

Agricola score sheet

Most points wins

Date _____ Where _____

After the harvest that ends round 14: look up each category on the chart and write its points.

THE FARM	PLAYER	PLAYER	PLAYER	PLAYER	PLAYER
FIELDS, CROPS AND ANIMALS					
Fields 0: -1 · 2: 1 · 3: 2 · 4: 3 · 5+: 4					
Pastures 0: -1 · then 1 each, up to 4					
Grain 0: -1 · 1 to 3: 1 · 4 to 5: 2 · 6 to 7: 3 · 8+: 4					
Vegetables 0: -1 · then 1 each, up to 4					
Sheep 0: -1 · 1 to 3: 1 · 4 to 5: 2 · 6 to 7: 3 · 8+: 4					
Wild boar 0: -1 · 1 to 2: 1 · 3 to 4: 2 · 5 to 6: 3 · 7+: 4					
Cattle 0: -1 · 1: 1 · 2 to 3: 2 · 4 to 5: 3 · 6+: 4					
THE FARMYARD					
Unused spaces -1 each					
Fenced stables 1 each					
Rooms Clay 1 each · stone 2 each · wood 0					
Family members 3 each					
CARDS					
Points on improvements As printed					
Bonus points					
Begging cards -3 each					
Final score					

Seven categories -1 to 4 each · Unused space -1 · Stable 1 · Clay room 1 · Stone room 2 · Family 3 · Begging -3

Or keep score in Tabletales, free on iPhone
tabletales.gg/score/agricola

