Notes for teachers:

This game helps students understand how farming works and how dependent it is on random stuff happening!

You will need:

One six-sided die

The game cards printed and cut into individual cards

This is my own invention: Dr. Vikki French, 2017

Enjoy!

**Über Agricolae Game**

You can become the Über Agricola (this means “Super Farmer”)!

Get the most food!

It is Spring

You are a poor, starving farmer

You have one field and one pasture

You live in a mud hut

You have one chicken to feed yourself

You will need to raise crops and animals

You need to plant crops in your fields

You need to get sheep for your pasture

You will need workers for your farm

You need a spouse and children to be your workers

At the beginning of Spring, you plow your field – put a field marker on it

At the beginning of Summer, you plant your field – put a field marker on it

At the beginning of Fall, you plow again to weed your field – put a marker on it

At the beginning of Winter, it’s harvest time!

Turn in your field markers for harvest tokens

But, you and your family have to eat, too! So you reduce the harvest:

(# field markers × # workers (including yourself)) – # workers (including yourself)

(or: # workers × (# field markers – 1) )

If you don’t have enough harvest tokens for you and your workers, you can use sheep

If you don’t have enough sheep, either, you get begging tokens!

This pattern continues throughout the game

Sheep breed!

If you have 2 sheep, you get a new sheep for each pair each Spring!

At the end of the game, add the number of harvest tokens and sheep then subtract the number

of begging cards

The player with the highest number is the Über Agricola!

**Positions needed:**

**Keeper of the Seasons** – (each round is a season) posts the season

**Keeper of the Field Markers** – distributes field markers

**Keeper of the Workers** – distributes workers

**Keeper of the Sheep** – distributes sheep

**Keeper of the Harvest** – distributes harvest tokens

**Keeper of the Begging Cards** – distributes begging cards

****

|  |  |  |  |
| --- | --- | --- | --- |
| • | The first time you roll a “1” you get a spouse to help with work on the farm – get a worker token | The second “1”, you get a child to help with work on the farm – get a second worker token | The third (or more) “1” roll again: 1-2 means you gain another child worker, 3,4,5 nothing changes, 6 you lose a worker |
| •    • | The first time you roll a “2” you get a sheep for your pasture | The second “2”, you get a second sheep | The third (or more) “2” roll again: 1 means you gain another sheep, 2,3,4 nothing changes, 5 wolf attack! you lose a sheep, 6 wolf pack! Lose half your sheep (if you have an odd number, round up) |
| •  •  • | Drought! Lose one field marker! | | |
| • •    • • | Blight strikes your crops! Lose all your field markers but one! | | |
| • •  •  • • | Flood! Lose one field marker! | | |
| • • •    • • • | Roll again: 1-romance! gain a spouse/worker  2-coyote attack! Lose half your sheep (if you have an odd number, round up)  3-poor soil conditions! Lose one field marker  4-farm accident! Lose a worker  5-your grain silo leaks! Return a harvest token  6-lose a turn | | |

**I was the Keeper of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**# of Harvest cards at the end of the game: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**# of Sheep at the end of the game: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**# of Begging cards at the end of the game: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Final number: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**I was the Über Agricola ­­­­­­­­­­­­­­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Fall**

**Spring**

**Winter**

**Summer**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Worker**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Sheep**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Harvest**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Field Marker**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**

**Begging**

**Card**