

Agricola add-on „X-Deck“

Xenobiology for beginners

It was a quiet night at the farm – but wasn't every night quiet? After a long day on the field you had slurped a plateful of soup, played a quick game of cards and – after a goodnight kiss – retired to your separate bedrooms. But suddenly a glaring light illuminated the night outside! Afraid of the end of the world, you ran to the window and witnessed something huge slowly sinking into the stone quarry. At cockcrow after a sleepless night, you set out to the quarry, now almost completely blocked by a strange, blinking, round THING...

Rules

The X-Deck is shuffled and placed next to the board. The aliens land as soon the first quarry i.e. the first card “1 Stein” comes into play in phase II (rounds 5-7). Every time a player performs this action he/she doesn't only take the corresponding stones but also draws the uppermost card from the alien deck. (This doesn't apply to the card “1 Stein” from phase IV / rounds 10-11).

There are five different kinds of cards in the X-Deck:

Alien-Aktionsfelder / alien action fields

These cards lie openly next to the board. They are normal action fields which can be used by all players according to the usual rules.

- X01 Außerirdischer Dünger / extraterrestrial fertilizer

Instantly put 1 additional crop on each of your crop plantations. Instantly put 1 additional vegetable on each of your vegetable plantations.

(A plantation is a stack of corn or vegetables growing on one of your fields or acquisitions.)

- X02 Selbstgebautes Raumschiff / self-made spaceship

Pay 2 wood, 2 clay, 1 reed and 1 stone. You receive 4 special points to add to the rating.

- X03 Umwandler / converter

Convert all raw materials of one kind in your stock into the same number of a different type of goods. (You can for example convert all your reed into cows, but you need to be able to store the cows immediately.) Or turn all raw materials / animals of one kind located on an action field into another kind of goods. (You can only be sure to benefit from this if you have two actions in a row). You can convert animals into food units immediately if you have adequate cooking facilities.

Kaufleute aus dem Weltall / merchants from space

They want to do only one thing: trade. Put this card next to the board until a player gives them what they need and gets the reward.

- X04 merchants from Jupiter

The first player to build 1 stable and additionally pay 2 reed receives this card. (It is worth 2 points at the end of the game.)

- X05 merchants from Mars

The first player to perform “family addition” with room in the living quarters receives this card. (Missing hint on the card: 2 food units have to be paid!)

- X06 merchants from Pluto

The first player to use the basic fence-building action and additionally pay 2 stones receives this card. (It is worth 2 points at the end of the game.)

Alien-Anschaffungen / alien acquisitions

Sometimes the aliens make wonderful presents. When you draw an alien acquisition card, put it next to the smaller acquisitions you've played.

- X07 Ley lines

At the end of the game you receive 1 special point for:

- every vertical row with 3 spaces
- every vertical row with 3 acres
- every meadow with 3 farm fields in a vertical row

(If a player's farm plan is vertical, turn it by 90 degrees for the rating.)

- X08 Alien-Treibstoff / alien fuel
Put three guest markers on this card. At the beginning of the return phase, before all players retrieve their family members, you can surrender one of the markers to perform one of the unused actions with it. (So all in all, you receive 3 additional actions.)
- X09 Außerirdischer Knecht / extraterrestrial servant
Immediately place a claim marker on any action field that grants raw materials or animals. In the return phase, take one of these goods in every round where the action is not utilized.
- X10 Replicator
The next time you take goods from an action field you receive twice the amount of goods of this kind. As soon as you receive these goods, forward this card to the player on your left.
- X11 Die X-Feile / the x file
Every time you pay wood during an action to build fences, stables or rooms, overall you pay 1 wood less.
- X12 Pelzige Freunde / furry friends
Put 2 fur ball markers on this card. (Use coins or dice as fur balls.) In every harvesting period, every pair of fur balls creates another fur ball. After the reproduction you have to feed every fur ball with 1 food unit. If you cannot feed it or don't want to, it runs away, causing 1 minus point per specimen. At the end of the game every fur ball on this card is worth 1 point.

Alien-Ereignisse / alien events

Events are a new type of cards in Agricola. When an event card is drawn it's played immediately. Events can be good or bad; one cannot choose whether to play or not to play a card. Some events have an instant effect, some are delayed, some happen at the game's end and some are long-lasting.

- X13 Kaschemme am Ende des Universums / pub at the end of the universe
At the end of the game all results are calculated in the pub at the end of the universe.
A player making exactly 42 points automatically wins the game.
- X14 Erdenmädel sind einfach zu kriegen / Earth girls are easy to get
Instantly perform the action „family addition“ without room in the habitation.
- X15 Tripoden / tripods
In the return phase of each round every player pays 1 goods unit as tribute. If someone is unable to do so, the aliens kill one of his family members. Every player performing the “family addition” has to pay 1 food unit for it.
- X16 Beam mich runter, Mac / beam me down, Mac
You decide where the next family member of each player is used next. (The chosen action has to be one which can be chosen legally. If a player has already placed all his persons in this round, you place his first family member in the following round.)
- X17 Bonbon-Pfad / candy path
Note between 2 and 6 special points in the rating. For each of these special points, put 2 markers on action fields – all action fields have to be different. Your family members collect the markers by performing an action on these action fields. You receive one minus point for every marker you haven't collected until the end of the game. (Use dice or coins as candy, not even aliens like sticky cards!)
- X18 Ich bin dein Papa / I'm your daddy
You can adopt one of the other players' children. Pay this player 5 goods units of your choice for it. Exchange this person piece with one of your own which will have enough space in your habitation in any case. (If you don't perform this action immediately it expires.)
The “child” is the third, fourth or fifth family member. You cannot play this card if you already have five family members.
- X19 Entführung durch Aliens / alien abduction
You instantly receive 1 sheep, 1 boar and 1 cow as an addition. You immediately lose the family member that has performed this action. (But you can replace it by “family addition”.)
- X20 Schatzi, ich habe... / Honey, I...
Aliens shrink your animals to one half of their size. From now on your meadows and stables can accommodate twice as many creatures. Your house cannot. Unfortunately the animals' conversion into food results in only half (rounded down) of the original food units. (At the end of the game your animals count for the full number of points. This card's power is so strong that also the new animals you additionally receive until the end of the game shrink immediately.)

- X21 Vorsicht, Düsen! / caution, jet engines!

Flying saucers visit all farms. The jet engines completely burn all wood spaces a player owns. They turn all clay spaces into stone spaces. They have no effect on stone spaces. If a player doesn't have a house left after that, he can renovate a wooden hut with 2 spaces for 2 wood and 1 reed. (If your house burns down your family will sleep under the stars until you build a new house by renovation. If you don't renovate, the debris fields count as unused at the end of the game.)

- X22 Karbonit-Vetter / carbonite cousin

The person performing this action is frozen in carbonite. He/she is freed during the return phase in three rounds. Then place a claim marker on an action field of your choice. At the start of the upcoming round, you place the concerning person on this action field, even before the starting player performs his first action, and perform this action.

(You can choose the next round's action field because this action is available when the carbonite cousin is used.)

- X23 Kornkreise / crop circles

Place this card on your farm in such a way that it covers 2 farm fields. These fields count as used but cannot be used otherwise. (If you cover something you've built before with this card, this object is levelled to the ground.)

Alien-Ausbildung / alien education

The X-Deck includes an alien education. When you draw it put it next to your other played education cards.

- X24 Rebel

The family member who has performed this action decides to fight for the rebellion in the future. Put the family member on this card. The family member stays there until the end of the game but continues to occupy space in your habitation and also has to be nourished during harvesting time.

The X-Deck is an add-on to Uwe Rosenberg's Agricola (Lookout Games, 2007) with a wink. It was developed by Dale Yu, David Fair, Fraser McHarg, Hanno Girke, John Kennard, Larry Levy and Melissa Rogerson, illustrated by Klemens Franz. Many thanks to Uwe for letting us play around with his game.