexity are marked with a corresponding symbol.



At level I, you do not get any cards in hand. We recommend this level for your first play with the expansion.



At level II, you will be using only the 117 minor improvements provided with this expansion.



At level III, both minor improvements and occupations are used. Be aware that this level is really complex and only recommended to very experienced players.

### Components

#### Wooden Components

25 Horses



#### Game Boards

1 Additional Supply Board for Major Improvements  
1 (double-sided) Game Board Extension



#### Tiles

52 Forest/Moor Tiles  
6 Wood Room/Field Tiles  
2 Farmyard Extensions  
6 (three-part) Beds



#### Counters

10 Usage Counters  
2 Special Markers  
55 Fuel Tokens  
6 Substitute Markers



showing various goods on the front and 5 fuel on the back side



#### Cards

1 Cover Card  
9 Start Cards  
12 Special Action Cards  
14 Major Improvements  
117 Minor Improvements



#### Additionally

1 Scoring Pad  
Plastic Bags  
This Rule Book

# Setup

Prepare the game as described in the “Agricola” base game rules. The following sections point out the differences in setup as compared to the normal game preparations. Perform the following steps after the corresponding base game steps.

**Note:** With 5 and 6 players, you will also need the expansion for 5 and 6 players.

## Your Personal Display

Shuffle the **9 start cards** and let each player draw one of them. Place **5 forest and 3 moor tiles** on your farmyard as indicated by your start card. Make sure the start card is properly oriented, showing the house in the same corner as your farmyard.



Afterwards, collect the start cards and the remaining forests and moors and return them to the game box—you will not need them.



Place the start cards and the remaining forests and moors in the general supply. You can get additional forests and moors via certain minor improvements from this expansion.

**Note:** Each player receives a different distribution of forest and moor tiles, but each distribution is equivalent. A player with tiles close to their house has a wider open area for fields and pastures. The numbers on the start cards have no relevance in this matter.



## Game Board

Turn the game board extension to the appropriate side according to the number of players and assemble it in-between the game board and the appropriate base game board extension. (One side is for 1-2 players; the other is for 3-6 players.)



In games with 2-5 players, when playing without cards in hand, you must also use the “**Side Job**” action space tile provided with the base game. Place the tile next to the game board. (In the solo game, you must manage without this tile. In 6-player games, the action space is printed on the 6-player game board extension.)



## Tiles and Counters

Add the six **wood room/field tiles** from this expansion to the rest. (You do not need to sort them out after play.)



Place the **fuel tokens** and **substitute markers** with the other goods. You do not get any starting goods other than the usual 2 or 3 food.



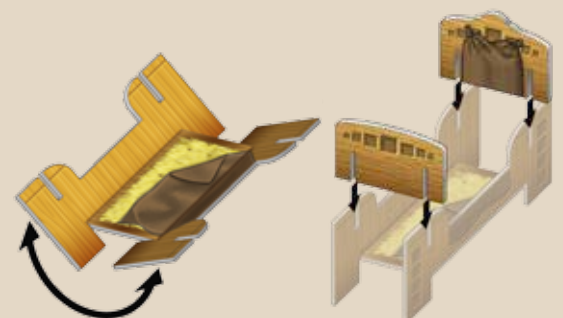
The **usage and special counters** as well as the two **farmyard extensions** are only used with certain minor improvements from this expansion. Place them with the other counters. (See pages 11-12 for details.)



## Beds and Horses

Assemble the **beds** as shown in the illustration and let each player choose a bed. Place the bed to the left of your farmyard. Return the remaining beds to the game box—you will not need them.

Place the **horses** with the other animals.



## Cards

### Cover Card



In games with 2-6 players, place the **cover card** over the “Meeting Place” and “Grain Seeds” action spaces on the game board. The cover card shows an alternative “Meeting Place” action space and the normal “Grain Seeds” action space. *(Do not use the cover card in solo games nor at level III.)*



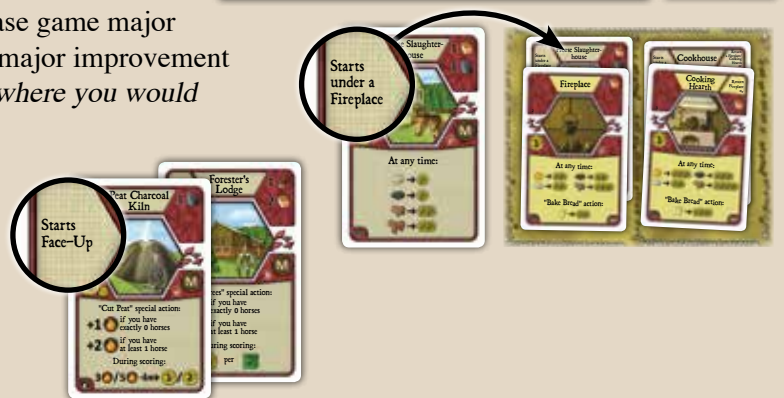
### Major Improvements

Add the supply board for major improvements from this expansion to the right of the base game supply board. Regardless of the number of players, use only the 10 base game major improvements as well as the 14 new major improvements from this expansion and distribute them on the 12 spaces of the combined supply board.

**Note:** *Even in 6-player games, do not use the 8 additional major improvements provided by the expansion for 5 and 6 players.*

One new major improvement is placed under each base game major improvement. Under which base game card the new major improvement is placed is indicated at the top left of the new card *(where you would normally find the prerequisite for playing it)*.

The “Peat Charcoal Kiln” and “Forester’s Lodge” cards are placed on the new supply board. The “Museum of the Moors” and “Riding Stables” are placed underneath them.



### Minor Improvements



Shuffle the **117 minor improvements** from this expansion and deal each player a hand of 7 cards. Perform a **draft** with these cards, as explained on page 8 of the base game appendix. *(Experienced players should perform an 8-card draft instead.)*



Draft the **occupations** first. Then draft **4 minor improvements** from this expansion and afterward **3 minor improvements** from the entire pool of published cards *(e.g., base game plus Artifex deck)*. Occupations are drafted clockwise; minor improvements are drafted counter-clockwise.

**Mulligan:** If you do not want to draft, you should instead allow each player to discard any number of cards once before the game begins and draw an equal number of replacement cards *(of the appropriate types)*.

### Action Space Cards

Place the stage I “**Major Improvement**” action space card *(showing the “1 Major or Minor Improvement” action)* face up on **round space 1**. Prepare the remaining action space cards as per the normal rules.



### Special Action Cards

Choose the **special action cards** according to the number of players, as shown at the top right of each special action card *(both on the front and back side)*. In a game with **2-6 players**, place these cards **face up** in a central display. In the **solo game**, shuffle the cards and place them in a **face-down** stack.



Front

Back

# Course of Play

The basic course of play remains unchanged. The game still goes through 14 rounds in which you take turns placing your people **until all people have been placed**. You will now have additional options on your turn.

## Your Turn

In the “Agricola” base game, every turn looks like this: You take a person from your house, placing it on an action space and carrying out the corresponding actions. This is what we call a **person action**.

The “Farmers of the Moor” expansion introduces an **alternative**—taking a **special action**. This means—**instead of placing a person**—you may take a **face-up** special action card and carry out **exactly one** of the printed special actions on the card. Your people remain in your house, to be used for additional actions later that round!

EITHER



OR



### Notes:

- You always decide whether to take a person action or a special action. People are used only for person actions, not for special actions.
- You do not need to alternate between person actions and special actions.
- It does not matter how many special actions you take in a single work phase (spread over multiple turns).
- Even before you place your first person in a round, you can spend one or more turns taking special actions instead.
- You may not take a special action card without also carrying out one of the printed actions. Taking a special action card always involves also carrying out a special action.
- You may not choose a special action that you cannot perform.

**Important! The basic principle remains: You only get another turn if you have people remaining in your house. The work phase ends for you once you place your last person. You may only take a special action card if you have at least one person left in your house.**

## Face-Up and Face-Down Special Action Cards

At the start of each work phase, all special action cards are available in a central display. When you take a special action card from there, place it **face up** in front of you. Face-up (*i.e.*, already used) special action cards in front of you may be taken only by your opponents. (You cannot take the same special action card twice in a round.)

EITHER



OR



Before you take a face-up special action card in front of an opponent, you must pay 2 food to the general supply (*not the opponent*). Then immediately carry out one of the printed special actions on the card and place the card face-down in front of you. (Your choice does not depend on your opponent’s choice—you can take the same or a different action.)

No player may take a face-down special action card. In the returning home phase of each round, all special action cards are returned to the central display, face up.

**Note:** Consequently, each special action card can be used by up to two players each round. The first player to take a special action card pays nothing; the second player pays 2 food.

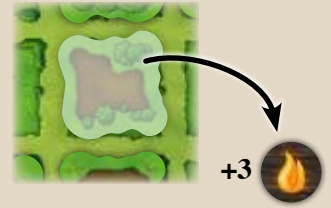


## The Seven Special Actions

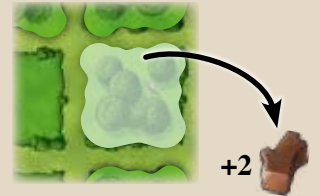
There are 7 special actions. Their distribution on the special action cards depends on the number of players. (*When playing without cards in hand, only 6 special actions are relevant.*)



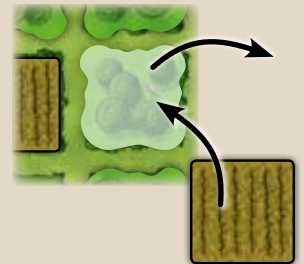
**Cut Peat:** Remove a **moor** from your farmyard and get 3 fuel from the general supply. You cannot choose this special action unless you have at least one moor left. (*See “Forests and Moors” below for details on moors. See “Heating the House” on page 6 for details on fuel.*)



**Fell Trees:** Remove a **forest** from your farmyard and get 2 wood from the general supply. You cannot choose this special action unless you have at least one forest left. (*See “Forests and Moors” below for details on forests.*)



**Slash and Burn:** Exchange a **forest** in your farmyard for a **field tile** from the general supply. You must place the field tile on the same space, from which you take the forest. Additionally, the new field tile must be adjacent to an existing field tile in your farmyard. (*If you do not have any field tiles yet, you can replace any forest in your farmyard.*) Otherwise, or if you do not have any forests left, you cannot choose this special action. The “Slash and Burn” special action is not considered a “Plow a Field” action.



**Horse Market:** Receive 1 **horse** from the general supply. (*In games with 2, 5, and 6 players, you must pay 1 food for the horse. In the solo game, whether or not you have to pay food depends on the current special action card.*) You must accommodate the horse on your farm or turn it into food with an appropriate improvement. Otherwise the horse runs away. (*See “Horses” on page 7 for details.*)



**Hiring Fair:** Receive 1 **food** from the general supply. (*In 3-player games, you even get 2 food. In the solo game, the amount of food depends on the current special action card.*)



**Black Market:** Pay 1 fuel into the general supply and play a **minor improvement** from your hand. You must pay the cost of the card and meet its prerequisite, if it has one. (*See page 6 for details on minor improvements.*)



**Illicit Work:** Pay 1 food and 1 fuel into the general supply and build a **major improvement** from the supply board. You must pay the cost of the improvement as normal. (*See page 6 and the appendix for details on major improvements.*)



## Forests and Moors

The forest and moor tiles in your farmyard limit your development. The only way to get rid of them is by taking special actions: **Moors** can be removed only with the “Cut Peat” special action, from which you get fuel. **Forests** can be exchanged for wood and field tiles via the “Fell Trees” and “Slash and Burn” special actions, respectively.

**The following is true for the entire duration of the game:**

- Forest and moor tiles may never be completely fenced in or covered by other tiles (*like rooms or fields*).
- No stables can be built on them, and no animals can be pastured on them.
- Farmyard spaces with forests and moors are considered **used**. (*This applies both to card effects and to the scoring.*)



*As long as you do not cut down these forests, you cannot build any more pastures.*

## Major Improvements

At the start of the game, each space of the supply board contains one major improvement card on top of another. You cannot build a major improvement that is **covered** by another card, but only after the card on top has been built.

When you build a Cooking Hearth by replacing a Fireplace, you must return the Fireplace to the specific space, from which it was taken originally. (*The 2 clay Fireplace is placed on the left space; the 3 clay Fireplace on the right space.*) This also applies to building the Cookhouse by replacing a Fireplace or Cooking Hearth. (*The 4 clay Cooking Hearth is placed on the left space; the 5 clay Cooking Hearth on the right space.*)

## Minor Improvements



The minor improvements from this expansion follow the same rules as the cards from the base game. Regardless of whether you play a minor improvement via a person or special action, you must always pay the printed cost and meet the prerequisites.

**Reminder:** Unless stated otherwise, the prerequisites are always considered minimum requirements. For instance, if a card requires you live in a clay house, you can also play it when you already live in a stone house.

## Heating the House

In the **feeding phase** of each harvest, you must not only feed your people (*as in the base game*) but also heat your house. The **heating cost** is **1 fuel per room** in your house.



**Example:** You have two people in a three-room wood house. In the feeding phase, you must pay 4 food (for the people) and 3 fuel (for the rooms). Even empty rooms require heating.

The heating cost is reduced by 1 fuel if you live in a **clay house**. In a **stone house**, the heating cost is instead reduced by 2 fuel.

**Example:** You have four people in a three-room stone house. In the feeding phase, you must pay 8 food (for the people) and  $3-2=1$  fuel (for the rooms).

## Anytime Action



**You can exchange wood for fuel at a 1:1 ratio at any time.** This is similar to the base game rule for grain and vegetables, which can be exchanged for food at any time. This is also printed on the game board extension from this expansion. (“At any time” also means that you can exchange wood for fuel immediately before scoring, e.g., to score bonus points from the “Peat Charcoal Kiln” major improvement.)

## Bed instead of Beg

For each required fuel that you are unable (*or unwilling*) to pay to heat your house, you must place a person in **your bed**. (*Your people share a sickbed.*) The only action that a person in bed can take during the next round is to drag itself to the Infirmary (*see page 7*).



**Note:** You cannot place more people in your bed than you have. Even if you owe more fuel than you have people, you do not suffer any additional consequences.

## The Infirmary

The Infirmary is the only action space that can be used by **any number of people** (from one or more players). As an action, you get 1 food there. This is the only action space that a person in bed can use. In the **returning home phase**, your people in the Infirmary return to your house. (You can place them normally next round.)

**Note:** You can place a person in the Infirmary even if the person is not in bed. You can choose to heat fewer rooms than you could otherwise heat with your fuel and wood.



**Note:** Not heating a room means you accept that a person becomes ill. This might be worthwhile if you have the “Peat Bath” (M094) or “Healing Clay” (M099) minor improvements that encourage you to visit the Infirmary.

During scoring, each person still in bed is worth only 1 point instead of 3 points.



## Horses



Horses are the **fourth type of animal**. You can only get them from the “Horse Market” special action.



**Note:** Some minor improvements from this expansion also provide horses.

Horses follow the same rules as the other animals, especially in terms of animal husbandry, breeding, and the exchange for food. You need the “Horse Slaughterhouse” or “Cookhouse” major improvements to turn horses into food. Fireplaces and Cooking Hearths cannot turn horses into food.



**Note:** There are a few minor improvements in this expansion that also allow you to exchange horses for food: *Butcher's Block* (M101), *Open Grill* (M105), *Horse Butchery* (M106), and *Pot Roast Recipe* (M107).

During scoring, **each** horse is worth 1 point.

**Number of components:** Horses, forest/moor tiles, wood room/field tiles, and fuel tokens are supposed to be in unlimited supply. If you run out, please use the provided substitute markers or improvise. The other components from this expansion are limited on purpose.

## Game End and Scoring

The game ends, as usual, after the harvest of round 14. Use the scoring pad provided with this expansion to tally your scores. The scoring categories remain the same as in the base game, except for the following few cases:

- **Each horse is worth 1 point.** (Horses are not limited to 4 points total.)



*These horses would score 5 points.*

- **You lose 1 point if you do not have any horses.**



**Note:** Despite the name, the “Bog Pony” (M084) and “Drag Horses” (M117) minor improvements are not considered horses.

- **Each person in bed is worth only 1 point instead of 3 points.** (It does not matter how many people have been in bed throughout the course of the game.)
- **Farmyard spaces with forests and moors are considered used.**

The player with the most points wins. In case of a tie, enjoy your shared victory.

# Solo Game

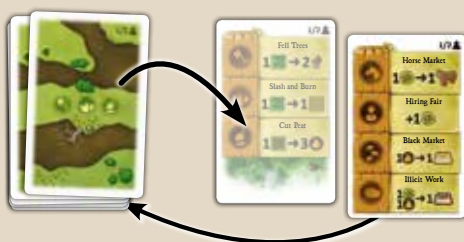
The solo game is played according to both the base game and the “Farmers of the Moor” expansion rules. The solo game differs from the multiplayer game in setup (see page 2) and the use of the special action cards.

**Reminder:** Do not use the “Side Job” action space tile and cover card. Shuffle the 10 special action cards used in solo mode, placing them in a face-down draw pile. You start the game with no food; each of your people requires 3 food each harvest. Replenish only 2 wood (instead of 3 wood) on the “Forest” accumulation space each round. If you play a traveling card, remove it from play.

## Preparation Phase



At the start of each round, turn over a new special action card, **unless the card from the previous round is still available**.



**If the card from the previous round is still available**, choose to either leave it face up or place it under the draw pile and turn over a new one. (The icons on the back of the card show which special actions it allows.)



**Once the draw pile is empty**, take the special action card that is on top of the discard pile and place it face up on the table. (This means, the last used special action card will be available for the rest of the game.)

## Work Phase

In each round, you can use exactly one of the special actions shown on the face-up special action card. The card is then placed in a **discard pile**. **Once each round**, you can prevent the card from being discarded by paying 2 food. (As a reminder, place the food on the special action card and discard the food at the end of the round.) The special action card is then treated as though it had not been used. (Consequently, the card remains face up and can be used a second time that round.)

**Note:** Because you can choose to move unused special action cards to the bottom of the draw pile, you can influence which special action card will be the last. The last special action card can be used in up to 5 rounds at the end of the game (rounds 10 to 14), so it is rather important.

## Goal of the Game

In a game without cards in hand (level I), the goal is to reach 65 points.

In a game with cards in hand (levels II and III), you should reach 70 points.

# Credits

**Designer:** Uwe Rosenberg

**Editing (revised edition):** Grzegorz Kobiela

**Illustrations and graphic design:** Klemens Franz | atelier198

**Layout and typesetting:** Andrea Kattinig

This is a revised edition of the “Farmers of the Moor” expansion that was originally released in 2008. It is best played with the revised Agricola base game (10th print run or later). The editors of the previous edition were Hanno Girke and Uwe Rosenberg. We would like to stress once again how grateful we are to the over 160 play-testers of the first edition. Special thanks go to Adrian Kuiter who play-tested the six-player game together with the Lingen and Tecklenburger Land board game clubs.

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# Appendix

The appendix to the “Farmers of the Moor” rule book is comprised of five parts. The first part explains the new major improvements in grave detail. In the second part, we elaborate on using minor improvements from other decks (e.g., from the base game) with the “Farmers of the Moor” expansion. Part three points out the new terms and phrases used in this expansion. The fourth part provides an overview of the new action spaces. (For details on the special actions, see page 5 of this rule book.) Finally, part five suggests a variant that makes the game a little more challenging.

## 1 New Major Improvements

The base game supply board for major improvements is extended by two spaces to the right. **Regardless of the number of players**, 24 major improvements—10 from the base game and 14 from this expansion—are placed on the 12 spaces of the combined supply board. You can only ever acquire a major improvement that is not covered by another card.



**Horse Slaughterhouses:** At the start of the game, the two Horse Slaughterhouses are placed under the Fireplaces. Both Horse Slaughterhouses are identical. They each cost 1 clay and 1 stone to build. Unlike Fireplaces, Horse Slaughterhouses are just cooking improvements, i.e., they can turn only animals into food. They provide 1 food each for sheep and wild boar, and 2 food each for cattle and horses.

You can have both Horse Slaughterhouses. Except the 2 points printed on them and the fact that you deny another player the chance at one of them, there is no additional benefit to owning both cards. Horse Slaughterhouses are not upgrades.



**Cookhouses:** At the start of the game, the two Cookhouses are placed under the Cooking Hearths. Both Cookhouses are identical. They each cost 6 clay to build. Cookhouses are upgrades of Fireplaces and Cooking Hearths, so they can be acquired alternatively by returning a Fireplace or Cooking Hearth (see page 6 of this rule book). In this case, first take the Cookhouse from the supply board before returning the Fireplace or Cooking Hearth.

Unlike Cooking Hearths, Cookhouses can turn horses into 2 food each. Other than that, Cookhouses and Cooking Hearths have the same exchange rates.



The **Heating Oven** and **Tiled Oven** help you with saving heating costs. The Heating Oven reduces your heating cost by 1 fuel (thus, heating one room), and provides a one-time payment of 2 fuel, when you build it. The Tiled Oven, on the other hand, ensures you never have to pay more than 1 fuel to heat your house. It is important to note that the Tiled Oven does not reduce your heating cost—it just sets an upper bound for the cost. (You would still pay 1 fuel of heating cost in a two-room clay house. If your heating cost is 0 fuel, the Tiled Oven does not provide any benefit.)

As the name suggests, both Heating Oven and Tiled Oven are considered ovens. They are each worth 1 point and cost 1 stone as well as 1 and 2 clay, respectively. At the start of the game, they are placed under the Clay Oven and Stone Oven, respectively.



The **Furniture**, **Ceramics**, and **Basket Stall** allow you to exchange wood, clay, and reed for other building resources, respectively. The Furniture Stall allows you to exchange wood for clay; the Ceramics Stall does the opposite—it allows you to exchange clay for wood. The Basket Stall allows you to exchange reed for any other building resource (wood, clay, stone). These so-called **trade buildings** are each worth 2 points and cost 1 stone as well as 1 wood, 1 clay, and 1 reed, respectively. At the start of the game, they are placed under the Joinery, Pottery, and Basketmaker’s Workshop, respectively.



The **Village Church** provides a one-time payment of 2 food, when you build it. Each harvest, you can use the Village Church once to exchange 1 fuel for 1 bonus point. The Village Church is worth 4 points and costs 2 wood and 4 stone to build. At the start of the game, it is placed under the Well.



The **Peat Charcoal Kiln** and the **Forester's Lodge** improve the “Cut Peat” and “Fell Trees” special actions for you by providing an additional fuel and wood, respectively. If you have at least one horse, they provide 2 additional fuel or wood (*instead of one additional good*). At the start of the game, they are placed on the new supply board for major improvements.

The Peat Charcoal Kiln is worth 1 point and costs 1 stone to build. During scoring, it allows you to exchange leftover fuel for bonus points. If you spend 3 fuel, you will get 1 bonus point; if you spend 5 fuel, you will get 2 bonus points. You cannot get more than 2 bonus points from this. You must actually spend the fuel to get the bonus points. (*You cannot use the fuel you spend for other card effects.*)

The Forester's Lodge is also worth 1 point and costs 1 wood and 2 clay to build. During scoring, it provides 1 bonus point for each forest left on your farmyard. You can keep the forests—you do not have to spend them to get the bonus points. (*Note that only visible forests count; see also “Visible Forests and Moors” on page 12.*)



The **Museum of the Moors** provides a discount of one specific building resource on various major improvements: the Well, each of the craft buildings (*Joinery, Pottery, Basketmaker's Workshop*), the Clay and Stone Oven, and the Forester's Lodge. The Museum of the Moors is worth 3 points and costs 1 clay, 1 reed, and 1 stone to build. At the start of the game, it is placed under the Peat Charcoal Kiln.



The **Riding Stables** provide 1 food at the start of all remaining rounds, provided you have 2 horses. If you do not have 2 horses at the start of a round, you do not get the food. This does not affect subsequent rounds: If you later have two or more horses again, you will get the food for that round (*but not for the previous rounds in which you did not have two horses*). The Riding Stables are worth 3 points and cost 2 wood, 1 clay, and 1 reed to build. At the start of the game, they are placed under the Forester's Lodge.

## 2 Minor Improvements from Other Decks



Note that the base game cards and all published deck expansions have been and are being developed **without respect to the “Farmers of the Moor” expansion**. This means that some cards may be considered too powerful if played with this expansion. In this section, we will point out all the cards that have been published so far which we think might cause problems, while providing potential solutions. If in doubt, you can agree to simply ban a problematic card before you start the game.

Cards that reward players for having little to no **unused farmyard spaces** left can be weakened by requiring the player to also have no forests and moors left. So far, the following cards are affected: Big Country (*A033, minor improvement, base game*) and Estate Master (*B132, occupation, Bubulcus deck*).



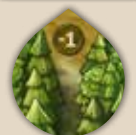
Cards that reward players for having a lot of **improvements** can be weakened by disregarding the new major improvements. So far, the following cards are affected: Braggart (*A133, occupation, base game*), Housemaster (*B153, occupation, Bubulcus deck*), Town Clerk (*D173, occupation, expansion for 5 and 6 players*), Village Peasant (*B133, occupation, Bubulcus deck*), Wage (*B007, minor improvement, Bubulcus deck*), Wood Carrier (*A117, occupation, Artifex deck*), and Wood Workshop (*B075, minor improvement, Bubulcus deck*).



Cards that address any type of animal also count for **horses**. (*This is not a bad thing necessarily.*) So far, the following cards are affected: Pasture Master (*B168, occupation, Bubulcus deck*), Silage (*A084, minor improvement, Artifex deck*), and Stockyard (*B012, minor improvement, Bubulcus deck*).



Cards that address **negative points** shall not count for the “Garden Path” token (*see “Special Markers” on page 11*). So far, the following card is affected: Constable (*C135, occupation, purple miniature expansion*).



## 3 New Terms and Phrases



In this section, we explain the new terms and phrases used on the minor improvement cards from this expansion.

**Blocked Spaces:** The “Family Burial Plot” (M064) and “Moor Archeology” (M070) minor improvements block a space in your farmyard for the rest of the game, meaning you cannot use that space any longer. You may neither fence it in, nor place tiles or stables on it, nor keep animals in it. During scoring, the blocked space is considered used.

**Exchanging a Moor for a Field Tile:** Some cards allow you to exchange a moor for a field tile. This works the same as exchanging a forest for a field tile via the “Slash and Burn” special action (see page 5 of this rule book). This is only possible if the moor you want to exchange is next to an existing field tile. If you do not have any field tiles yet, you can exchange any moor. (This exchange is not considered a “Slash and Burn” special action.)

**Farmyard Extensions** are introduced by the “Farm Extension” (M050) and “Moor Enclosures” (M051) minor improvements. They are placed alongside one of the four sides of your farmyard, so that the two spaces shown on the farmyard extension are adjacent to two spaces on your farmyard board. This will extend your farmyard by two spaces. Note that the two farmyard spaces provided by the Moor Enclosures start with a moor tile each.

- Details:**
- The new farmyard spaces are considered part of your farmyard board. They are adjacent to each other as well as adjacent to exactly one space of your original farmyard.
  - You can use the new farmyard spaces as you would any other space of your original farmyard.
  - During scoring, you score negative points for the new farmyard spaces in the “Unused Farmyard Spaces” category, unless they are used.
  - If you play both the Farm Extension and the Moor Enclosures, you may choose to place the second farmyard extension only adjacent to the first one, without touching the original farmyard board at all.

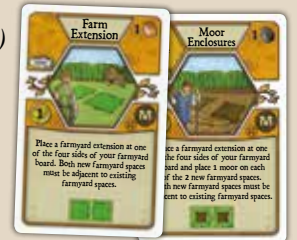
**Moving Up a Major Improvement:** The “Hearth Brush” (M062) and “Pastoral Letter” (M063) minor improvements allow you to place the Tiled Oven on the Stone Oven and the Village Church on the Well, respectively. (In other words, the cards are swapped on the supply board.) This way, the Tiled Oven and Village Church can be acquired before the Stone Oven and Well are built, respectively. If the Stone Oven or Well have been already bought, there is nothing to move up.

**Special Markers:** The “Garden Path” and “Tombstone” special markers are used with the “Garden Path” (M027) and “Family Burial Plot” (M064) minor improvements. The “Garden Path” special marker is worth 1 negative point during scoring. The “Tombstone” special marker is worth 1 bonus point during scoring, but it blocks a space in your farmyard for the rest of the game (see also “Blocked Spaces”).

**Upgrade:** You should already know what an upgrade is from the base game rules: Cooking Hearths are upgrades of Fireplaces. The “Farmers of the Moor” expansion introduces the “Cookhouse” major improvements as upgrades of Fireplaces and Cooking Hearths.

Some minor improvements are also upgrades. (You have already seen one in the Artifex deck: Oriental Fireplace, A060.) These cards are **both minor and major improvements**. (You can play them using a “Minor Improvement” or “Major Improvement” action.) These upgrades may also require that you return a specific major improvement to the supply board, placing it on its designated space.

Note that the “Church” (M068) and “Horse Butchery” (M106) minor improvements instead require that you remove the “Village Church” and a “Horse Slaughterhouse” major improvement from play, respectively. In these cases, do not return the major improvement to the supply board.



Garden Path Tombstone



**Usage Counters** are used with the “Winter Storehouse (M090), “Hardware Store” (M125), and “Cooperative Store” (M126) minor improvements, indicating how many times you can use the effect of the card. Whenever you use the effect, remove a usage counter from the card and return it to the game box. You can use the effect at any time, but **not** in the middle of a payment. (*For instance, you cannot use the Winter Storehouse to pay a heating cost of 3 fuel.*) There is no way to replenish the usage counters on a card.



**Visible Forests and Moors:** You can get additional forests and moors from the minor improvements in this expansion. If you do, you must usually place the tiles on unused farmyard spaces. The “Thicket” (M046) and “Bog Forest” (M047) minor improvements, however, require that you place the new forests on existing forest and moor tiles, thus covering them. Only visible, i.e., uncovered forests and moors count for card effects and during scoring.



## 4 New Action Spaces

The following section explains the action spaces introduced in this expansion.



**Infirmary:** 1 Food

The Infirmary is the only action space that can be used by more than one person, including those in bed. As an action, you get 1 food from the general supply. The Infirmary is explained in detail on page 7 of this rule book.



**Resource Market:** ①+② players, 1 Food, 1 Stone

In 1- and 2-player games, the “Resource Market” action space is located below the Infirmary. As an action, you get 1 food and 1 stone from the general supply. With 3 and more players, the “Resource Market” action space is printed on the board game extension of the base game. (*The action may vary depending on the number of players.*)



**Side Job:** complexity level I, ②-⑤ players, Build a Stable and/or Bake Bread

The “Side Job” action space tile is used only at complexity level I, except for the solo game. As an action, you can build exactly one stable for 1 wood. Additionally or alternatively, you can take a “Bake Bread” action. (*This information can also be found on page 1 of the base game appendix.*)




**Meeting Place:** complexity levels I-II, Become the Starting Player and Accumulation Space: +1 Food

At levels I and II, the “Meeting Place” action space does not allow you to play a minor improvement, but instead you can take all the food that has accumulated on the space. In the preparations phase of each round, 1 food is placed on the accumulation space. In the solo game, the “Meeting Place” action space remains unchanged. (*This new Meeting Place is printed on the cover card, together with the “Grain Seeds” action space. The latter does not differ from the action space printed on the game board.*)

## 5 Variant for 1 - 6 Players

To increase the challenge by a little, we recommend you play with the following variant that introduces another use for fuel.

Each time you build (*not upgrade*) an **improvement with the**  **symbol**, place a fuel token from the general supply on the cooking improvement, indicating that the improvement is “not yet in use”. You cannot use the cooking improvement until you remove the fuel token from the card by paying 1 fuel from your supply **at any time**.



The following rules apply to **upgrades**:

- If you upgrade a cooking improvement with a fuel token on it, **move** the fuel token to the upgrade, which remains “not yet in use”.
- If you upgrade a cooking improvement without a fuel token on it, the upgrade does **not** get a fuel token and is operational right away.

