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FARMERS OF THE MOOR SOLO VARIANT

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You can already play the Farmers of the Moor expansion solo out of the box, which is quite different from the multiplayer game, as it, naturally, lacks opponents. This variant addresses this issue by introducing a virtual opponent who will block spaces and special actions.

Setup

Set up the game for two players. Place the two **special action cards** for the two-player game next to the game board, as shown in the illustration at right.



Your opponent—the **neutral player**—needs only 5 farmers and 2 stables; return its remaining components to the game box. Set 3 of the 5 farmers aside for now.

Additionally, you will need the following dice, which are not included in Agricola or the Farmers of the Moor expansion:

(1) **either** 1 six-sided die of one color and 2 six-sided dice of a different color (e.g., one black and two white dice)



(2) **or** 1 six-sided die (of any color) and 1 twelve-sided die.



When using three six-sided dice (according to option 1), place one of the two same-colored dice on round space 5 of the game board; when playing by option 2, no dice are placed on the game board.

You start the game. Consequently, you get 2 food (not 0 food as you would in the regular solo game).

Course of Play

Play according to the two-player rules. The neutral player rolls the dice to determine its move. Except for the following few exceptions, the neutral player does not take any actions; it merely blocks action spaces and special actions.

- **Meeting Place:** The neutral player takes the start player token.
- **Accumulation spaces:** Return the goods to the general supply.
- **Major Improvement and House Redevelopment:** Remove a major improvement from play (see below).
- **Basic Wish for Children:** The neutral player gains an additional farmer.

Neutral Players' Turn

When it is the neutral players' turn, roll all available dice to determine the action space which the neutral player is going to block. When playing by option 1, for the first four rounds, only two six-sided dice are used; from round 5 on, all three dice are used.

The uniquely colored six-sided die determines in which **row** of the game board the neutral player is going to block an action space: row 1 if 1 or 2 is rolled; row 2 if 3 or 4 is rolled; and row 3 if 5 or 6 is rolled.

The other die (or dice, from round 5 on) determines the exact action space in that row: Beginning with the leftmost action space, simply count out the action spaces according to the roll, **skipping** any **occupied** action spaces. If there are two action spaces in that row located above one another (e.g., Grain Seeds and Farmland), count the top action space before the bottom one. If need be, continue counting from the start of the row when you reach its end.

Example: You are playing by option 1, using one black and two white dice. The black 3 indicates that the neutral player is going to block an action space in the second row, counting out 6 action spaces: Grain Seeds—1, Farmland—2, Forest—3, Clay Pit—4, Grain Seeds—5, Farmland—6. Consequently, the neutral player is going to block Farmland.



Important! The Infirmary is never included in the count, but you need to count the Resource Market action space below it, which is the first action space in the third row (*followed by Lessons, Day Laborer, Reed Bank, and so on*).

Major Improvements

When the neutral player blocks an action space with the Major Improvement action (*Major Improvement or House Redevelopment*), immediately remove an available major improvement from play, by rolling the dice again: from the first row if a 1, 2, or 3 is rolled on the unique six-sided die; or from the second row if a 4, 5, or 6 is rolled with that die. The other die (*or dice*) determines the exact card by counting from left to right, wrapping around, if need be.

Family Growth

When the Basic Wish for Children card is revealed, take the neutral player's 3 farmers that you set aside during setup and place one each on the next three round spaces. At the start of these rounds, the neutral player gets the farmer and uses it from that round on to block even more spaces.

Example: Basic Wish for Children enters play in round 6, so the neutral player's farmers are placed on round spaces 7, 8, and 9. Consequently, the neutral player will be placing 3 farmers in round 7, 4 farmers in round 8, and all 5 farmers from round 9 on.

The neutral player can grow their family **even faster**: When it places a farmer on the Basic Wish for Children action space, immediately add the farmer from the **highest possible** round space to the neutral players' pool of active farmers; it will place the new farmer **from that same round** on.

Example: In the example above, in round 7, the neutral player places a farmer on Basic Wish for Children, gaining the farmer from round space 9, which it can place in round 7 already.



Special Action Cards

The special action cards are counted with the action spaces in the first row; in fact, the special action cards are counted first. When the neutral player selects a special action card, place one of its stables on the card to mark it. When you use a marked card, you must pay 2 food.

When you use a special action card, turn it face down, but do not remove it from the row. Face-down special action cards are counted by the neutral player. Once there is a stable on a (*face-down or face-up*) special action card, only then will the neutral player skip it when counting.

End of Round

At the end of each round, remove all farmers from the action board and turn any face-down special action cards face up. Return any neutral stables and farmers to the neutral player's supply.

Special rule for accumulation spaces: If there are at least **9 wood** or **6 goods** of another type but wood on an accumulation space, **empty** that space, returning those goods to the general supply.

End of Game

Score your display as normal. The neutral player does not score any points. Your goal is to get as many points as possible.

Variant

If you would like the neutral player to block a special action card more often, consider the special action cards to be in every row at the same time, i.e., always count them first. This variant requires you use a twelve-sided die to count spaces.