**Agricola Automa Decks**

An alternate single player experience inspired by Viticulture’s Automa

**Introduction**

Uwe Roseberg, Agricola’s designer, loves the board game Viticulture. He loves it so much, he designed an expansion to the worker-placement game called Moor Visitors. The name is a play on the Agricola expansion called Farmers of the Moor.

Viticulture has a fantastic single player component called the Automa. It is great primarily because the single player experience feels very much like the 2-6 player game. This feeling is accomplished via a deck of Automa cards where each card displays the names of a few actions spaces. At the start of each turn (called Seasons), those spaces are then occupied by an opponent’s meeples and made unavailable to the player. The player must adapt to the fact that they can’t always use the actions spaces they were planning on.

Agricol’a single player game is quite fun, but it is a very different game than the 2-4 player (soon 2-6) experience. With no worries that another player will take action spaces, the desired actions are guaranteed. This results in a great and challenging strategy game that is, however, free of tension and has limited variability. Additionally, players can let animals build up on the action spaces until the maximum point number is reached. A single action can get max points for each. This would never happen in a game with opponents.

Wouldn’t it be great if Agricola had an Automa deck that emulated another player so the single player experience matched the 2-4 player game?

That is what the pages below attempt to introduce: A single player variant.

**Rules**

The Agricol single player rules that differ from the 2-4 player rules are not used. So, players start with the normal amount of food, 3 wood is given each Round, and each farmer needs only 2 food during Harvest.

The Agricola Automa variant is composed of 13 small decks of cards. There are two decks for each of the six Stages of the game (Stages are broken up by the Harvests, if you recall) and one Farming Action deck that is related to the actions printed on the game board.

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| Automa Plans | Automa Action |
|  | Deck: Farming Action |
| Deck: Stage 1 | Deck: Stage 1 |
| Deck: Stage 2 | Deck: Stage 2 |
| Deck: Stage 3 | Deck: Stage 3 |
| Deck: Stage 4 | Deck: Stage 4 |
| Deck: Stage 5 | Deck: Stage 5 |
| Deck: Stage 6 | Deck: Stage 6 |

**Setup**

Shuffle each of the 13 decks and place them above their applicable Stage of the game board.

The Farming Action deck should be above the “Farm Expansion” action of the game board. The two Stage 1 decks should be above Round 1 and Round 2. The two Stage 2 decks should be above Round 5. Etc.

The first player is determined as normal. It will be either the human player or the Automa.

The player selects the Automa’s color. Only the farmers of that color will be needed. The Automa does not even need a farmyard board.

The Automa does not draw Minor Improvements or Occupations.

The human player can still choose to select their Minor Improvements and Occupations or select randomly. Same for the order of the Actions Space cards. Same for all the single player optional rules.

**Gameplay**

At the start of each Round, the top card of the Automa Plans () deck for the current Stage is revealed (remember, Rounds 1-4 are Stage 1, 5-7 are Stage 2, 8-9 are Stage 3, 10-11 are Stage 4, 12-13 are Stage 5, and 14 is Stage 6). So, in Round 1, the top card of the Stage 1 Automa Plans deck is revealed. These cards show what Stage or Stages the Automa is looking to take an action within (or the actions printed on the board via the Farming Action deck).

Automa Plans

The revealed Automa Plans card will remain revealed until the end of the Round.

If the human player has the yellow starting player token, they take their action now. When that action resolves or if the Auotma has the yellow starting player token, then:

The top card of the Automa Action () deck listed first (next to the number 1) on the revealed Automa Plans card is drawn. In Stage one, this will be either the Stage 1 Automa Action deck or the Farming Action Automa Action deck.

Automa Action

Automa Action cards will contain the name of a single Action Space. Place one of the Automa’s farmers on that Action Space. The space in now occupied and can’t be used by the human player (as the normal 2-4 player rules mention). Unless detailed below, the Actions Space occupied by an Automa’s farmer has no other effect. However, some Actions Spaces are affected by the Automa’s farmer:

* If the Action Space contains any token (Animal, Building Resource, or Crop token), all the tokens are returned to the supply.
* If the Action Space is the Meeting Place, the yellow starting player token is given to the Automa (or retained if it already had the token)
* If the Action Space allows a Major Improvement to be played, a Major Improvement from the Major Improvement Supply Board is randomly selected. The selected Major Improvement is removed from the Major Improvement Supply Board and can no longer be selected by the human player. If the selected Major Improvement is a Fireplace or Cooking Hearth (or any Major Improvement with alternate costs), the least costly version is selected.

**Note**: For any of the Automa Action decks enumerated on the revealed Automa Plans card, if the all of the Action Spaces of that Stage are occupied, the Farming Action deck is used instead.

The resolved Automa Action card is returned to the bottom of its deck.

The human player takes their next action.

The Automa then takes a card from the Automa Action deck listed next on the revealed Automa Plans card (this will be next to the number 2).

Play continues until both the human player has used all their farmers and all the Automa Actions listed on the revealed Automa Plans card have been used. The revealed Automa Plans card is now put on the bottom of its respective deck and the Rounds ends as normal (all the Automa’s farmers are removed from Action Spaces).

**Winning**

The normal single player point goals (50 points, then 55, 59, 62, 64, 65, 66 and 67 points) are too difficult when Action Spaces can be blocked and tokens can be removed from them. So, I don’t know, start with a goal of 30 and go up from there.

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| Automa Plans  **Deck: Stage 1**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card   If all Stage 1 Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 1**  **Automa Action:**   1. Stage 1 Automa Card 2. Farming Action Automa Card   If all Stage 1 Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 1**  **Automa Action:**   1. Farming Action Automa Card 2. Farming Action Automa Card | Automa Plans  **Deck: Stage 1**  **Automa Action:**   1. Farming Action Automa Card 2. Stage 1 Automa Card   If all Stage 1 Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 2**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck.  . | Automa Plans  **Deck: Stage 2**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 2 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 2**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 2 Automa Card 3. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 2**  **Automa Action:**   1. Stage 2 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 3**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 2 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 3**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 2 Automa Card 4. Stage 3 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 3**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 2 Automa Card 3. Stage 3 Automa Card 4. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 3**  **Automa Action:**   1. Stage 2 Automa Card 2. Stage 3 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 3**  **Automa Action:**   1. Stage 3 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |  |  |  |
| Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 2 Automa Card 5. Stage 3 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 2 Automa Card 4. Stage 3 Automa Card 5. Stage 4 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 2 Automa Card 3. Stage 3 Automa Card 4. Stage 4 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 2 Automa Card 2. Stage 3 Automa Card 3. Stage 4 Automa Card 4. Stage 1 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 3 Automa Card 2. Stage 4 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 4**  **Automa Action:**   1. Stage 4 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 2 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |  |  |
| Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 2 Automa Card 5. Stage 3 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 2 Automa Card 4. Stage 3 Automa Card 5. Stage 4 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 2 Automa Card 3. Stage 3 Automa Card 4. Stage 4 Automa Card 5. Stage 5 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 2 Automa Card 2. Stage 3 Automa Card 3. Stage 4 Automa Card 4. Stage 5 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 3 Automa Card 2. Stage 4 Automa Card 3. Stage 5 Automa Card 4. Stage 1 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 4 Automa Card 2. Stage 5 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 5**  **Automa Action:**   1. Stage 5 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 4 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |  |
| Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 2 Automa Card 5. Stage 3 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 1 Automa Card 3. Stage 2 Automa Card 4. Stage 3 Automa Card 5. Stage 4 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 1 Automa Card 2. Stage 2 Automa Card 3. Stage 3 Automa Card 4. Stage 4 Automa Card 5. Stage 5 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 2 Automa Card 2. Stage 3 Automa Card 3. Stage 4 Automa Card 4. Stage 5 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |
| Automa Plans  **Deck: Stage 6**  **Automa Action:**   * Stage 3 Automa Card * Stage 4 Automa Card * Stage 5 Automa Card * Stage 1 Automa Card * Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 4 Automa Card 2. Stage 5 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 1 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. | Automa Plans  **Deck: Stage 6**  **Automa Action:**   1. Stage 5 Automa Card 2. Stage 1 Automa Card 3. Stage 1 Automa Card 4. Stage 1 Automa Card 5. Stage 2 Automa Card   If all the given Stage’s Action Spaces are occupied, instead, take the top Automa Card from the Farming Action Automa deck. |  |
| Automa Action  **Deck: Farming Action**  **Action Space**  **Farm Expansion**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the unoccupied Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Meeting Place**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Grain Seeds**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Farmland**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card |
| Automa Action  **Deck: Farming Action**  **Action Space**  **Lessons**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Day Laborer**  If this Action Space is occupied, return this card to the bottom of the Stage 1 Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Forest**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Clay Pit**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card |
| Automa Action  **Deck: Farming Action**  **Action Space**  **Reed Bank**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card | Automa Action  **Deck: Farming Action**  **Action Space**  **Fishing**  If this Action Space is occupied, return this card to the bottom of the Farming Action Automa deck and either   * Use the Meeting Place if the Automa does not have the yellow starting player token * Draw the top Farming Action card |  |  |
| Automa Action  **Deck: Stage 1**  **Action Space - Card**  **Fencing**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 1 Automa deck and draw another Stage 1 Automa card | Automa Action  **Deck: Stage 1**  **Action Space - Card**  **Sheep Market**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 1 Automa deck and draw another Stage 1 Automa card | Automa Action  **Deck: Stage 1**  **Action Space - Card**  **Grain Utilization**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 1 Automa deck and draw another Stage 1 Automa card | Automa Action  **Deck: Stage 1**  **Action Space - Card**  **Major Improvement**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 1 Automa deck and draw another Stage 1 Automa card |
| Automa Action  **Deck: Stage 2**  **Action Space - Card**  **Basic Wish for Children**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 2 Automa deck and draw another Stage 2 Automa card | Automa Action  **Deck: Stage 2**  **Action Space - Card**  **House Redevelopment**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 2 Automa deck and draw another Stage 2 Automa card | Automa Action  **Deck: Stage 2**  **Action Space - Card**  **Western Quarry**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 2 Automa deck and draw another Stage 2 Automa card |  |
| Automa Plans  **Deck: Stage 3**  **Action Space - Card**  **Pig Market**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 3 Automa deck and draw another Stage 3 Automa card | Automa Action  **Deck: Stage 3**  **Action Space - Card**  **Vegetable Seeds**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 3 Automa deck and draw another Stage 3 Automa card |  |  |
| Automa Action  **Deck: Stage 4**  **Action Space - Card**  **Cattle Market**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 4 Automa deck and draw another Stage 4 Automa card | Automa Action  **Deck: Stage 4**  **Action Space - Card**  **Eastern Quarry**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 4 Automa deck and draw another Stage 4 Automa card |  |  |
| Automa Action  **Deck: Stage 5**  **Action Space - Card**  **Urgent Wish for Children**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 5 Automa deck and draw another Stage 5 Automa card | Automa Action  **Deck: Stage 5**  **Action Space - Card**  **Cultivation**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 5 Automa deck and draw another Stage 5 Automa card |  |  |
| Automa Action  **Deck: Stage 6**  **Action Space - Card**  **Farm Redevelopment**  If this Action Space Card has not been played or is occupied, return this card to the bottom of the Stage 6 Automa deck and draw another Stage 6 Automa card |  |  |  |

