

AGRICOLA RULES PREZCON 2022

Welcome to the Prezcon 2022 Agricola Tournament! Congratulations to David Platnick for breaking into the Agricola winners' circle at the 2020 tournament.

Rules:

All games will be four-player games, if possible, with five-player and three-player games used as necessary to balance the number of entrants each heat. The player who starts fifth in all five-player games will receive an extra food to start the game.

Games will use the original version of Agricola with the E, I and K decks shuffled together, although the revised version may be used if all player agree (or if not enough copies of the original game are available).

The following cards are **banned**: Braggart (E Deck, Occupation), Ratcatcher (E Deck, Occupation), Chamberlain (I Deck, Occupation), Taster (I Deck, Occupation), Wooden Hut Extension (I Deck, Minor Improvement), Lover (K Deck, Occupation), Wet Nurse (K Deck, Occupation), Reed Hut (K Deck, Minor Improvement). If playing the revised version, Caravan (Minor Improvement) is banned.

The following cards are **modified**:

- Moldboard Plow may be used twice per game rather than once
- Brushwood Roof has a prerequisite of two (2) Occupations played rather than one (1)
- Swineherd text should read that when a player takes wild boar, they receive an additional wild boar.

Ties in the original game will be resolved as follows: (1) the player in Seat 4 wins all tiebreakers; (2) most food leftover at the end of the game (please convert food before final scoring); (3) reverse turn order from the start of the game. Ties in the revised game will be used by following the revised game rules.

Draft:

Each player will be dealt seven (7) Occupation cards. Each player will choose one card and pass the remaining Occupation cards to their right. This will continue until each player has selected seven (7) Occupation cards. Players will then be dealt seven (7) Minor Improvement cards. Each player will choose one card and pass the remaining Minor Improvement cards to their left. This will continue until each player has selected seven (7) Minor Improvement cards.

All questions regarding card rules or combinations will be clarified by the GM. Decisions may be based on information contained within the Agricola compendiums available on the internet.

Semifinals/Finals:

Winners advance to the semifinals/finals (Sunday morning at 9 a.m.). If more than 5 heat winners appear for the finals (Sunday morning at 9 a.m.), there will be a semifinal round. If 6-15 heat winners appear for the semifinals, the best second place finishers (based on number of seconds, then closest margin of defeat in games coming in second) will advance as necessary to get to 8, 12 or 16 semifinalists. The winners will advance to a 4-player final. If there are only 2 or 3 semifinal games, the closest second place semifinal finisher(s) will advance to the finals. If you win your heat but are not planning on playing in the finals, please advise the GM.

Scoresheet: Please return the completed scoresheet to Bill Crenshaw. Mike Senzig will be the assistant GM.

AGRCIOLA SCORESHEET

HEAT __/FINAL __ TABLE __

	1 st Player	2 nd Player	3 rd Player	4 th Player	5 th Player
Name					
Badge #					
Color					
Fields 0=-1; 2=1; 3=2; 4=3; 5+=4					
Pastures 0=-1; 1=1; 2=2; 3=3; 4+=4					
Grain 0=-1; 1-3=1; 4-5=2; 6-7=3; 8+=4					
Vegetables 0=-1; 1=1; 2=2; 3=3; 4=4					
Sheep 0=-1; 1-3=1; 4-5=2; 6-7=3; 8+=4					
Wild Boar 0=-1; 1-2=1; 3-4=3; 5-6=3; 7+=4					
Cattle 0=-1; 1=1; 2-3=2; 4-5=3; 6+=4					
Unused Spaces -1 each					
Fenced Stables +1 each					
Clay Rooms +1 each					
Stone Rooms + 2 each					
Family Members +3 each					
Points for Cards					
Bonus Points					
Total VPs					
Extra Food					
Place					