

# AGRONOMY

GAME RULES VO.12

A GAME BY JUSTIN GIBONEY  
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\*SOME ARTWORK IS PRELIMINARY AND WILL BE CHANGED

## OVERVIEW

You are a crop farmer in the modern world trying to make a living in an ever-fluctuating market. You're primarily a Wheat farmer but are now experimenting with other crops as the market has become saturated. You desire to have a better life and be more successful than your parents before you. You've narrowed your choices between Rice, Oats, Corn, Barley or Quinoa to add to your harvest in hopes of getting ahead of the market and to turn a better profit. The problem is your competition is experimenting with the same philosophy. Can you outthink your neighbors and develop a strategy that yields a better return? Or will you fall victim to the market and remain stagnant with what you've always done in the past. The game is afoot, and the pressure is on. Do you have what it takes to become the next agricultural tycoon, or will you lose out to the competition? Test your skill and see if you have what it takes to master Agronomy.

## GOAL

This is a deck building game. The key is to construct the most efficient deck that will yield the highest return. Your deck will consist of Crops (Resources), Equipment, Market and Research cards. As you add different cards to your deck you will increase the rate of return of your crops or manipulate the return of your opponents. Each round the market value of your crops will fluctuate depending on the supply and demand of your yield. The value of your crops will also be determined by the number of players in the game. The first player to obtain a combined value of 50 coins wins the game.

## CONTENTS

Before your first game of play remove all cards and materials from their packaging and place them in the provided card inserts.

**122 Crop Cards (10 each):** Wheat (82), Rice, Oats, Corn, Barley, Quinoa

**60 Equipment Cards (10 each):** Grain Drill, Harvester, Mechanic, Silo, Sprinklers, Crop Duster

**60 Market Cards (10 each):** Commercials, Contract, Organics, Government Subsidies, Market Scare, Sell Seeds

**160 Research Cards (10 each):** Bio-Crops, Corporate Espionage, Crop Rotation, Engineering Savant, Enhanced Equipment, Agronomist, Locusts (80), Foul Play, Pesticides

**19 Randomizer Cards**

**9 Quick lookup cards**

**1 Initiative Token**

**84 Coins:** 1 (30), 3 (18), 5 (16), 10 (12), and 20 (8) increments

**1 Rule book**

## PREPARATION

Depending on the number of players will determine the number of crops you have in play.

In a 4 to 5 player game: Play with 4 Crops (**Wheat, Rice, Oats, and Corn**).

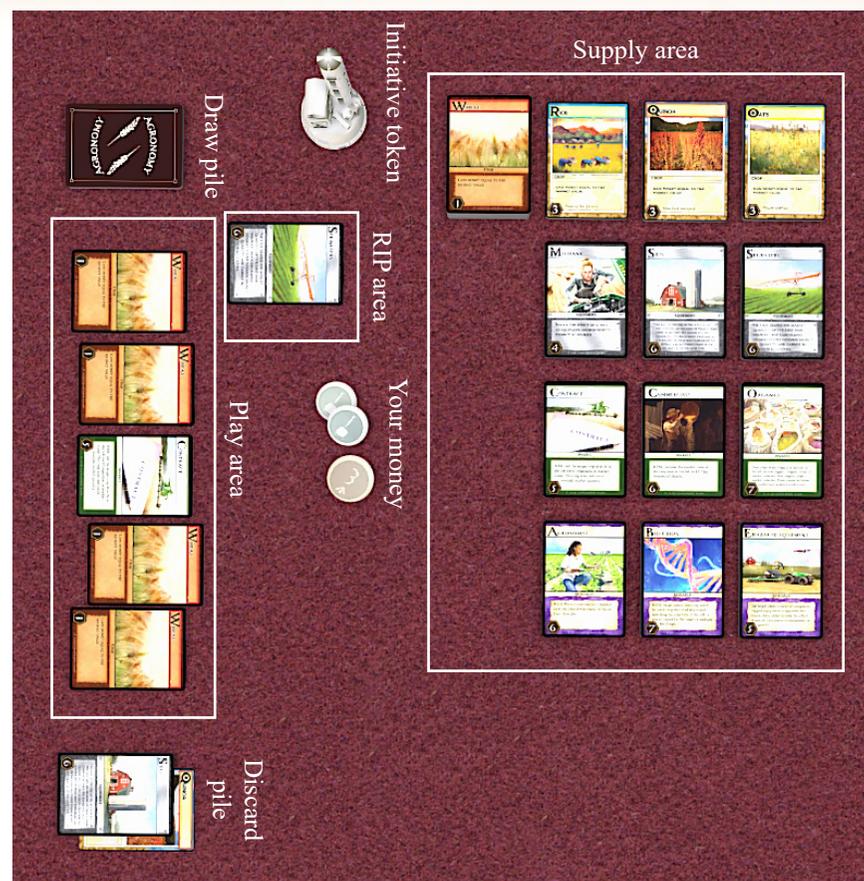
In a 6 to 7 player game: Play with 5 Crops (**Wheat, Rice, Oats, Corn, and Barley**).

In an 8 to 9 player game: Play with 6 Crops (**Wheat, Rice, Oats, Corn, Barley and Quinoa**).

For a balanced game we recommend playing with 3 Equipment, 3 Market and 3 Research Cards. For your first game, we recommend the following cards: **Harvester, Sprinklers, Silo, Contract, Commercials, Government Subsidies, Bio-crops, Agronomist, and Corporate Espionage**. In future games players can use the included Randomizer Cards to determine the cards played or come up with their own combinations. **Locusts** and **Pesticides** should be added if **Foul Play** is in play. If you are playing with **Locusts**, play with 10 cards times the number of people minus one (e.g., 5 players play with 40 Locusts cards). After you are comfortable with the game, you are welcome to include **Foul Play** without **Pesticides**.

Place the **Wheat** to the side. Place in the center of the table the selected cards in a 4 x 3 grid with each row representing a card type (Crop, Equipment, Market, and Research). Place 10 **Wheat** next to the **Rice**.

In Agronomy each player starts with a slightly different deck to add variety to the market. To setup the game deal 8 **Wheat** to



each player. Then take 4 of each speciality crop and shuffle them together. Deal 2 speciality crops to each player then return the remaining cards to their supply piles. All players will have 10 cards but initially 2 of those cards will be unknown to the other players. Once you have all 10 cards, shuffle them together and put them in your draw pile. Randomly determine a player to start with the Initiative token. When you get money, it should be visible to all players. You are now ready to play Agronomy.

### TIP!

Supply and demand will drive the economy in the game so initially **Wheat** will saturate the market, but other crops will yield higher returns until the balance begins to sway.

## PLAYING THE GAME

Agronomy plays in 4 main phases. You will play multiple rounds, typically 15-20. Each round you will repeat these 4 phases. In all phases remember that you do not have to play a card if you don't want to (e.g., **Contract**). However, once a card is played, its effects cannot be disregarded.

**Using the initiative token:** The initiative token helps resolve simultaneous actions, such as purchasing the last card in a supply pile, or resolving the effects of an attack card like **Bio-Crops**. The player with the initiative token gets to play a single card first. This is followed by the player to the left getting to play a single card, and so on until there are no further cards.

## SETUP PHASE

During this phase, untap any tapped cards, draw 5 cards, and play any card draw cards. Next, arrange the cards in your hand in any order. Some cards refer to the card to the left. This means that the affect of this card is dependent on the card to the left. After everyone has arranged their cards, play your hand. If you need to draw one or more cards and you do not have that many cards in you draw pile, first draw as many cards as you can, then shuffle your discard pile, and put it face down as your draw pile. Some cards take effect during this phase. This is denoted with an **RDS** (resolves during setup) on the card. Some of these cards are **Crop Rotation**, **Engineering Savant**, **Government Subsidies**, and **Silo**.

Some cards remain in play (**RIP**). These cards are not discarded at the end of each round. They are placed in the **RIP** area (see the Layout Diagram).

## MARKET PHASE

The market phase is broken into 3 subphases.

### PRE-MARKET SUBPHASE

Some cards have effects before the market subphase. This is denoted with an **RBM** (resolves before market). If you have one of these cards in play, or that you want to play, announce its effect and play the card (if it is not already being played). Some of these cards are **Sprinklers**, **Crop Duster**, **Sell Seeds**, **Contract**, and **Foul Play**.

### MARKET SUBPHASE

During this phase everyone will sell the crops that they have produced this round. Before selling, you will need to calculate market values. The market value of each crop depends on the quantity of each crop produced this round. First, count all of a particular crop that everyone at the table has. This is usually totaled by one player with everyone else holding up fingers for how many of that crop they have. Remember that cards such as **Sprinklers** and **Crop Duster** affect the quantity of crops that are produced. To determine the market value follow the chart below. To read the chart, find the row that corresponds to the number of players that you have. Count a particular crop and find the column that corresponds to the quantity. For example, if in a 5-player game there are 20 **Wheats**, then Wheat is worth \$0.25 each. In another example, if in a 7-player game there are 4 **Oats**, then **Oats** are worth \$2 each.

After using the table to calculate market value for a particular crop, see if there are any cards that affect the market value. This is denoted with an **RDM** (resolves during market) on the card. These cards include **Commercials**, **Organics**, and **Market Scare**.

	Unique \$3	Rarity \$2	Specialty \$1	Domestic \$0.50	Commodity \$0.25
<b>4 players</b>	-	1-2	3-6	7-14	15+
<b>5 players</b>	1	2-3	4-8	9-17	18+
<b>6 players</b>	1	2-4	5-10	11-21	22+
<b>7 players</b>	1-2	3-5	6-12	13-25	26+
<b>8 players</b>	1-2	3-6	7-14	15-29	30+
<b>9 players</b>	1-3	4-7	8-15	16-32	33+

After the market values of each crop is calculated, everyone collects money according to how many of that crop they produced this round. Always round down to the nearest \$. Collect money after you resolve each crop. Do this subphase for every crop.

***Example 1:** Angela produces 5 **Wheats** this round in a 6-player game. There are 26 **Wheats** produced this round. Angela collects \$1 for her **Wheat**.*

***Example 2:** Connor produces 3 **Wheats** this round in a 4-player game. There are 19 **Wheats** produced this round. Connor does not collect any money this round from his **Wheat** as his total value is rounded down to 0.*

### POST-MARKET SUBPHASE

Some cards have effects after the market subphase. This is denoted with an **RAM** (resolves after market). If you have one of these cards in play, or that you want to play, announce its effect and play the card (if it is not already in play). Some of

these cards are **Agronomist**, **Bio-Crops**, **Corporate Espionage**, **Grain Drill**, and **Harvester**.

### BUY PHASE

After receiving money for the crops that you sold this round, you may have enough money to buy more cards. Every player simultaneously purchases cards from the supply area. If a supply runs out, that card is no longer available. When a supply pile becomes low, use the initiative token to determine purchases. Players should not purchase from low supply piles without using the initiative token unless there are enough cards for all purchasers.

If at this point you have coins that can be consolidated into a larger denomination, please do so.

### CLEANUP PHASE

Now it is time to get ready for the next round and see if anyone has won the game (See Ending the game for details). During cleanup discard your played cards, acquired cards, and remaining hand. Move the initiative token one player to the left.

### ENDING THE GAME

A standard game ends when at least one player has reached \$50. When this occurs, everyone counts their money. The player with the most money wins. If there is a tie, whomever has the least value of their purchased cards wins. If there is still a tie, whoever purchased the fewest cards wins. In the event there is still a tie, the tied players share the victory.

The cards have been balanced for a typical \$50 game. However, you can adjust the ending amount to play a shorter or a longer game. Doing this will affect the strength of various cards.



## CARD

### EQUIPMENT

#### CROP DUSTER - 9 COINS

RIP, RBM: Double the market quantities of all your crops. Doubles count towards market quantity and cannot be doubled further.

**Notes:** Crop Dusters stack with each other.

However, the doubles do not get doubled again.

Crop Dusters stack with Sprinklers in the same way they stack with each other. Crop Duster duplicates count towards quantities when determining Bio-Crops quantities.

*Example:* Cara draws a Crop Duster and 4 Wheats. As she plays her cards that round, she places the Crop Duster in her RIP area. That round her 4 Wheats count as 8 when determining market quantities. Cara does not discard the Crop Duster at the end of the round like normal. The next round Cara draws a second Crop Duster, 2 Wheats, and 2 Quinoa. This round she counts 6 Wheats and 6 Quinoa when determining market quantities.



#### GRAIN DRILL - 7 COINS

RIP, RAM: You may obtain a single crop card without paying its cost.

*Example:* Astrid draws a Grain Drill and 4 Wheats. As she plays her hand, she places the Grain Drill in her RIP area. After the Market Phase, Astrid buys an Oats for free instead of the usual 3 and places it in her discard pile. Astrid does not discard the Grain Drill at the end of the round like normal.



#### HARVESTER - 3 COINS

RIP, RAM: Once per round, you may buy a single crop card for \$1 less than its cost, but not less than 0.

**Notes:** Harvesters can stack together to decrease a \$3 crop by \$1 per Harvester to a minimum of 0.

*Example:* DJ draws a Harvester and 4 Wheats. As he plays his hand, he places the Harvester in his RIP area. After the Market Phase, DJ buys an Oats for \$2 instead of the usual \$3 and places it in his discard pile. DJ does not discard the Harvester at the end of the round like normal.



#### MECHANIC - 4 COINS

Double the effect of a piece of equipment.

Doubled effects cannot be doubled.

**Notes:** Unlike most equipment, Mechanic does not remain in play, but is discarded each round.

The effect of the Mechanic is not permanent.

It lasts only one round. The effect of Mechanic can stack.

However, the doubles do not get doubled again. For example, two Mechanics played on a single Harvester will allow you to reduce the cost of a crop by \$3, not \$4.

*Example:* Kayla already has a Harvester in play when she draws her hand. She draws a Mechanic and 4 Corn. As she plays her hand, she places her Mechanic to the right of the Harvester. After the Market Phase, Kayla uses the Harvester to buy a Barley for 1 coin (by doubling the effect of the Harvester). In the Cleanup phase, she discards the Mechanic.



## SILO - 6 COINS

RIP, RDS: At the end of the setup phase you may sell all or some of your stored crops.

RDM: Once per round you may choose not to sell a single crop and silo it. If you do, on your next turn draw an extra card. All crops stored in the silo must be of the same type.

**Notes:** You must declare how many crops you are selling from your **Silo** in the Setup Phase. If **Silo** is discarded, all of the crops that it contains are also discarded. You can sell all crops from a **Silo** and put a different crop underneath the **Silo** in the same turn. Crops sold from a **Silo** count towards market quantity.

**Example:** David draws a **Silo** along with 2 **Oats** and 2 **Wheats**. In the Setup Phase, he places the **Silo** in his RIP area. During the Market Phase, David sells 2 **Oats** and 1 **Wheat**. He places the other **Wheat** under his **Silo**. David does not discard the **Silo** during the Cleanup Phase. The next round David draws 6 cards instead of 5: 1 **Wheat**, 2 **Oats** and 3 **Barley**. In the Setup Phase he declares he will be selling the **Wheat** from his **Silo** this turn and pulls it out from underneath the **Silo**. During the Market Phase he sells 2 **Oats**, 2 **Barley**, and 2 **Wheats**. He places the other **Barley** under his **Silo**.



## SPRINKLERS - 6 COINS

RIP, RBM: Double the market quantity of the first non-doubled crop card played. Doubles count towards market quantity and cannot be doubled further.

**Notes:** If you have more **Sprinklers** than crops, the extra **Sprinklers** are disregarded.

**Example:** Camille already has a **Sprinklers** in play and she draws a second **Sprinklers** along with 2 **Wheats** and 2 **Corn**. As she plays her hand, she places the second **Sprinklers** in the



RIP area and puts her hand in this order: **Wheat, Corn, Wheat, Corn**. As she counts quantities for market, she counts 3 **Wheat** and 3 **Corn** as a result from the two sprinklers. Camille does not discard the **Sprinklers** at the end of the round like normal.

## MARKET

### COMMERCIALS - 6 COINS

RDM: Increase the market value of the crop type to the left by \$1. This benefits all players.

**Notes:** The effect of **Commercials** stacks.

For example, if there are 3 **Commercials** played in a single round on the same crop type, that crop type will be worth \$3 more than its calculated market value. Multiple **Commercials** can be played on a single crop, but they only affect the first crop type to their left (i.e., not all crop types to the left are affected).

**Example:** Amin draws 3 **Wheats**, 1 **Barley**, and 1 **Commercials** for his hand. Since he believes he will benefit more from an increase in price for **Barley** compared to the other players, he arranges his hand in this manner: **Wheat, Wheat, Wheat, Barley, Commercials**. As a group of 5 players, there were two **Barleys** played, 1 by Amin and 1 by Joe. **Barley** is calculated to be worth 2 each and Amin states that he played a **Commercial** on **Barley** so **Barley** is now worth 1 more, or 3 each. Both Amin and Joe collect 3 coins for **Barley** this round.



### CONTRACT - 5 COINS

RBM: Sell the single crop directly to the left for \$3 regardless of market value. This crop does not count towards market quantity.

**Notes:** Crops sold through **Contract** are still available to be affected by cards such as **Bio-Crops** and **Corporate Espionage**.



**Example:** CJ draws 3 *Wheats*, an *Oats*, and a *Contract* for her hand. Since *Wheat* is typically a low value crop, she arranges her hand in this manner: **Wheat, Contract, Wheat, Wheat, Oats**. As players play their hands, CJ states she is using a **Contract**. She then slightly rotates the **Contract** and the single *Wheat* to its left to indicate that they are out of play for the Market Phase. CJ then collects 3 coins for the sale of that *Wheat*. During the Market Phase, CJ counts 2 *Wheats* and 1 *Oats* towards market quantities. She collects money for only those three remaining cards.

### GOVERNMENT SUBSIDIES - 9 COINS

RDS: Gain \$2. Draw a card.

**Example:** Markuss draws 4 *Wheats* and 1 *Government Subsidies*. Before hands are played, Markuss plays the **Government Subsidies**, picks up 2 coins and draws a card.

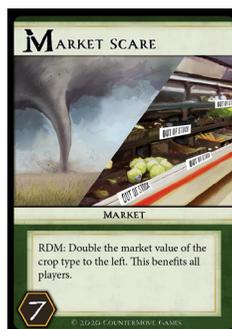


### MARKET SCARE - 7 COINS

RDM: Double the market value of the crop type to the left. This benefits all players.

**Notes:** The effect of **Market Scare** stacks summatively. For example, if there are 2 **Market Scares** played in a single round on the same crop type, that crop type will be worth 3 times more than its calculated market value. Multiple **Market Scares** can be played on a single crop, but they only affect the first crop type to their left (i.e., not all crop types to the left are affected).

**Example:** Althea draws 3 *Wheats*, 1 *Barley*, and 1 *Market Scare* for her hand. Since she believes she will benefit more from an increase in price for *Barley* compared to the other players, she arranges her hand in this manner: **Wheat, Wheat, Wheat, Barley, Market Scare**. As a group of 5 players, there



were two **Barleys** played, 1 by Althea and 1 by Ashley. **Barley** is calculated to be worth \$2 each. The single **Market Scare** cause **Barley** to now be worth \$4 each. Both Althea and Ashley collect \$4 for **Barley** this round.

### ORGANICS - 7 COINS

Your crops of the single crop directly to the left are now organic. Organic crops +1 market value tier. Non-organic crops -1 market value tier. Value cannot be below market min or above market max.



#### Extended description

Your crops of the single crop type to the left are now organic. Opponent's crops of this type are now non-organic (unless they also played **Organics** on this crop type). Organic crops are sold at one tier higher than market value; non-organic crops are sold at one tier lower (not lower than market minimum). The increase from organics is applied before other cards that affect the value of the crop such as **Commercials** and **Market Scare**.

**Notes:** Organic crops are treated separately than non-organic crops when factoring in **Bio-Crops**. If other players also have organic crops, they also sell at the one tier higher price. Their price is not reduced.

Also, in a 4 player game, the \$3 level is still available using organics.

**Example:** Miriam draws 3 *Wheats*, 1 *Oats*, and 1 *Organics*. Since she believes she will benefit more from an increase in price for *Wheat* compared to the other players, she arranges her hand in this manner: **Wheat, Wheat, Wheat, Organics, Oats**. As a group of 5 players, there were 15 *Wheats* played, 3 of them by Miriam and 2 of them by Ryota. Organic *Wheat* is now worth \$1 and non-organic *Wheat* is \$0.25 each. Miriam gains \$3 for *Wheat* this turn while Ryota does not gain any coins.

## SELL SEEDS - 5 COINS

RBM: Sell a single crop directly to the left for \$1 and return it to its supply pile. The sold crop does not count towards market quantities.

*Example: Felipe draws 3 Wheats, 1 Quinoa, and 1 Sell Seeds for his hand. Since Wheat is typically sold at a low value, he arranges his hand in this manner: Wheat, Sell Seeds, Wheat, Wheat, Quinoa. After Felipe plays his hand, he immediately places the Wheat to the left of Sell Seeds on top of the Wheat supply pile and picks up \$1. This round he sells the remaining 2 Wheat and Quinoa during the Market Phase.*



## RESEARCH

### AGRONOMIST - 6 COINS

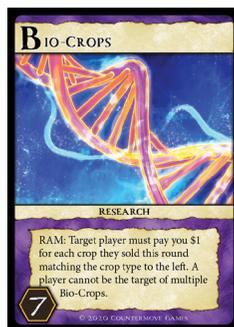
RAM: Place a crop and/or a research card you played this round on top of your draw pile.

*Example: Jess draws 2 Wheats, 1 Oats, 1 Bio-Crops, and 1 Agronomist. During the Market Phase, Jess collects coins for her Wheats and Oats as normal. After the Market Phase, Jess believes that she will benefit from selling the Oats and using the Bio-Crops again next turn and places both of them on top of her draw pile. She discards the Wheats and Agronomist as normal. During the Setup Phase of the next turn she draws 5 cards as normal, two of which are the Oats and Bio-Crops from her last hand.*



### BIO-CROPS - 7 COINS

RAM: Target player must pay you \$1 for each crop they sold this round matching the crop type to the left. A player cannot be the target of multiple Bio-Crops.



**Notes:** Each player can only be the target of a **Bio-Crops** once per round. If multiple action cards need to be resolved after market, use the Initiative Token. It is possible that your target player does not have enough coins to pay you the amount they owe. In this case, you, as the **Bio-Crops** player, loses out on the difference. The target player does not owe you money in the future. It is possible that after initiative, there are no longer any players for you to target with the crop you picked. In this case, you lose out on the benefit of your **Bio-Crops** this round.

*Example: Emma draws 1 Wheat, 2 Oats, 1 Corn, and 1 Bio-Crop. Since there are typically a lot of Wheats played every round in her game, she arranges her hand in this manner: Wheat, Bio-Crops, Oats, Oats, Corn. After everyone collects coins for selling all of their crops and before the Buy Phase, Emma waits for Initiative using the Initiative Token. When it is her turn, she notices that Anna, who has not been picked as the target of a Bio-Crops this round, sold 4 Wheats. Emma states that she is using her Bio-Crops on Anna. Anna, gives Emma \$4.*

### CORPORATE ESPIONAGE - 7 COINS

RAM: Steal a crop card played by another player this round.

**Notes:** Crops stored a Silo cannot be the target of Corporate Espionage.

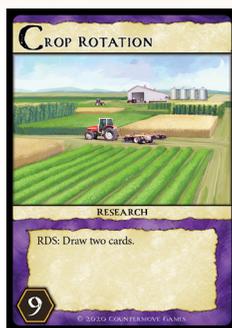
*Example: Andrew draws a Corporate Espionage among other cards. After the Market Phase, he chooses to steal an Oats from Wilson putting the Oats in his own (Andrew's) discard pile.*



## CROP ROTATION - 9 COINS

RDS: Draw two cards.

*Example: Carlie draws 4 Wheats and 1 Crop Rotation. During the Setup Phase, she plays the Crop Rotation and draws an Oats and a Quinoa. She plays all her remaining cards (4 Wheats, 1 Oats, and 1 Quinoa) as normal.*



## ENGINEERING SAVANT - 9 COINS

RDS: Discard target player's piece of equipment. Also, either return a discarded piece of your equipment to play or draw a card.

**Notes:** If someone has declared that they are selling the crops from their **Silo** and you decide to use **Engineering Savant** on their **Silo**, all of the cards that were underneath the **Silo** are discarded as well.

*Example: Ashton purchased a Harvester in a previous turn and knows it is in her discard pile. She draws an Engineering Savant and 4 Corn. As she plays her hand, she notices that Christina has a Crop Duster. Ashton tells Christina to discard her Crop Duster. Christina discards her Crop Duster. Ashton then collects her Harvester from her discard pile and puts it into play. In the Cleanup phase, Ashton discards the Engineering Savant.*



## ENHANCED EQUIPMENT - 5 COINS

Tap target player's piece of equipment. Tapped equipment is unusable this round. Also, either double the effect of one of your pieces of equipment or gain \$1.

**Notes:** To "tap" a piece of equipment, rotate it about 45 degrees. This card can be played during any phase. If someone has declared that they are selling the crops from their **Silo** and you decide to use **Enhanced**



**Equipment** on their **Silo** before they are sold, all of the cards that were underneath the **Silo** are returned to underneath the **Silo**.  
*Example: Madelyn already has a Harvester in play when she draws her hand. She draws an Enhanced Equipment and 4 Corn. As she plays her hand, she places her Enhanced Equipment to the right of the Harvester. She also notices that Christina has a Crop Duster. Madelyn tells Christina to tap her Crop Duster. Christina rotates her Crop Duster indicating that it cannot be used this turn. After the Market Phase, Madelyn uses the Harvester to buy a Barley for \$1 (by doubling the effect of the Harvester). In the Cleanup phase, she discards the Enhanced Equipment. During the next Setup Phase, Christina untaps her Crop Duster by rotating it back into a vertical position.*

## FOUL PLAY - 3 COINS

RBM: Each other player gains a Locusts.  
Destroy Foul Play after use.

**Notes:** If **Foul Play** is in the game, include **Pesticides** and **Locusts** as additional research cards. Use the Initiative token as the order in which to draw **Locusts** if there are fewer **Locusts** than players.

*Example: Anastasia purchases a Foul Play in one round and discards it as normal. In a subsequent hand, Anastasia draws the Foul Play. When she plays her hand, she announces that she has a Foul Play. All other players take a Locusts, assuming there are any left, and put them in their discard pile. Anastasia then places the Foul Play in a Destroy Pile.*



## LOCUSTS

This card has no effects.

**Notes:** Play with 10 cards x (the number of players - 1). For example, in a four-player game, there will be 30 Locusts.



## PESTICIDES - 3 COINS

RIP, RDS: Destroy this card and all Locusts in your hand. Draw a card for each of your Locust destroyed.

**Notes:** Pesticides can continue to destroy and draw cards so long as there are **Locusts** drawn.

*Example: Alonso draws 3 Wheats, 1 Locusts, and 1 Pesticides. Before hands are played, Alonso places the Pesticides and the Locusts into the Destroy Pile and draws another card. The drawn card is a second Locusts. Alonso places the second Locusts card into the Destroy Pile and draws an Oats. Play continues as normal.*



## GLOSSARY

**RAM - Resolves after market:** Resolves after market means that this card's action(s) occurs after selling crops and before discarding your played cards.

**RBM - Resolves before market:** Resolves before market means that this card's action(s) occurs after playing cards and before totaling the quantities of crops.

**RDM - Resolves during market:** Resolves during market means that this card's action(s) occurs after calculating market values and before selling crops.

**RDS - Resolves during setup:** Resolves during setup means that this card's action(s) occurs before cards are played this round.

**RIP - Remains in play:** These cards are not discarded at the end of the round like other cards.

**Market tier:** A market tier is the column in the market value table that represents how much a crop is worth.

**Tapped equipment:** A tapped piece of equipment cannot apply its effects this round. Turn 45 degrees to represent it is tapped.

## FAQ

**Q:** Is this game available for purchase?

**A:** Not yet. We hope to have a Kickstarter soon.

**Q:** How can I find out more about Agronomy?

**A:** Follow us on Twitter @agronomygame

## CREDITS

**Game design:** Justin Giboney & Matt Coton

**Artwork (Wheat, Crop Duster, Sell Seeds):** Elise Coton

**Artwork (all other cards):** Christopher England

**Artwork (Commercials):** Various artists, this artwork will be replaced

