

# Consul Dirigens Deck

## Components

48 minor improvement cards comprising

24 “C” *minor improvements*

24 “D” *minor improvements*

48 occupation cards comprising

24 “C” *occupations*

24 “D” *occupations*

24 parent cards comprising

12 *mother cards*

12 *father cards*

## About This Expansion

This expansion contains 48 minor improvements and 48 occupations that have previously been part of the Agricola miniature sets. As always, you can mix these with the cards from the base game and any or all other card expansions at will.

The additional **24 parent cards** belong to a mini expansion that you can add, as a variant, to any game of Agricola. These cards make the game a little easier by providing each player an additional resource, which you will receive in a particular round, and a side quest with additional benefits once completed.

## How to Use the Parent Cards

**Setup:** Shuffle the mother and father cards separately and deal each player **two cards** of each type (*i.e.*, *two mother and two father cards*). Immediately before the start of the first round, each player must discard one father and one mother card and reveal the other (*that they kept*). If you are drafting your starting hands of minor improvement and occupation cards, perform the draft before settling on your parent cards.

**Mothers:** Your mother will give you a resource in a particular round. When you reveal your mother card, immediately place the resource on the designated round space, as described on the card. At the start of that round, you get the resource.



- If it is food, a building resource, or a crop, place it in your personal supply.
- If it is an animal, you must either accommodate it on your farm, or turn it into food via an appropriate effect (*e.g.*, a *Fireplace*), or let it go.
- If it is a stable or field, place it on an eligible farmyard space.

Each mother card also features a **fractional point value**. Ten of these cards feature a (*non-negative*) multiple of  $\frac{1}{10}$  points; the remaining two cards feature  $-\frac{1}{4}$  and  $-\frac{3}{4}$  points. These values are added to (*or subtracted from*) your total score at game end, directly resolving any ties that might have existed before adding the fractional points.

**Fathers:** Your father challenges you to complete a particular task, offering **three tiers of rewards**. To claim a reward, you must meet the corresponding requirement. If you do, claim the corresponding reward and turn the card to the other side. You can complete your task **only once**. However, you do not need to claim the reward of the lowest tier as soon as you meet its requirement; you can wait and claim a better reward later, when you meet its requirement.



## Handicapping Experienced Players

When playing with players of different skill levels, you can use the parent cards to handicap experienced players by not dealing any to them. In this case, do not apply the fractional point values of the mother cards, but use the normal tiebreaker instead (*most leftover goods in your supply*).

## About Deck Structure

With the release of this deck and the previous card expansions (*Artifex, Bubulcus, Corbarius, and Dulcinaria*), you now have four complete decks of 168 cards each (*or 180 cards per deck if you include the 5/6-player expansion cards*), lettered A-D. Each such deck is structured exactly the same: cards 001-084 are minor improvements (*of which 001-009 are always wandering cards*), cards 085-126 are “1+” occupations, cards 127-147 are “3+” occupations, and cards 148-168 are “4+” occupations. Not only that, but each number also corresponds to a very specific type of card, indicated by a type symbol on the card to the left of the deck letter (*these symbols are explained in the base game appendix, page 2*):

- ⊕ 001-002, 010-020, 085-091, 127-128, 148-149
- ♁ 003, 021-028, 092-097, 129-131, 150-152
- ⊙ 029-039, 098-101, 132-136, 153-154
- ☉ 040-042, 102-105, 137-138, 155-156
- ☞ 007, 043-064, 106-111, 140, 157-159
- ☼ 008, 065-073, 112-115, 141-142, 160-161
- ☂ 004-006, 074-082, 116-126, 143-146, 162-163
- ☾ 009, 83-84, 147, 164-168

In other words, the 168 cards of the same letter provide a well-selected mix of card types. 168 is how many cards you need to play three consecutive games (*with 1-4 players*) without seeing any card twice ( $3 \text{ games} \times 4 \text{ players} \times 14 \text{ cards in hand} = 168$ ). Playing three games like this is called a campaign (*see base game appendix, page 10*).

We hope this clarifies the “mystery” around the deck letters and “weird” numbering of the card expansions. For your convenience, if you ever want to separate the cards into individual expansions, the 96 base game cards and the 96 cards from this expansion feature a small asterisk (\*) with the card number. The base game

contains the A and B cards with an asterisk, the Artifex/  
Bubulcus/Corbarius/Dulcinaria decks all A/B/C/D cards  
without an asterisk, and this expansion all C and D cards  
with an asterisk.

## Credits

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