

# Agricola Norge Compendium

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January 1, 2024

## Abstract

*This document is the official Agricola compendium to be used in tournaments arranged by Agricola Norge.*

*The compendium includes the card text for all relevant minor improvements and occupations, as well as clarifying rulings. It is a continuation of the work started by many others, but adapted to the needs of Agricola Norge. Many of the rulings are based on clarifications made by Uwe Rosenberg (the game author) and Hanno Girke of Lookout Games, but most of them have been negotiated by the online community at [play-agricola.com](http://play-agricola.com).*

*In particular, people that should be mentioned are Eugene van der Pijll, for work on the v9.0 compendium, Kimball for work on the original Agricola WM and PI Compendium, wsefranc for work on rulings for the France deck, and Loki31 for work on collecting together the different compendiums.*

## Occupations

### E

#### Academic

(E148)

*This card counts as 2 occupations for minor improvements and when scoring the Reeve E217 or Tutor E174 occupation card.*

- Playing the Academic counts as 1 occupation for the Bread Paddle K111 and Bookshelf K112.

## **Animal Keeper**

(E216)

*You can keep sheep, wild boar and cattle in the same pasture.*

- This applies to all your pastures except the Forest Pasture K145.

## **Baker**

(E150)

*During each harvest, you may bake bread at the start of the feeding phase if you have an appropriate improvement. When you play this card, you may bake bread as an additional action.*

- You may only use the Baker to bake bread just once each harvest, but you may use all of your ovens and other improvements to bake as much bread as you can.

## **Basketmaker**

(E183)

*In each harvest, the Basketmaker can convert up to 1 reed to 3 food.*

## **Berry Picker**

(E152)

*Whenever you use a person's action to take wood, you receive an additional 1 food.*

- Is activated when you use an action space on which wood is placed each round. You cannot use such an action space just to use this card if the action space contains no wood (e.g. because of the Wood Distributor K284).
- Is activated even if you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253.
- Is activated when you use an action space that contains wood because of the Wood Distributor.

- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player games, and the action space "Take 1 Building Resource" in 3-player games if you take wood.
- Is activated when you play Building Material E16.
- Is not activated when you receive wood because of any other minor improvement or an occupation.

### **Braggart**

(E197)

*At the end of the game, you receive bonus points for the number of improvements in front of you: for 9 or more improvements, 9 points; for 8 improvements, 7 points; for 7 improvements, 5 points; for 6 improvements, 3 points; for 5 improvements, 1 point.*

- Both major and minor improvements count. Discarded improvements do not.

### **Bread Seller**

(E155)

*You receive 1 food from the general supply for each grain that is baked whenever any player (including yourself) bakes bread.*

- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.
- Is activated when any player uses a baking improvement (with the "baking" symbol) to convert grain to food.
- Is not activated if anybody uses the "Sow and Bake Bread" action space, but does not bake.

### **Brush Maker**

(E156)

*Whenever you convert wild boar to food, you place the boar on this card. At the end of the game, you receive bonus points if you have wild boar markers*

*on this card: 4 or more markers, 3 points; 3 markers, 2 points; 2 markers, 1 point.*

- A converted wild boar may either be placed on the Tanner K280, Taxidermist Z330, or Brush Maker; you cannot use two of these cards for the same animal.
- If you also have the Basin Maker K273 and/or the Pelts K339, you may use those cards as well as the Brush Maker for each converted wild boar.
- Wild boar markers on this card do not count in the scoring at the end of the game.

## **Carpenter**

(E218)

*To extend your home, you need only 3 of the appropriate resource and 2 reed for each new room.*

- For example, if you live in a wooden hut, you need 3 wood and 2 reed.
- Can be used for every room you build, if you build more than 1 room.
- This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Clay Supports E37, Axe E13, or Clay Plasterer I241), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- After you've used the Carpenter, you may then also use any card that changes the cost of a room (e.g. Clay Roof E36, Ladder I91, Stonecutter E211, and Bricklayer I243).
- For example, if you also have the Bricklayer I243, you may use both cards to build rooms for 1 clay and 2 reed.
- You may not use this card to change the costs of the Wooden Hut Extension I81 and Clay Hut Extension K132.

## **Cattle Whisperer**

(E201)

*Add 5 and 9 to the number of the current round. Place 1 cattle on each corresponding round space. At the start of these rounds, you receive the cattle.*

- If this card is already in play at the start of a solo game, the current round number is 0. You receive the cattle on rounds 5 and 9.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

## **Charcoal Burner**

(E182)

*You receive 1 food and 1 wood whenever any player (including you) builds a baking improvement with a "baking" symbol.*

- You can place 1 food and 1 wood on the affected unbuilt major improvements to remind you to take the tokens.
- You also receive the food and wood when an improvement is upgraded to a baking improvement.

## **Chief**

(Cost 2F, E172)

*At the end of the game, you receive 1 bonus point for each room in your stone house. Playing this card costs an additional 2 food.*

- If you have the Half-timbered House E21 as well, you use both to get 4 points per room; if you have the Mansion K144 as well, or all three of Chief, Mansion and Half-timbered House, you use them all to get 5 points per room.

## **Chief's Daughter**

(E173)

*If another player plays the Chief E172 card, you can play this card immediately at no cost. At the end of the game, you receive 3 bonus points if you have a stone house, 1 if you have a clay hut.*

- You can also play this card using an action space in the usual way.
- If you play the Chief E172 yourself, you may not play the Chief's Daughter at the same time.
- In a solo game, you can only play this card using an action space.
- If you have the Clogs E28 as well, you get points for both cards.
- If you play the Chief's Daughter because the Chief is played, this activates the Bread Paddle K111, Bookshelf K112, Patron E192, and Educator K271, but not the Writing Desk E49, Perpetual Student K275, or Therapist O03.

## **Clay Deliveryman**

(E187)

*Place 1 clay on each remaining space for rounds 6 to 14. At the start of these rounds, you receive the clay.*

- You do not receive clay for the current round, or any of the earlier rounds.

## **Clay Firer**

(E185)

*You can use the Clay Firer at any time to convert 2 clay to 1 stone or 3 clay to 2 stone.*

## **Clay Mixer**

(E188)

*Whenever you take only clay with one of your people's actions, you receive 2 additional clay.*

- Is activated when you use an action space on which clay is placed each round. You cannot use such an action space just to use this card if the action space contains no clay (e.g. when you have the Bureaucrat C07).
- Is also activated by the action space "Take 1 Building Resource" in 3-player game if you take clay.
- Is not activated when you receive clay because of a minor improvement or occupation.
- Is activated when you take clay from an action space, and at the same time receive other goods because of a minor improvement or occupation.

### **Clay Seller**

(E186)

*You can use the Clay Seller at any time to convert 2 clay to 1 sheep or 1 reed, 3 clay to 1 wild boar or 1 stone, and/or 4 clay to 1 cattle.*

- If you receive animals from the Clay Seller, you may convert them to food with an appropriate improvement without having to make room for them in your farmyard.

### **Conjurer**

(E167)

*Whenever you use the "Traveling Players" action on an action space, you receive 1 additional grain.*

- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.

### **Conservator**

(E200)

*You can renovate your wooden hut to a stone house without first needing to renovate it to a clay hut.*

- You may not use both the Conservator and the Stone Breaker K303 or the Conservator and the Builder's Trowel E50 to renovate your wooden hut to a stone house out of turn.
- The renovation is paid, as usual, with 1 stone per room plus 1 reed, and you still have to take a "Renovate" action to use the Conservator.
- Activates the Clay Hut Builder I242 when used.

### **Cook**

(E181)

*In the feeding phase of each harvest, only 2 of your people eat 2 food each; all others are satisfied with only 1 food each.*

- You still need to feed newborns with 1 food.

### **Dancer**

(E212)

*Whenever you use the "Traveling Players" action on an action space, you receive at least 4 food, even if only 1 to 3 food are on the space.*

- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.
- If you have the Storyteller E169 as well, you receive at least 4 food and 1 vegetable when you leave one food on the action space.
- You cannot use both the Juggler I237 and the Dancer for the same action.

### **Dock Worker**

(E171)

*At any time, you can use the Dock Worker to convert 3 wood to either 1 clay, 1 reed or 1 stone, or to convert 2 clay, 2 reed or 2 stone to 1 other building resource.*

- Building resources are wood, clay, reed, and stone.



## **Estate Manager**

(E170)

*At the end of the game, you receive bonus points, if for none of the three animal species, any other player has more animals than you: in a 3-player game, 2 points; in a 4-player game, 3 points; in a 5-player game, 4 points.*

- If a player has the Horse K135, it does not count as 1 animal of a missing type of his choice when counting animals for the Estate Manager. The House Goat K120 does not count as an animal.

## **Farmer**

(E160)

*The next time you build fences, you receive 1 wild boar. Each time you build at least 1 fence after that, you receive 1 cattle.*

- You only receive 1 new animal per turn, even if several pastures are created with the same action.
- Is activated when you use the Fence Overseer K312, or when you play the Mini Pasture E40.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

## **Field Warden**

(E163)

*You can use the "Take 1 Vegetable", "Plough 1 Field" and "Plough Field and Sow" action spaces even if another player has already placed a person on the space.*

- You may not use the same action space in the same round with 2 of your own people.
- You can use the Field Warden when you move a family member to the "Plough Field and Sow" space because of the Countryman K289.

## **Fisherman**

(E161)

*Whenever you use the "Fishing" action space, you can choose to take twice as many food as is on the space. If you do this, you must give 1 food each to the owners of the Fishing Rod E12, Raft E22, Canoe E30, Fish Trap I95, and Landing Net K126.*

- Only the food that is lying on the action space is doubled. Take the food from the action space, and the same amount from the general supply.
- You only give food to another player if he has the improvement in front of him on the table.
- If a player has played more than one of these improvements, you give him more than one food.
- You do not have to pay anything for an item if you own it yourself.
- It is possible that you have to pay more food than you receive.
- If you won't have enough food to pay the owners of the listed improvements after using the Fisherman, you are not allowed to use it.
- The effect of the Fisherman is optional. If you do not take the double amount of food, you do not have to pay anything to the other players.
- Is not activated by using the Net Fisherman I248.

## **Greengrocer**

(E168)

*Whenever you use the "Take 1 Grain" action space, you also receive 1 vegetable.*

## **Grocer**

(E184)

*Pile (from bottom to top) 1 vegetable, reed, clay, wood, vegetable, stone, grain, reed on this card. At any time, you may buy the top item for 1 food.*

- The resources come from the general supply, and are not part of your personal supply until you buy them.

## **Guildmaster**

(E341)

*You receive 4 wood when you acquire the Joinery A7 or play the Cabinetmaker I258. When you acquire the Pottery A8 or play the Potter E214, you receive 4 clay. When you acquire the Basketmaker's Workshop A9 or play the Basketmaker E183, you receive 3 reed. If you have already played any of these cards when you play the Guildmaster, you receive 2 building resources of the appropriate type for each existing card.*

- If you have already upgraded the Joinery to the Sawmill K122 before you play the Guildmaster, you also get 2 wood.
- You receive the building resources after acquiring or playing each card; you cannot use these resources to pay for the cards.
- If you e.g. obtain both the Joinery and the Cabinetmaker, you get 4 wood twice. If you play an improvement for a second time (e.g. the Joinery after upgrading it to a Sawmill), you receive the wood again.

## **Head of the Family**

(E159)

*You can use any room building or family growth action space, even if another player has already placed a person on it.*

- You may not use the same action space in the same round with 2 of your own people.
- If the action space provides a choice of actions, you may choose either. For example, you may take the "Traveling Players" action on the "Build 1 Room or Traveling Players" action space in the 5-player game, or play an occupation on the "1 Occupation or Family Growth" action space.
- It is not allowed to use an empty accumulating action such as "Traveling Players", not even if it activates other improvements or occupations.

## **Hedge Keeper**

(E175)

*Whenever you build at least 1 fence, you can build 3 additional fences without paying any additional wood.*

- Is activated when you use the Fence Overseer K312, Fence Builder I263 or Fence Deliveryman I265, or when you play the Mini Pasture E40.
- If you also have the Farmer E160, Stablehand E207, Wood Carver K301 or Sawhorse K121, you may use all of those cards during the same fence building action.
- The free fences from the Hedge Keeper are built in the same fence building action as all other fences, but in an order of your choosing. However, you may not use the Hedge Keeper for the first fence you build in a turn.
- Can only be used once per turn.
- Only after building the extra fences, you need to follow the conditions for building fences (i.e. no open pastures).
- You may choose to build fewer than 3 fences, for example, if you do not have 3 unbuilt fences left.
- If you build no free fences, or fewer than 3, you cannot save the other free fences for later rounds.

## **Hobby Farmer**

(E180)

*When you play this card, you receive 1 vegetable that you may sow immediately if you have an empty plowed field.*

- You perform a sowing action, which you can only use for this vegetable.
- Sowing the vegetable activates the Fieldsman I219, Smallholder K286, Potato Dibber E32, Liquid Manure K118, Planter Box I90 and another player's Field Worker I224.

- Sowing the vegetable is optional. You may not sow anything else, including wood on Forester K278 and Copse I78, or food on Vineyard O21.
- You may sow the vegetable on the Bean Field E18, Lettuce Patch E47, or Turnip Field K137.

### **Hut Builder**

(E178)

*Play this card during round 1-4. At the start of round 11, you can extend your hut by 1 room at no cost, as long as you have not yet renovated to a stone house.*

- When the card is played, put a room tile on the round 11 action space as a reminder.
- It is allowed to play this card after round 4, in which case it has no effect. It still counts as a played occupation, e.g. for the prerequisite of an improvement.
- If you choose not to build a free room at the start of round 11, you cannot build it later in the game.

### **Land Agent**

(E147)

*Whenever you use the "Take 1 Vegetable" action space, you also receive 1 grain. When you play this card, you receive 1 vegetable from the general supply.*

### **Lord of the Manor**

(E189)

*At the end of the game, you receive 1 bonus point for each scoring category where you have scored the maximum 4 points.*

- The bonus point is also awarded for 4 fenced stables.
- Bonus points from other cards, such as the Brewery K110 or the Schnaps Distillery I98, are not taken into account when scoring the Lord of the Manor E189.

## **Maid**

(E190)

*Once you have built a clay hut, place 1 food on each remaining round space. At the start of these rounds, you receive the food.*

- If you already have a clay hut or a stone house when you play this card, place the food immediately.

## **Mason**

(E191)

*Once during the game, at any time after your stone house reaches at least 4 rooms, you may extend it by 1 room at no cost.*

- You may place a room tile on this card to show that you have not yet taken the extension action.
- You do not have to use an action space to build a room with the Mason.

## **Master Baker**

(E149)

*Whenever another player bakes bread, you can bake bread if you have a baking improvement with the "baking" symbol. If you take a bake action yourself, you receive 1 additional food.*

- Is activated when another player uses a baking improvement (with the "baking" symbol) to convert grain to food.
- Is not activated if another player uses the "Sow and Bake Bread" action space, but does not bake.
- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.
- You do not receive the additional food if you bake bread because of the Master Baker itself.

## **Master Brewer**

(E154)

*In the feeding phase of each harvest, the Master Brewer can convert up to 1 grain to 3 food.*

- Brewing beer does not count as baking.
- The grain that you want to convert into 3 food may not be on fields; it must be taken from your personal supply.

## **Master Builder**

(E151)

*Once during the game, at any time after your home reaches at least 5 rooms, you may extend it by 1 room at no cost.*

- You may place a room tile on this card to show that you have not yet taken the extension action.
- You do not have to use an action space to build a room with the Master Builder.

## **Master Forester**

(E164)

*Include the "2 Wood" action card from the 3-player game as an additional forest. At the start of each round, place 2 wood on the card. Any player who uses this action space must pay you 2 food.*

- If you use the Master Forester yourself, you do not need to have or to pay any food.
- The food must be paid before the wood is collected. If the player who wants the wood gets food for this action, for example because of the Berry Picker E152, he may not use this food to pay for the Master Forester.

## Master Shepherd

(E204)

*Place 1 sheep on each of the next 3 round spaces. At the start of these rounds, you receive the sheep.*

- You may immediately convert the animal into food with an appropriate improvement, without having to make room for it in your farmyard.

## Meat Seller

(E162)

*If you have an oven, you can convert your animals into food at any time. Take 2 food for each sheep, 3 for each wild boar and 4 for each cattle.*

- The Meat Seller may not be used after upgrading an oven to a Baker's Kitchen I65 or Bakehouse K106, unless you have another oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- Ovens are not a cooking improvement, even if you have the Meat Seller. Using the Meat Seller does not activate the Schnitzel Mallet O18.

## Mendicant

(E153)

*At the end of the game, you can discard up to 2 begging cards without losing points for them.*

## Merchant

(E179)

*Whenever you use a "minor improvement" or "minor or major improvement" action, you can pay 1 food to use the action a second time.*



- If you use a "major or minor improvement" action, you can either play 2 major or 2 minor improvements, or 1 major and 1 minor improvement.
- Is activated by every improvement you play, even if you play several in a single turn.
- Using both Merchant and Traveling Salesman K281, you can play up to 4 minor improvements for 1 food on a "major or minor improvement" action space, or you can acquire 2 major improvements for 1 food on a "minor improvement" action space.
- Using both Merchant and Businessman I228, you can first play 1 minor improvement and 1 major or minor improvement, and then additionally for 1 food, either 2 minor improvements or 1 major and 1 minor improvement when you use the "Starting Player" action space.
- If you receive goods or food from the first improvement, you may use them to pay for the use of the merchant, or for buying the second improvement.
- Is activated when you use the Scholar K279 to play an improvement.

## **Mushroom Collector**

(E196)

*Whenever you use a person's action to take wood that is lying on an action space, you can leave 1 of that wood on the space and receive 2 food in exchange.*

- If you also have the Basket E34, you can use both cards to leave 3 wood to receive 5 food.
- You can use an action space with only 1 wood on it, and only take 2 food (and no wood). This still counts as taking wood, and activates e.g. the Berry Picker E152, Wood Cart I79, and Piecworker K268.
- If there is no wood on the action space, for example because of the Wood Distributor K284, you may not use the Mushroom Collector.
- Is activated when you use an action space that contains wood because of the Wood Distributor.

- Is not activated by the action space "1 Reed, Stone, and Wood" in 5-player game.

### **Pastor**

(E193)

*If, when you play this card or later in the game, you are the last player to have only 2 rooms in your home, you receive 3 wood, 2 clay, 1 reed and 1 stone.*

- You choose the moment at which you're paid, but it has to be after the last player (other than you) build his third room and before you build your third room yourself.

### **Patron**

(E192)

*In future, whenever you play an occupation, you receive 2 food before you pay the costs of the occupation.*

- If you use the Writing Desk E49, you receive food for both occupations you play.
- If you also have the Bookshelf K112, you can use both to receive 5 food for each occupation you play.

### **Plough Driver**

(E194)

*Once you have a stone house, you can pay 1 food at the start of each round to plough (at most) 1 field.*

- When you use the Plough Driver, you may not use a plough or the Harrow I68 to plough multiple fields.
- Food that you receive at the start of a round (e.g. because of the Well A10) can be used to pay for the field immediately.

## **Plough Maker**

(E195)

*Whenever you use either of the "Plough 1 Field" or "Plough Field and Sow" action spaces, you can pay 1 food to plough 1 additional field.*

- You may use one of the ploughs or the Harrow I68 at the same time as the Plough Maker (unlike the Plough Driver E194); in that case, you pay 1 food to plough 1 field more than the plough or Harrow allows.

## **Potter**

(E214)

*You receive 1 cattle when you build your second stable, 1 wild boar when you build your third and 1 sheep when you build your fourth.*

- In each harvest, the Potter can convert up to 1 clay to 2 food.

## **Quarryman**

(E209)

*You can use the Quarryman at any time to convert stone to food. For each stone you convert, you receive 2 food.*

## **Ratcatcher**

(E198)

*In rounds 10 and 12, all other players may not place 1 of their family's offspring (if they have any). This card may only be played until the end of Round 9.*

- The idle family members do count towards the question whether there is space in the hut or house for family growth.
- You yourself may place all your family members.
- All family members except for the first two are offspring; not only newborns.
- Guests and the occupant of the Reed Hut K138 are not offspring and may always be played.

- You are allowed to play this card after round 9, but it has no effect. Remove it from the game immediately after you've played it.

### **Reed Collector**

(E205)

*Place 1 reed on the next 4 round spaces. At the start of these rounds, you receive the reed.*

### **Reeve**

(E217)

*You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, all players with the most occupation cards in front of them receive 3 bonus points each.*

- The Academic E148 counts as two occupations.

### **Renovator**

(E199)

*Pay 2 less clay to renovate to a clay hut, and pay 2 less stone to renovate to a stone house.*

### **Seasonal Worker**

(E202)

*Whenever you use the "Day Labourer" action space, you receive 1 additional grain. From round 6 onwards, you can choose to receive 1 vegetable instead.*

### **Shepherd**

(E203)

*During each harvest, if you have at least 4 sheep during the breeding phase, you receive 2 lambs instead of 1 as long as you have room for them.*

## **Stablehand**

(E207)

*Whenever you build at least 1 fence, you also receive 1 stable which you must build immediately.*

- The stable may be built inside or outside the fenced area.
- You do not need to pay any wood for the stable.
- Is activated when you play the Mini Pasture E40.
- Only 1 free stable is awarded in each turn.
- Is activated when you use the Fence Overseer K312: when you build a stable, you may fence it, after which you have to build another stable. You may not then fence that second stable.
- Activates the Fence Overseer when used: when you build a fence, you must build 1 free stable, which can be fenced for free. You may not use the Stablehand again to receive a second free stable.
- If you have no unbuilt stables left, or if there is no place in your farmyard where it can be placed, the Stablehand has no effect.
- If you use the Hedge Keeper E175, the additional 3 fences do not activate the Stablehand a second time.

## **Stablemaster**

(E208)

*One (and only one) of your unfenced stables may hold up to 3 animals of the same type.*

- If you also have the Shepherd's Pipe E29, that card has no effect on the unfenced stable for which the Stablemaster is used.

## **Stockman**

(E213)

*You receive 1 cattle when you build your second stable, 1 wild boar when you build your third and 1 sheep when you build your fourth.*

- If you build several stables at once, you may receive more than one animal.
- You do not get animals for stables that have already been built when you play the Stockman.
- You may immediately convert the animal into food with an appropriate improvement, without having to make room for them in your farmyard.

## **Stone Carrier**

(E210)

*Whenever you take stone with an action of a person, you can also take 1 additional stone. If you also receive other building resources, this costs you 1 food.*

- Is activated when you use an action space on which stone is placed each round. You cannot use such an action space just to use this card if the action space contains no stone (e.g. when you have the Bureaucrat C07.)
- Is activated by the action space "Take 1 Building Resource" in 3-player game if you take stone.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game and the action space "1 Reed, Stone, and Food" in 4-player game, if you pay 1 food.
- You also pay 1 food to use this card if you receive other building resources at the same time from occupations and minor improvements.
- Is not activated when you receive stone because of a minor improvement or occupation.
- Other building resources are wood, clay, and reed.

## Stonecutter

(E211)

*All improvements, rooms and renovations cost you 1 stone less.*

- For example, you do not have to pay any stone if you play Lumber K107.
- If you buy more than one room, you receive the discount for all rooms. If you renovate, you only get a discount of 1 stone, no matter how many rooms your house has.
- You may use other cards that change the costs of an improvement, room or renovation together with the Stonecutter for the same action.

## Storyteller

(E169)

*Whenever you use the "Traveling Players" action on an action space, you can leave 1 food on the space and receive 1 vegetable instead.*

- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.
- If you have the Dancer E212 as well, you receive at least 4 food and 1 vegetable when you leave one food on the action space.

## Swineherd

(E206)

*Whenever you use the "1 Wild Boar" action space, you receive 1 additional wild boar from the general supply.*

- The "1 Wild Boar" action space is added in round 8 or 9.
- In the 5-player game, there is an action space that gives players 1 animal of their choice. The Swineherd is not activated by using this space.

## Tenant Farmer

(E215)

*You immediately receive a loan of one of each type of animal. Before scoring, return the 3 animals. For each animal that you cannot or do not want to return, you lose 1 point.*

- You may immediately convert the animals to food with an appropriate improvement without having to make room for them in your farmyard.
- If you also have the Yeoman Farmer E165, you do not deduct points if you do not return an animal.
- If you deduct points for not returning an animal, you do not get the bonus points from the Constable K276.
- If you also have the Animal Feed I101, you may use the animals from the Animal Feed to repay your loan, even if you have no space in your farm to keep them.
- You may repay the loan at any time before the scoring, including during the game. If you repay part of the loan during the game, you may no longer repay the rest of the loan later in the game or before scoring.

## Thatcher

(E157)

*Pay 1 reed less to build each room, for each renovation, and for each of the Water Mill I103, Half-timbered House E21, Chicken Coop I84, Holiday House I71, Mansion K144 and Corn Storehouse I86.*

- Can be used for every room you build, if you build
- If you also have other cards that reduce costs for building rooms, e.g. the Ladder I91, you may use all of these cards for the same action.
- The Thatcher has no effect if the number of reeds required is already lowered to 0, e.g. by using both Clay Roof E36 and Frame Builder K272 when building a new room.



## **Turner**

(E158)

*At any time, you can use the Turner to convert any number of wood to 1 food each.*

## **Tutor**

(E174)

*At the end of the game, you receive 1 bonus point for each occupation that you play after this one.*

- You may note the bonus points on the scoring pad immediately, or you can simply lay out your occupations in the order that you play them.
- The Academic E148 counts as two occupations.
- If you keep this card after playing a round in a series of solo games, you also receive bonus points for permanent occupation cards kept in play after subsequent games.

## **Undergardener**

(E166)

*Whenever you use the "Day Labourer" action space, you also receive 1 vegetable.*

## **Woodcutter**

(E176)

*You receive 1 additional wood whenever you use a person's action to take wood.*

- Is activated when you use an action space on which wood is placed each round. You cannot use such an action space just to use this card if the action space contains no wood (e.g. because of the Wood Distributor K284).
- Is activated even if you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253.

- Is activated when you use an action space that contains wood because of the Wood Distributor.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "Take 1 Building Resource" in 3-player game if you take wood.
- Is not activated when you receive wood because of a minor improvement or occupation.

### **Wooden Hut Builder**

(E177)

*At the end of the game, you receive 1 bonus point for each room in your wooden hut.*

### **Yeoman Farmer**

(E165)

*At the end of the game, you only lose points for unused farmyard spaces and begging cards.*

- Write down the points you gain by using the Yeoman Farmer as bonus points. The number of bonus points you get is equal to the number of scoring categories for which you would otherwise have scored negative points.
- Negative points that are compensated by the Yeoman Farmer are not counted as negative for the Constable K276.
- If you use the Horse K135 to compensate for a missing type of animals, you still receive a bonus point for that animal from the Yeoman Farmer (and 2 bonus points from the Horse).
- The Yeoman Farmer also compensates negative (bonus) points for Forest Path M048, Built-in Oven M044, etc.

## I

### Animal Dealer

(I259)

*Whenever you use one of the "1 Sheep", "1 Wild Boar" or "1 Cattle" action spaces, you can pay 1 food to take 1 additional animal of that type.*

- The "1 Sheep", "1 Wild Boar" and "1 Cattle" cards are added in Rounds 1-4, 8-9 and 10-11.
- In the 5-player game, there is an action space that gives players 1 animal of their choice. The Animal Dealer is not activated by using this space.
- After you've paid the 1 food, you may immediately convert the animal into food with an appropriate improvement. However, you must pay the 1 food beforehand; you may not subtract it from the proceeds.

### Bricklayer

(I243)

*Pay 1 less clay for each improvement and renovation. Pay 2 less clay for each room.*

- With e.g. Helpful Neighbours E42 the player receives 1 stone or 1 reed for free.
- If you also have the Clay Plasterer I241, you can use both to renovate to a clay hut for 1 reed and to build new clay rooms for 1 clay and 2 reed; you can use both the Carpenter E218 and the Bricklayer to build rooms for 1 clay and 2 reed; or you can use both the Clay Supports E37 and the Bricklayer to build rooms for 1 wood and 1 reed.
- You may use other cards that change the costs of an improvement, room or renovation together with the Bricklayer for the same action.
- If a new room costs only 1 clay, e.g. after using the Clay Plasterer and the Frame Builder K272, the Bricklayer reduces the cost to 0.
- The cost of the Clay Hut Extension K132 is lowered by only 1 clay.

## **Businessman**

(I228)

*Whenever you use the "Starting Player" action space, you can play an additional minor or major improvement after you play the minor improvement.*

- Optional; can only be used once per turn.
- Using both Businessman and Traveling Salesman K281, you can play up to 3 minor improvements one after another when you use the "Starting Player" action space.
- Using both Businessman and Merchant E179, you can first play 1 minor improvement and 1 major or minor improvement, and then additionally for 1 food, either 2 minor improvements or 1 major and 1 minor improvement when you use the "Starting Player" action space.
- You may not play a major improvement without playing a minor improvement.

## **Butcher**

(I247)

*You can convert your animals into food at any time. You receive 1 food for each sheep, 2 for each wild boar and 3 for each cattle.*

- You do not need a cooking improvement to use the Butcher.
- Using the Butcher does not activate the Schnitzel Mallet O18.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

## **Cabinetmaker**

(I258)

*In each harvest, the Cabinetmaker can convert up to 1 wood to 2 food.*

## **Chamberlain**

(I238)

*At the start of round 11 (or immediately, if you play this card after the start of Round 11), turn over the round cards for the remaining rounds. You (and only you) can use these actions immediately; the other players must wait until the appropriate round.*

- The order in which the "Plough Field and Sow" and "Family Growth without Room" action spaces enter the game is determined by the Chamberlain immediately when they are turned over.

## **Church Warden**

(I227)

*You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, any player who performed actions with at least 5 people in round 14 receives 3 bonus points.*

- An action by a guest is counted.
- An additional action because of moving an already placed person, e.g., because of the Countryman K289 or Acrobat K269, is not counted.
- A player who only gets a 5th family member in round 14 does not receive the bonus points, unless the new family member takes an action that round because of the Adoptive Parents K267.
- A player who has built the Holiday House I71 does not receive bonus points for the Church Warden.

## **Clay Digger**

(I230)

*Include the "1 Clay" action card from the 3-player game as an additional clay pit. Immediately place 3 clay on the card and add 1 clay at the start of each round. Any player who uses this action must pay you 3 food.*

- If you use the Clay Digger yourself, you do not need to have or to pay any food.

## Clay Hut Builder

(I242)

*Once you live in a clay hut, place 2 clay on each of the next 5 round spaces. At the start of these rounds, you receive the clay.*

- If you already live in a clay hut or a stone house when you play this card, place the clay on the round spaces immediately.
- Is activated when you use the Conservator E200 to renovate to a stone house.

## Clay Plasterer

(I241)

*Renovating your wooden hut to a clay hut costs you only 1 clay and 1 reeds. Each room of your clay hut costs you 3 clay and 2 reeds.*

- This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g., Clay Supports E37, and/or Carpenter E218), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- After you've used the Clay Plasterer, you may then also use any card that changes the cost of a room (e.g., Clay Roof E36, Ladder I91, and Bricklayer I243).
- You may not use this card to change the costs of the Clay Hut ExtensionK132.
- For example, if you have the Bricklayer I243 as well, you can use both to renovate to a clay hut for 1 reed and to build new clay rooms for 1 clay and 2 reeds.

## Corn Profiteer

(I239)

*You can convert 1 grain to 3 food at any time. Any other player can prevent this by buying the grain from you for 2 food. If more than one player wants to buy, you choose one of them.*

- Using the Corn Profiteer does not count as baking bread.

## **Cowherd**

(I240)

*Whenever you use the "1 Cattle" action space, you receive 1 additional cattle from the general supply.*

- The "1 Cattle" action space is added in round 10 or 11.
- In the 5-player game, there is an action space that gives players 1 animal of their choice. The Cowherd is not activated by using this space.

## **Farm Steward**

(I233)

*Once you live in a clay hut or stone house, play your next family growth action as a "family growth even without room".*

- The next family growth is performed as if the round card from stage 5 was used. All future family growth is carried out as normal.
- Allows at most 1 family growth without space in the hut.
- If a room is built later, the offspring occupies it immediately.
- If you already live in a clay hut or stone house, you use the Farm Steward for the first family growth action after you've played it.
- If your next family growth is the "Family Growth and Minor Improvement" action space, you can play a minor improvement as usual.
- If your next family growth action is "Family Growth without Room", or when playing the Lover K291, this card has no effect.
- Using the Wet Nurse K270 or Village Beauty Z325 counts as a family growth action.

## Fence Builder

(I263)

*When you play this card, place one of your fences on an action space of your choice. If you use an action on this action space, you can also build fences as an additional action.*

- From now on, you have only 14 fences available for building.
- You have to perform a regular action on the action space; fence building is optional, and follows all other actions on the action space.
- You may place the fence on any action space, including minor improvements that are action spaces (such as Clay Deposit I337), action spaces that have been introduced to the game by other cards (such as Master Forester E164), and "Infirmary".
- If you use an occupation action space to play the Fence Builder, and you place the fence on that occupation action space, you cannot use Fence Builder this turn to immediately build fences.
- You may not place the fence on a round space of a future round, unless the action card has already been revealed by the Chamberlain I238.
- Pastures may only be built if they are completed — you may not leave a pasture open.
- If you use the action space containing your fence, and you build fences, this activates the Hedge Keeper E175, Farmer E160, Stablehand E207 and Animal Breeder K307.
- If the action space with your fence is a space on which goods are placed at the start of each round, and it is empty (e.g. because of the Wood Distributor K284), you may not use the action space just to build fences.
- If you put the fence on an action space that already allows the building of fences, you can take 2 fence building actions in 1 turn. This activates the Hedge Keeper E175, Farmer E160, Stablehand E207, or another player's Fencer I264 twice, as if the 2 fencing actions were taken in separate turns. The conditions for fence buildings (e.g. no open pastures) should be observed after each fencing action.



- If you already have built all your fences when you play this card, it has no effect.

### **Fence Deliveryman**

(I265)

*Add 6 and 10 to the number of the current round. Place 4 of your fences on each corresponding round space. At the start of these rounds, you can pay 2 food to build all 4 fences immediately.*

- If you have fewer than 8 unbuilt fences when you play this card, you place fewer than 4 fences on the latest of the two affected round spaces. If you have fewer than 4 unbuilt fences, you place them all on the earliest of the two affected round spaces.
- Fences may not be removed from the round space to build them in the usual way.
- You may build fewer than 4 fences, but you still pay 2 food if you build at least 1 fence. If you choose to build fewer than 4 fences, you return the leftover fences to your personal supply of unbuilt fences.
- You do not need to pay wood to build the fences.
- You may not leave a pasture open.
- Building the fences activates the Hedge Keeper E175.
- Food that you receive at the start of a round can be used to pay for the fences immediately.
- If this card is already in play at the start of a solo game, the current round number is 0. You can build the fences in round 6 and 10.

### **Fencer**

(I264)

*Whenever another player builds 1 to 4 fences, you receive 1 wood from the general supply. Whenever another player builds 5 or more fences, you receive 2 wood.*

- If you build fences yourself, you receive no benefit.
- If another player builds fences twice with the same action, e.g. because of the Hedge Keeper E175, you get wood only once, based on the total number of fences built.

### **Field Watchman**

(I225)

*Whenever you use the action space "Take 1 Grain", you can also plough up to 1 field.*

- You cannot use ploughs or the Harrow I68 when this card is used.

### **Field Worker**

(I224)

*Whenever another player sows one or more fields, you receive 1 grain in a 3-player game or 1 food in a 4/5 player game.*

- If you sow, you do not get anything from the Field Worker.
- Is activated when another player uses the Hobby Farmer E180 or the Corn Storehouse I86.

### **Fieldsman**

(I219)

*Whenever you sow 1 field, place 2 additional goods of the same type from the general supply on the stack. Whenever you sow 2 fields, place 1 extra good on each.*

- If you sow three or more fields, you do not get any additional goods.
- You also get the extra goods if planting on the Forester K278, Copse I78, Lettuce Patch E47, Bean Field E18, Turnip Field K137, Acreage K105, and Vineyard O21.
- The Acreage counts as two fields if both fields of the Acreage are planted. The Forester counts as up to three fields.

- If you use the Scarecrow Z324 to sow a field twice, it counts as two fields.
- Is activated when you use the Hobby Farmer E180 or the Corn Storehouse I86.

## **Gardener**

(I226)

*Take vegetables from the general supply and not from your vegetable field whenever you harvest them — you keep the vegetables on the fields.*

- All your vegetable fields remain untouched until the end of the game. This also applies to the Bean Field E18, Turnip Field K137 and Lettuce Patch E47.
- The effect of the Gardener is not optional.

## **Groom**

(I254)

*Once you have a stone house, you can build 1 stable at the beginning of each round at a cost of 1 wood. You do not need to place a family member on an action space to do this.*

- Wood that you receive at the same time through a Private Forest E45, Wood Collector I235 or Wood Deliveryman K283 may be used immediately to build 1 stable.
- Activates the Fence Overseer K312 when used.

## **Harvest Helper**

(I223)

*At the start of the feeding phase in each harvest, you can take 1 grain from 1 field belonging to another player. That player receives 2 food from the general supply.*

- You may not take an additional grain from one of your own fields.

- You may take the grain from another player's Acreage K105 minor improvement.
- The Harvest Helper is used after the Corn Storehouse I86.
- You decide which of the opponents' fields to take the grain from, including Acreage K105, the opponent's home (if he has Winter Garden G118, and his farmyard (if he has No-Till Farming M078).

### **Hide Farmer**

(I236)

*At the end of the game, you can pay 1 food each for any number of unused farmyard spaces. These do not lose you points in the scoring.*

- Negative points that are compensated by the Hide Farmer are not counted as negative for the Constable K276.

### **Juggler**

(I237)

*Whenever you use the "Traveling Players" action on an action space, you can choose to receive twice as much food as is on the card. If you do this, you must give one food each to the owners of the Magician K311, Conjuror E167, Street Musician I257, Puppeteer I249, Acrobat K269, Dancer E212, Animal Trainer K342 and Storyteller E169.*

- You cannot use both the Juggler and the Dancer E212 for the same action.
- Only the food that is lying on the action space is doubled. Take the food from the action space, and the same amount from the general supply.
- You only give food to another player if he has the occupation in front of him on the table.
- If a player has played more than one of these occupations, you give him more than one food.

- You do not have to pay anything for an occupation if you own it yourself.
- It is possible that you have to pay more food than you receive.
- The effect of the Juggler is optional. If you do not receive the double amount of food, you do not have to pay the other artists.
- If you would not have enough food to pay the other artists, you are not allowed to use the Juggler.

### **Layabout**

(I244)

*Once you have played this card, you may not take part in the next harvest.*

- You do not perform the actions of either the field phase or the breeding phase of the next harvest. Neither may you use cards that have effects at harvest time.
- On the other hand, you do not need to feed your family during that harvest.
- Although you do not take part in the harvest, other players may still use your cards or interact with your farm, if you or they have a card that allows this, such as Water Mill I103 and Harvest Helper I223. However, you may not use the Harvest Helper or another player's Water Mill yourself.
- You can still receive food from the Slaughterman K299 or Slaughterhouse I97.
- Using the Manure I92 or the Almanac G061 does not count as a harvest.

### **Manservant**

(I231)

*When you build a stone house, place 3 food on each remaining round space. At the start of these rounds, you receive the food.*

- If you already have a stone house when you play this card, place the food immediately.

## Market Crier

(I245)

*Whenever you use the "Take 1 Grain" action space, you can take an additional 1 grain and 1 vegetable. If you do this, the other players each receive 1 grain from the general supply.*

- Is not activated by Corn Sheaf K129 or any other improvement or occupation.

## Midwife

(I232)

*Whenever another player has offspring and then has a larger family than you, you receive 1 food. If they have at least 2 more family members than you, you receive 2 food.*

- The food is taken from the general supply, not from the other player.
- Is activated when another player uses the Wet Nurse K270, Lover K291, or Village Beauty Z325.
- This card is not activated when another player gets a guest or plays the Reed Hut K138.
- Guests are not included when counting the size of a family.
- The occupant of the Reed Hut is not counted.

## Milking Hand

(I246)

*In the field phase of the harvest, you receive food if you have cattle, without having to give up the cattle: for 5 or more cattle, 3 food; for 3 or 4 cattle, 2 food; for 1 cattle, 1 food. At the end of the game, you receive 1 bonus point for every 2 cattle.*

## Net Fisherman

(I248)

*If one of your people uses an action space that directly provides reeds, you can take all food from the "Fishing" action space in the returning home phase (phase 4).*

- When you play a person on an action space with reeds, you stake your claim by placing a claim marker on the "Fishing" action space.
- If someone takes the food from "Fishing" before the end of the round, you receive nothing.
- Is not activated when you play the Reed Exchange I96 or Helpful Neighbours E42, or use any other improvement to receive reeds, or when you use an occupation to get reeds.
- Collecting the food does not count as taking the "Fishing" action, and does not activate the Fisherman E161, Fishing Rod E12, Fish Trap I95, Raft E22, or Canoe E30.
- You can not take other resources that may be on the "Fishing" action space, e.g. because of the Wood Distributor K284.
- In the round in which you play this card, you may only claim the food on "Fishing" if you take reed after you play the Net Fisherman.

## Outrider

(I261)

*Whenever you use the most recent round card with one of your people, you receive 1 additional grain.*

- You receive the grain before you've taken the action. For example, if you use a sowing action, you can immediately sow the grain from the Outrider.
- The most recent round card is always the one corresponding to the current round, even if the Chamberlain I238 has been played.

## **Pig Breeder**

(I252)

*Your wild boar breed at the end of round 12, if there is room for the piglet. When you play this card, you receive 1 wild boar.*

- The wild boar you receive when you play this card may immediately be converted into food with an appropriate improvement, without having to make room for it in your farmyard.

## **Pig Catcher**

(I253)

*Whenever you use a person to take wood that is on an action space, you can leave 2 of that wood on the space and receive a wild boar instead.*

- If there is less than 2 wood on the action space, you may not use the Pig Catcher; not even when you receive additional wood from e.g. the Wood Cart I79.
- You can use an action space with only 2 wood on it, and only take the wild boar (and no wood). This still counts as taking wood, and activates e.g. the Berry Picker E152, Wood Cart, and Pieceworker K268.
- Is activated when you use an action space that contains wood because of the Wood Distributor K284.
- You may immediately convert the wild boar into food with an appropriate improvement, without having to make room for them in your farmyard.

## **Puppeteer**

(I249)

*Whenever another player chooses the "Traveling players" action on an action space, you can pay 1 food to play an occupation.*

- You pay the 1 food to the general supply.



- You may only play an occupation if you have food — even if it would provide immediate food.
- If the player who takes the "Traveling players" action uses the Juggler I237, he pays you 1 food. [You receive this food before you use the Puppeteer.]
- Activates the Bread Paddle K111 when used.

## **Rancher**

(I340)

*Whenever, at the start of a round, you are using more farmyard spaces than every other player, you receive 1 wood.*

- If there is a tie, you get nothing.
- The number of used spaces is counted before using the Ploughman K293 or Fence Deliveryman I265.

## **Reed Buyer**

(I251)

*Whenever reed is taken for the first time in a round, you may give the player who takes it 1 food in exchange for 1 of the reed. The other player receives an additional 1 food from the general supply as compensation.*

- The other player cannot refuse this exchange.
- If you are the first person to take reed in a round, you do not get any advantage from the Reed Buyer.
- The Reed Buyer cannot interfere when reed is taken for the second time in a round, not even when you took the first reed yourself.
- Is activated when a player uses an action space on which reed is placed each round, the action space "1 Reed, Stone, and Food" in 4-player game.
- Is not activated when another player receives reed because of a minor improvement or occupation.

- The reed still counts as "taken" for the other player; they can still use their Landing Net K126, Pieceworker K268, Fish Trap I95, etc., even if you buy the only reed that they take this turn. However, they cannot use their Resource Seller K310, because they do not "receive" the reed.

### **Sheep Whisperer**

(I250)

*Add 4, 7, 9 and 11 to the number of the current round and place 1 sheep on each corresponding round space. At the start of these rounds, you receive the sheep.*

- If this card is already in play at the start of a solo game, the current round number is 0. You receive the sheep in rounds 4, 7, 9, and 11.
- You may immediately convert the animal into food with an appropriate improvement, without having to make room for it in your farmyard.

### **Social Climber**

(I222)

*Whenever you are the first player to renovate to a clay hut or a stone house, you receive 3 stone. If you are the second, you receive 2 stone; the third, you receive 1 stone.*

- Rewards are not given for renovations performed before you played this card.
- You receive the stone immediately after renovating, so you can use them immediately for the following improvement.
- You cannot use the stone for the renovation itself.
- If you use the Conservator E200 to renovate directly to stone, you do not receive stone for the renovation to a clay hut. If you renovate to a clay hut after another player has used the Conservator, he does not count as having renovated to clay before you.

## Stone Buyer

(I255)

*Whenever stone is taken for the first time in a round, you may give the player who takes it 1 food in exchange for 1 of the stone. The other player receives an additional 1 food from the general supply.*

- The other player cannot refuse this exchange.
- If you are the first player to take stone in a round, you do not get any advantage from the Stone Buyer.
- The Stone Buyer cannot interfere when stone is taken for the second or third time in a round, not even when you took the first reeds yourself.
- Is activated when a player uses an action space on which stone is placed each round, the action space "1 Reed, Stone, and Food" in 4-player game, the action space "1 Reed, Stone, and Wood" in 5-player games.
- Is not activated when another player receives stone because of a minor improvement or occupation.
- The stone still counts as "taken" for the other player; they can still use their Stone Carrier E210, Storehouse Keeper K288, Pieceworker K268, etc., even if you buy the only stone that they take this turn. However, they cannot use their Resource Seller K310, because they do not "receive" the stone.

## Stone Carver

(I256)

*In each harvest, the Stone Carver can convert up to 1 stone to 3 food.*

## Street Musician

(I257)

*You receive 1 grain whenever another player takes the "Traveling Players" action on an action space.*

- If the player who takes the "Traveling players" action uses the Juggler I237, he pays you 1 food.

## **Sycophant**

(I229)

*Any other player that uses the "Take 1 Grain" action space must first pay you 1 food. In addition, you receive 1 food from the general supply. You receive that food even when you take the grain yourself.*

- Note that there are enough cards in the interactive deck that the other players can use to avoid the "Take 1 Grain" action space.
- The food has to be paid before using the action space; if a player has no food to pay before taking the grain, he cannot use the action space. He cannot take a begging card to get 1 food.
- You do not have to pay anything if you use the action space yourself.

## **Taster**

(I260)

*Whenever another player is the starting player, you can pay them 1 food at the start of the round and be the first to place a family member. After that, play starts with the starting player as usual.*

- For example, if your right-hand neighbour is the starting player, you may pay him 1 food and place the first person. The starting player then places the second person, and the third person is then played by you due to the normal flow of the game.
- If you are the starting player yourself, you do not get any advantage.
- The Wood Distributor K284, Foreman K308 and Taster may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.

## **Village Elder**

(I221)

*You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played*

*in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, all players with the most improvements in front of them receive 3 bonus points each.*

- Both major and minor improvements count. Discarded improvements do not.

### **Water Carrier**

(I262)

*Once any player has built the Well A10, place 1 food on the remaining round spaces. At the start of these Rounds, you receive the food.*

- If the well has already been built, place the food immediately.
- Food is not distributed a second time when the Well is upgraded to the Village Well I66. It is distributed again if the Well is built for a second time. If the Well has already been upgraded to the Village Well and returned to the major improvements board, the food is nevertheless distributed.

### **Well Builder**

(I220)

*For you, the Well A10 is not a major but now a minor improvement and costs only 1 stone and 1 wood to build.*

- After the upgrade to the Village Well I66, the Well may be built a second time. The benefits of the Well Builder apply both times.
- The Well still counts as major improvement as well, e.g. for Nosebag M022 or Administration M070.

### **Wood Buyer**

(I234)

*Whenever another player receives wood from an action, you can buy 1 wood from them for 1 food (even without their agreement).*

- You may buy only 1 wood each turn, but you can use this card multiple times per round.

- The other player cannot refuse this exchange.
- If the other player leaves all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253, you cannot buy wood from him.
- Is activated when a player uses an action space that contains wood because of the Wood Distributor K284.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "Take 1 Building Resource" in 3-player game if the other player takes wood.
- Is not activated when another player receives wood because of a minor improvement or occupation.
- The wood still counts as "taken" for the other player; they can still use their Berry Picker E152, Woodcutter E176, Pieceworker K268, etc., even if you buy the only wood that they take this turn. However, they cannot use their Resource Seller K310, because they do not "receive" the wood.

## Wood Collector

(I235)

*Place 1 wood on each of the next 5 round spaces. At the start of these rounds, you receive the wood.*

## K

### Acrobat

(K269)

*Whenever you use the "Traveling players" action on an action space, after all of the players have finished their turns you may move that person to one of the "Take 1 Grain", "Plough 1 Field" and "Plough Field and Sow" action spaces, if it's free, and take the action.*

- If you use the "Traveling Players" action, you should place claim markers on the three action spaces "Take 1 Grain", "Plough 1 Field" and "Plough Field and Sow", as a reminder that these may be claimed later.

- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.
- If the Countryman K289 or Pond Watchman G046 also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice (e.g. by moving it to "Take 1 Grain" with Acrobat, and then using Countryman). You cannot move to an action space that was occupied after the last regular person placement.
- In the round in which you play this card, you may only move the family member from the "Traveling Players" action space if it was placed after you played the Acrobat.
- Moving a person with the Acrobat counts as taking an action, e.g. for the Opportunist G043, but not as placing your last person, e.g. for the Magician K311, because this person has already been placed previously.

### **Adoptive Parents**

(K267)

*When you take a family growth action, you can pay 1 food to immediately place the offspring in your home. This allows you to take an action with it this round. If you do this, the offspring does not count as "newborn".*

- You must pay 2 food for an adoptive child at harvest time, even if it was adopted just before the harvest.
- Is activated when you use the Wet Nurse K270, Lover K291, or Village Beauty Z325.
- If you use the Mother of Twins Z336 for the same family growth action, you may use the Adoptive Parents for one or both of the new family members. This costs 1 food per family member.
- When checking the size of the family for a normal family growth action, requiring room in the house, you must also count newborns you gained with a "family growth without room", even though the newborn for

which you use the Adoptive Parents is put in a room before these previous newborns return home.

### **Animal Breeder**

(K307)

*Whenever you fence unused spaces to create at least one new pasture, you can buy a pair of animals: 2 sheep for 1 food, 2 wild boar for 2 food, or 2 cattle for 3 food.*

- At least one space must be newly used, and may not contain stables. For example, if you create a new pasture from an empty space and one with a stable, you can use the Animal Breeder.
- Is not activated when you use the Fence Overseer K312.
- You can only buy at most 1 pair of animals per turn, even if you create more than 1 new pasture, or if you build fences again in the same turn, e.g. with the Hedge Keeper E175.
- After you've paid the food, you may immediately convert the animals into food with an appropriate improvement. However, you must pay the food beforehand; you may not subtract it from the proceeds.
- If you also receive other animals from the fence building, e.g. because of Farmer E160 or Shepherd's Crook I77, you may convert those animals to food first to pay for the animals from the Farm Breeder.

### **Animal Handler**

(K305)

*Place 1 sheep on the space for round 7, 1 wild boar on round 10 and 1 cattle on round 14. At the start of these rounds, you can buy the animal for 1 food.*

- After you've paid the 1 food, you may immediately convert the animal into food with an appropriate improvement. However, you must pay the 1 food beforehand; you may not subtract it from the proceeds.
- Food that you receive at the start of a round can be used to pay for the animal immediately.



- You do not receive animals for the current round, or any of the earlier rounds.

### **Animal Tamer**

(K306)

*You can keep 1 animal in each room of your home. You may keep more than 1 type of animal in your home.*

- Has no effect after you have bought a House Goat K120.
- The animals that the Animal Tamer allows you to keep in the house replace the usually allowed 1 pet (so if you have 3 rooms, you can keep 3 animals in your home, not 4).

### **Animal Trainer**

(K342)

*Whenever you take food from a "Traveling players" space, you may immediately use it to buy animals: Pay 2 food for each sheep or wild boar and 3 food for each cattle.*

- Only the food that was lying on the action space can be used to buy animals. If you use e.g. the Juggler I237 or Dancer E212, the additional food cannot be used.
- Juggler and Dancer are used before you use the Animal Trainer to buy animals.
- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard. However, you may not use that food to buy more animals with the Animal Trainer.

## **Basin Maker**

(K273)

*For each wild boar that you convert into food, you can place up to 2 wood from your personal supply on this card. At the end of the game, you receive 1 bonus point for each wood on this card except the 1st, 4th, 7th and 10th.*

- Converted wild boar may either be placed on the Tanner K280, Taxidermist Z330, or used for the Basin Maker; you cannot use two of these cards for the same animal.
- If you also have the Pelts K339 and/or the Brush Maker E156, you may use those cards as well as the Basin Maker cards for the same wild boar.
- You may not remove wood from this card, or use it again in any way.
- Wood on this card is not part of your personal supply. As such, it does not count for the Joinery A7, Storehouse Clerk K287, or Sawmill K122.

## **Brushwood Collector**

(K294)

*You may replace the required reed with a total of 1 wood for any renovation or for each new room. (You use brushwood to make the roof.)*

- Can be used for every room you build, if you build more than 1 room.
- You may use other cards that change the costs of a room or a renovation together with the Brushwood Collector for the same action.

## **Cattle Breeder**

(K295)

*Your cattle breed at the end of round 12, if there is space for the calf. When you play this card, you receive 1 cattle.*

## Clay Worker

(K290)

*Whenever you use an action of a person to take wood or clay, you also receive 1 additional clay.*

- Is activated when you use an action space on which wood or clay is placed each round. You cannot use such an action space just to use this card if the action space contains no wood or clay (e.g. because of the Wood Distributor K284).
- Is activated even if you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253.
- Is activated when you use an action space that contains wood because of the Wood Distributor.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "Take 1 Building Resource" in 3-player game if you take wood or clay.
- Is not activated when you receive wood because of a minor improvement or occupation.
- You get a maximum of 1 clay from the Clay Worker per action.

## Constable

(K276)

*You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, any player who has no negative points receives 5 bonus points.*

- You lose the bonus points from this card if you score negative points in any scoring category, if you have begging cards or unused farmyard tiles, or if you have any card in front of you that has a negative value or gives negative bonus points.

- Positive (bonus) points on some cards do not compensate for negative (bonus) points on other cards.
- Negative points that are compensated by Yeoman Farmer E165 or Hide Farmer I236 are not counted as negative for the Constable.

## Countryman

(K289)

*After all players have placed their people, you may move one of your people from a "Take 1 Grain" or "Take 1 Vegetable" action space to a free action space with a "sow" action.*

- If you choose one of these action spaces, you place claim markers on the empty "Sowing" spaces to show that you have a claim.
- There are 2 "Sowing" action spaces. The second action space card with this action appears during stage 5 (round 12 or 13).
- Both "Sowing" action spaces provide a choice of actions. You may also do the other action on this action space when you move your family member, even if you do not do the sowing action.
- If you use both the "Take 1 Grain" and "Take 1 Vegetable" action spaces in the same round, you may move only one of the two family members.
- If you have the Field Warden E163, you may also move a family member to the "Plough Field and Sow" space if it's occupied.
- If the Acrobat K269 or Pond Watchman G046 also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice (e.g. by moving it to "Take 1 Grain" with Acrobat, and then using Countryman). You cannot move to an action space that was occupied after the last regular person placement.

- If you have already used a family member on one of the two action spaces before you play this card, you may move this family member at the end of the round.
- Moving a person with the Countryman counts as taking an action, e.g. for the Opportunist G043, but not as placing your last person, e.g. for the Magician K311, because this person has already been placed previously.

### **Educator**

(K271)

*Whenever another player plays an occupation card, you can pay 3 food to play one yourself. From your 4th occupation, this only costs 2 food.*

- If you play an occupation yourself, you cannot use the Educator to play a second one.
- Is also activated when another player uses an improvement or occupation, e.g. Puppeteer I249, to play an occupation.
- Activates the Bread Paddle K111 when used.
- If more than one occupation is played in one action (e.g. because of Writing Desk E49 or Chief's Daughter E173), you can use the Educator more than once too.

### **Fence Overseer**

(K312)

*Once each round, for a cost of 1 food, you can immediately fence a pasture of 1 farmyard space around a stable that you have just built. You do not need to pay wood for the fences.*

- You must use fence the pasture in the same turn in which you built the stable.
- Is activated when you use the Groom I254 to build a stable.

- Is activated when you use the Stablehand E207: when you build a fence, you must build 1 free stable, which can be fenced for free. You may not use the Stablehand again to receive a second free stable. [The fences built in the original action (before using Stablehand and Fence Overseer) must follow the rules for fence building: complete pastures only.]
- Activates the Hedge Keeper E175 and Farmer E160 when used.
- Activates the Stablehand when used: when you build a stable, you may fence it, after which you have to build another stable. You may not then fence that second stable.
- You must follow the rules for fence building. If you already have pastures, only a stable that is adjacent to one of them may be fenced in.

## Foreman

(K308)

*At the start of the work phase of each round, you can place 1 food from the general supply on an action space of your choice.*

- The Wood Distributor K284, Foreman and Taster I260 may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.
- You may place the food on any action space, including minor improvements that are action spaces (such as Clay Deposit I337), action spaces that have been introduced to the game by other cards (such as Master Forester E164), and "Infirmary".
- You may not place the food on a round space of a future round, unless the action card has already been revealed by the Chamberlain I238.

## Forester

(K278)

*Whenever you use a sowing action, you can plant wood on this card. There can be up to 3 stacks of wood on this card, as shown. The wood is treated the same as sown grain and is harvested during the Field phase.*

- You place up to 3 wood from your personal supply next to each other on this card, and pile additional wood from the general supply on your own 1-3 wood markers.
- You may choose to only sow 1 or 2 wood on this card. You may then in a later sowing action sow more wood here.
- In each harvest, you take one wood from each of the stacks.
- If you may place 4 grain on a field when sowing, e.g. with an occupation, you also receive 4 wood on each stack on the Forester; if you would receive 5 grain, you receive 5 wood. If you have the Fieldsman I219, you get a total of 5 wood on the card if you only plant 1 wood on this card (and nothing elsewhere); if you plant 2 wood (and nothing else), you receive 4 wood on each stack.
- The Smallholder K286 may not be used to plant extra wood.
- It is allowed to choose an action space with a sowing action, only to sow wood on the Forester.
- Wood on this card is not in your personal supply, and does not count for the Storehouse Clerk K287 or Pilgrim G045. At the end of the game, it does count for the Joinery A7 or the Sawmill K122.
- At the end of the game, the wood is not counted as grain, of course.

## **Frame Builder**

(K272)

*In each renovation, you may replace exactly 1 clay or 1 stone with 1 wood. In each extension, you may replace exactly 2 clay or 2 stone with 1 wood.*

- Can be used for every room you build, if you build more than 1 room.
- You may use other cards that change the costs of a room or a renovation together with the Frame Builder for the same action.

- If a room costs only 1 clay and/or 1 stone, e.g. after using the Clay Plasterer I241 and Bricklayer I243, you cannot use the Frame Builder.

## House Steward

(K282)

*You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, the player(s) with the most rooms in their home receive 3 bonus points each.*

## Lover

(K291)

*When you play this card, immediately carry out a "Family growth even without room" action (similar to the round card from stage 5). Playing this card costs you an additional 4 food.*

- If you build a room after the Lover has had offspring, the offspring occupies the new room. It is better to build the room first, then take a normal family growth action, and only then play the Lover.
- Does not activate the Clapper K127.
- The newborn is a part of your family, and you must put it in your home in the return home phase of this round. Until then, you can put the newborn on this occupation card.

## Magician

(K311)

*Whenever you use your last person to choose the "Traveling Players" action on an action space, you receive an additional 1 grain and 1 food.*

- If another player uses the Juggler I237 with a "Traveling Players" action, he pays you 1 food.
- If you play the Keg Z314, that guest counts as your last person placed in the round.



- If you move a person at the end of a round, e.g. because of the Countryman K289 or Acrobat K269, that does not count as your last person placed.

### **Manufacturer**

(K277)

*Once you have a clay hut or a stone house, the Joinery A7, Pottery A8 and Basketmaker's Workshop A9 are minor improvements for you and their cost is reduced by 2 building resources of your choice.*

- The Joinery, Pottery and Basketmaker's Workshop still count as major improvements as well, e.g. for Nosebag M022 or Administration M070.

### **Market Woman**

(K292)

*Whenever you receive vegetables through a person's action or through a minor improvement, you receive an additional 2 grain.*

- Is not activated when you use an occupation to get vegetables.
- Is activated when you play the Market Stall E39 or Weekly Market I104; however, you must first pay the grain for the improvement card in order to get grain back.
- Is also activated when you take a vegetable at the start of the round because of the Greenhouse K117.
- When you sow by taking vegetables from the general supply and putting them on your fields, this does not count as receiving vegetables, and does not activate the Market Woman.

### **Organic Farmer**

(K274)

*At the end of the game, you receive 1 bonus point for each of your pastures that contains at least 1 animal, but could contain at least 3 more animals than it does.*

- You also get a bonus point for the Forest Pasture K145 if you have at least one animal on it.
- You may also receive a bonus point for the Animal Yard E58, for example if you also have the Drinking TroughE59.

### **Perpetual Student**

(K275)

*Whenever you can play an occupation card, you can ask an other player to randomly draw one of your occupation cards instead of choosing one yourself. If you do this, you receive 3 food before you pay the costs of the card, but you must play the card that the other player draws.*

- If an occupation card is drawn that you cannot afford, for example Lover K291 or ChiefE172, you have to take begging cards to make up the difference.
- Can also be used if you have only 1 occupation card left.

### **Piecoworker**

(K268)

*Whenever you receive wood, clay, reed, stone or grain on an action space, you can buy one more of the same good for 1 food. Whenever you receive vegetable(s) on an action space, you can buy one more for 2 food.*

- You can only buy goods in the work phase (phase3) — not at the start of a round.
- Only affects goods that are earned directly through an action space, not through improvements and occupations.
- If you get more than one type of goods, you can buy 1 of each type for 1 food each. All extra goods must be payed at the same time.
- You may first convert the goods received directly from the action space to food to pay for the Piecoworker. The Piecoworker is used before other cards, so you cannot convert goods that you receive from an occupation or improvement.

- You must pay for the Pieceworker before you receive the extra good(s). You may not convert the goods that you receive from the Pieceworker to food to pay for this card.
- Is also activated when you use an action space that contains wood because of the Wood Distributor K284.
- If you use an action space that contains wood, and you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253, you still can buy 1 wood with the Pieceworker. You cannot use the food received from those cards to pay the cost of the Pieceworker.
- When you sow by taking grain or vegetables from the general supply and putting them on your fields, this does not count as receiving resources, and does not activate the Pieceworker.

### **Pig Whisperer**

(K302)

*Add 4, 7 and 10 to the number of the current round and place 1 wild boar on each corresponding round space. At the start of these rounds, you receive the wild boar.*

- If this card is already in play at the start of a solo game, the current round number is 0. You receive the wild boars in rounds 4, 7, and 10.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

### **Ploughman**

(K293)

*Add 4, 7 and 10 to the number of the current round and place 1 field on each corresponding round space. At the start of these rounds, you can plough that field by paying 1 food.*

- If you choose not to lay down a field, the tile is returned to the general supply.

- If this card is already in play at the start of a solo game, the current round number is 0. You can plough the fields in rounds 4, 7, and 10.
- You may use food received at the start of the round, for example from the Well A10, to pay for the field.

### **Resource Seller**

(K310)

*Pile (from bottom to top) 1 stone, clay, stone, clay, reed, clay, wood on this card. You receive the top marker when you receive that type of building resource.*

- Resources may be obtained at the start of the round (phase 1) as well as in the work phase (phase 3).
- Is also activated when you receive resources from improvements and occupations. But if you do not receive certain resources because of other cards (Basket E34, Wood Buyer I234, etc.), you cannot use the Resource Seller for those resources.
- It is possible to receive more than 1 resource from the Resource Seller by using occupations such as Wood Distributor K284, Storehouse Keeper K288 or Clay Worker K290.
- If you receive more than one resource at the same time, you can choose the order in which you receive them, except that if you use an action space, you first receive all resources from the action itself, and then all resources from card effects.

### **Schnaps Distiller**

(K300)

*In the feeding phase of each harvest, you can convert up to 1 vegetable to 5 food.*

- You do not need a Fireplace A1/A2, Cooking Hearth A3/A4 or oven to convert the vegetable.
- Distilling schnaps does not count as baking.

- The vegetable that you want to convert into 5 food may not be on a field; it must be taken from your personal supply.

## Scholar

(K279)

*Once you have a stone house, at the start of a round you can always either pay 1 food to play an occupation card or play an improvement card by paying its costs.*

- Activates the Bookshelf K112, Perpetual Student K275, and Patron E192 when used to play an occupation card.
- Each round, the Scholar allows you to play up to 1 additional card.
- You may play major improvements with the Scholar.
- Activates the Merchant E179 when used to play an improvement.
- Food that you receive at the start of a round can be used to pay for an occupation, and food or goods received at the start of a round may be used to pay for an improvement.
- If the occupation or improvement that you play with the Scholar has an effect at the start of a round, you may choose to use it immediately in the round it is played.
- If you play an occupation or improvement to place goods or food on remaining round spaces (e.g. Swan Lake K140, Sack Cart E46 or Wood Deliveryman K283), you do not place any on the current round space, as the round has already started. The current round also does not count for Ranch Z321 etc.

## Seed Seller

(K296)

*Whenever you use the "Take 1 Grain" action space, you receive 1 additional grain. When you play this card, you receive 1 grain.*

## Serf

(K266)

*Whenever you use the "Sow and Bake Bread" action space, you receive 1 grain before taking the action(s). Alternatively, you can exchange 1 grain for 1 vegetable.*

## Sheep Farmer

(K297)

*Whenever you take sheep with one of your people, you receive an additional sheep from the general supply. You can exchange 3 sheep for 1 cattle and 1 wild boar at any time (except during the breeding phase).*

- Is activated by the "1 Sheep" action space (round 1-4), and by the "Sheep, Wild Boar, or Cattle" action space in the 5-player game.
- Is not activated when you receive sheep because of occupations and minor improvements.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.
- You may immediately use the Sheep Farmer to exchange animals you receive, without having to make room for them in your farmyard.
- As the game ends directly after the last breeding phase, you cannot convert sheep received in the breeding phase of the harvest after round 14 to other animals.

## Shepherd Boy

(K298)

*Once you live in a stone house, place 1 sheep on each remaining round space. At the start of these rounds, you receive the sheep.*

- If you already live in a stone house, place the sheep immediately.
- You do not receive a free sheep for the current round.
- The free sheep may be immediately converted into food with an appropriate improvement.

## **Slaughterman**

(K299)

*Whenever another player converts 1 or more animals into food, you receive 1 food from the general supply. In the feeding phase of the harvest, you are the last player to feed your family (so you can benefit if other players slaughter).*

- If you convert an animal yourself, you receive no additional food.
- If both the Slaughterman and the Slaughterhouse I97 are on the table, the owners of these two cards feed their families in current turn order (which is the turn order of the next round).

## **Smallholder**

(K286)

*Your pastures that can hold 2 animals can hold 3 animals. While you have at most 2 fields, add 1 extra grain or vegetable from the general supply to each field you sow.*

- If you have the Drinking Trough E59 and/or the Shepherd's Pipe E29 as well, the bonuses from those cards are added to the one of the Smallholder. If you have all three cards, you can have up to 7 sheep on a 2 animal pasture.
- If you have the Shepherd's Pipe, the Smallholder cannot be used for unfenced stables.
- Acreage K105, Bean Field E18, Lettuce Patch E47 and Turnip Field K137 count towards the indicated maximum of 2 fields, and you receive extra grain or vegetables on them because of the Smallholder.
- The Acreage counts as two fields.
- Copse I78, Forester K278, and Vineyard Ö21 do not count towards the indicated maximum of 2 fields, and the Smallholder may not be used when you plant on those cards.
- Does not increase the capacity of the Animal Yard E58.

- You can only put an extra grain on grain fields, and an extra vegetable on vegetable fields.
- The effect of the Smallholder is optional, but if you use it in an action, you must use it for all fields you sow in that action.

### **Stone Breaker**

(K303)

*At any time, you can renovate your clay hut to a stone house without using a "Renovation" action space.*

- You must still pay the costs of the renovation.
- You may not use both the Conservator E200 and the Stone Breaker to renovate your wooden hut to a stone house out of turn.

### **Storehouse Clerk**

(K287)

*Whenever you have at least 5 stone at the start of a round, you receive 1 extra stone. If you have at least 6 reed, you receive 1 reed. If you have at least 7 clay, you receive 1 clay. If you have at least 8 wood, you receive 1 wood.*

- Only resources in your personal supply count. Resources on cards in front of you, such as the Copse I78 or the Resource Seller K310, do not count.
- If you receive resources at the start of the round because of occupations or minor improvements, you may take them before you use the Storehouse Clerk.

### **Storehouse Keeper**

(K288)

*Whenever you use a person's action to take reed and stone at the same time, you also receive your choice of 1 clay or 1 grain.*



- Is only activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "1 Reed, Stone, and Food" in 4-player game.
- Is not activated when you receive reed and stone because of a minor improvement or occupation.

### **Tanner**

(K280)

*When you convert wild boar or cattle to food, place them on this card. At the end of the game, you receive bonus points if you have animal markers on this card. For the wild boar on this card, you receive: 6 or more wild boar, 3 points; 4 or 5 wild boar, 2 points; 2 or 3 wild boar, 1 point. For the cattle on this card, you receive: 4 or more cattle, 3 points; 3 cattle, 2 points; 2 cattle, 1 point.*

- If you place a converted wild boar on the Tanner, you may not use the Basin Maker K273, Taxidermist Z330, or Brush Maker E156 for the same animal.
- If you also have the Pelts K339, you may use that card as well as the Tanner for each converted animal.
- Animals on this card do not count in the scoring at the end of the game.

### **Tinsmith**

(K285)

*You can convert clay into food at any time. You receive 1 food per clay. If any player has built a Well A10, you receive 3 food for each 2 clay instead.*

- The bonus for the Well is also awarded if it has been upgraded to the Village Well I66.

### **Traveling Salesman**

(K281)

*Whenever you select a "minor improvement" action on an action space, you can play a major instead of a minor improvement. If you select a "major or minor improvement" action on an action space, you can play 2 minor improvements.*

- Optional; can only be used once per turn.
- Using both Traveling Salesman and Merchant E179, you can play up to 4 minor improvements for 1 food on a "major or minor improvement" action space, or you can acquire 2 major improvements for 1 food on a "minor improvement" action space.
- Using both Traveling Salesman and Businessman I228, you can play up to 3 minor improvements one after another when you use the "Starting Player" action space.
- Is not activated when you use the Scholar K279.

### **Veterinarian**

(K304)

*When you play this card, place 4 sheep cubes, 3 wild boar cubes and 2 cattle cubes in a container. At the start of each round, draw two animals. If they are the same, keep one. Return the 1 or 2 animals to the container.*

- If you draw 2 different animals, both are returned to the container.
- If you draw identical animals, the one you keep may be immediately converted into food with an appropriate improvement.

### **Weaver**

(K309)

*Whenever you have at least 2 sheep at the start of the work phase of a round, you receive 1 food.*

- Sheep that are on the board because of the Shepherd Boy K298, Sheep Whisperer I250, Master Shepherd E204, or Animal Handler K305, and sheep from the Veterinarian K304, are taken before the start of the work phase, and may count towards the 2 sheep requisite to use the Weaver.

## **Wet Nurse**

(K270)

*Whenever you build room(s), you may grow your family by up to the number of rooms that you build, if you have the room to house the new family members. This costs 1 food per person.*

- You may build several rooms at once with a building action. For 2 food, the Wet Nurse allows an immediate family growth of 2 people; for 3 food, 3 people.
- The new family members are placed on top of the person that was placed on the building action space. They are only available as people in the next round.
- You may use the Wet Nurse more than once in the game.
- Is activated when you use the Hut Builder E178 or Mason E191, or when you play the Wooden Hut Extension I81, Clay Hut Extension K132, or Stone House Extension E55.
- Using the Wet Nurse counts as a family growth action. If you use the Farm Steward I233 for this family growth action, you do not need an empty room for one of the new family members.
- Does not activate the Clapper K127.

## **Wood Carver**

(K301)

*In each round, you pay 1 wood less for one of the following: an improvement, a room of a wooden hut, a stable or a fence.*

- May only be used once in each round. You can place your personal wood supply on this card to remind you of the benefits of this occupation.
- If you build several rooms in one action, you can only use the Wood Carver for one of them.
- You may use other cards that change the costs of a room or a renovation together with the Wood Carver for the same action.

- May not be used when you build a new room for a clay hut or a stone house, not even if you have the Clay Supports E37, Brushwood Roof K136, Frame Builder K272, or Brushwood Collector K294.

### **Wood Deliveryman**

(K283)

*Place 1 wood on each remaining space for rounds 8 to 14. At the start of these rounds, you receive the wood.*

- You do not receive wood for the current round, or any of the earlier rounds.

### **Wood Distributor**

(K284)

*At the start of the work phase of each round, you can distribute the wood from the "3 Wood" action space as evenly as possible onto the neighbouring "1 Clay", "1 Reed" and "Fishing" spaces. When you play this card, you receive 2 wood.*

- Because of occupations like the Pig Catcher I253 and the Mushroom Collector E196, or in the solo game, there may be wood on the wood space that cannot be distributed evenly - in this case, 1 or 2 wood are left on the action space.
- The Wood Distributor, Foreman K308 and Taster I260 may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.
- It is not allowed to use the "3 Wood" action space if it is empty, not even if that would activate other improvements or occupations.

## **G**

### **Alternative Designer**

(G001)

*Whenever you build stables or fences, you may replace wood with the same amount of clay or stone. Whenever you build rooms, you may replace wood with the same amount of clay or stone, to a maximum of 2 clay and 2 stone.*

- Can be used for every room you build, if you build more than 1 room; e.g. you can build 2 rooms for 2 wood, 4 reed, 4 clay, and 4 stone.
- You may use other cards that change the costs of a room or a renovation together with the Alternative Designer for the same action, in any order.
- You may also use this card for clay or stone rooms, e.g., if you also have Brushwood Roof K136 or Clay Supports E37.
- If you also have Frame Builder K272, you may use the cards in any order, e.g., to build wooden rooms for 3 wood and 2 reed, or clay rooms for 4 clay and 2 reed.

### **Animal Farmer**

(G002)

*At the end of the game, you receive 1 bonus point for each of your pastures that cannot contain any more animals than it does. If all of your pastures qualify, you receive 1 additional bonus point.*

- To receive the additional point, you need to have at least 1 pasture.
- When calculating the capacity of your pastures, you have to take into account fenced stables and the Drinking Trough E59 and Shepherd's Pipe E29.
- You can also get points for Animal Yard E58 and Wildlife Reserve I102.
- You can only receive a point for Night Pasture M084 if all other players have 1 animal on this card (and you 3).
- If you have Forest Pasture K145, you never receive a point for that card or the additional bonus point.

## **Animal Holder**

(G003)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, each player who has the most animals receives 3 bonus points.*

- Minor improvements such as House Goat K120 and Horse K135 do not count.

## **Apprentice**

(G004)

*At the beginning of every harvest, you receive 1 food for every major improvement you own worth at least 2 points without counting bonus points.*

- If you have purchased a major improvement as a minor improvement, e.g., with Ceramics E33 or Well Builder I220, that improvement still counts for this card.
- Upgrades of major improvements (e.g., Baker's Oven E14 and Village Well I66) also count, even if they are minor improvements as well.

## **Architect**

(G005)

*Whenever you extend your home, you receive 2 food for each new room. Whenever you build stables, you receive 1 food for each new stable.*

## **Artisan**

(G006)

*At most once per harvest, when you use an improvement to convert a building resource to food, you receive 2 additional food.*

- Is not activated by occupations, such as Turner E158 and Potter E214.

## **Astronomer**

(G007)

*When you play this card, you receive 2 food. Whenever 3/4/5 of your family members (or guests) use 3/4/5 adjacent action spaces (forming a vertical or horizontal line), you receive 1/3/5 bonus points. The action spaces must have the same dimensions size.*

- Bonus points from the Astronomer are counted at the end of the turn when all persons has been placed, and before they return home.
- If you move persons ar the end of the turn, e.g., because of the Countryman K289 or Pond Watchman G046, only their new location counts.
- Action spaces on minor improvements, or introduced into the game by the Clay Digger I230 or Master Forester E164, never count for the Astronomer.
- The cards with action spaces on the leftmost game board should be placed randomly at the start of the game. If they weren't, shuffle them when Astronomer is played. In a 3-player game, the cards fill the top 2 rows on the board.

## **Auctioneer**

(G008)

*Place 2 reed, 3 wood, 3 clay, and 2 stone on rounds 7, 9, 11 and 13, respectively. At the start of these rounds, all players simultaneously bid food for the resources. The highest bidder gets the resources and you get the food. If you win, pay your food to the general supply. Ties are broken by this round's player order.*

- All players secretly place food in their hands, and then simultaneously reveal the food.
- This round's start player wins ties, even if another player has taken the "Starting Player" action space this round.

### **Baker's Daughter**

(G009)

*If another player plays the Baker E150 or Master Baker E149, you may play this card immediately at no cost. You can use the "Take 1 Grain" and "Sow and Bake Bread" action spaces even if another player has placed a person on the space. When you play this card, you can immediately take a "Bake bread" bread baking action.*

### **Bard**

(G010)

*Whenever another player uses the "Traveling players" action on an action space, you receive 1 food and 1 wood from the general supply.*

### **Businesswoman**

(G025)

*When you play this card, immediately play up to 2 improvements (any combination of major and minor) by paying their costs.*

### **Carrot Cake Baker**

(G011)

*Whenever you convert vegetables into food, you may additionally take the "Bake bread" a bread baking action. The Carrot Cake Baker can also convert 1 vegetable into 2 food at any time.*

### **Carrot Farmer**

(G012)

*Place 3 vegetables from the general supply on this card. Whenever you use the "Plough 1 Field" action space, you may pay 1 food for one of the vegetables.*

- The vegetables are not part of your personal supply until you buy them.



## **Clay Starter**

(G013)

*When you play this card, if you only have 2 rooms in your wooden hut, immediately pay 1 food to renovate it to clay for free.*

- Has no effect if you have more than 2 rooms or live in a clay hut or stone house when you play this card.

## **Early Riser**

(G014)

*When you play this card, you receive 1 sheep. For you, the breeding phase of the harvest precedes the field and feeding phases. You may immediately cook baby animals if you do not have room to keep them.*

## **Family Counselor**

(G015)

*Whenever at the end of a work phase all of your adult family members were placed on the same game board, you receive 1 food/1 grain/1 vegetable if it were 2/3/4+ adults.*

- Newborns do not count, unless they took an action because of Adoptive Parents K267.
- Guests count as family members for this card.
- If you move a person, e.g. because of Countryman K289 or Pond Watchman G046, the location of your family members after you've moved them counts.
- Action spaces on minor improvements, or introduced into the game by the Clay Digger I230 or Master Forester E164, are not on any game board.

## **Fence Helper**

(G016)

*Whenever another player takes a "Build fences" fence building action, you may pay that player 1 food to immediately take the "Fences" a fence building action too.*

- Pay costs normally.
- Is activated whenever another player builds fences, including e.g. when someone uses the Fence Overseer K312, or plays the Mini Pasture E40.

### **Fish Seller**

(G017)

*Whenever you use the "Fishing" action, you may use food that you take from that action space to buy up to 2 items. One building resource costs 1 food. One grain, sheep or wild boar costs 2 food. One vegetable or cattle costs 3 food.*

- The items can be the same or different.
- Building resources are wood, clay, reed, and stone.
- Only the food that was lying on the action space can be used to buy animals. If you use, e.g., the Fishing Rod E12 or Fisherman E161, the additional food cannot be used.
- You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard. However, you may not use that food to buy more animals with the Fish Seller.

### **Fisherman's Apprentice**

(G018)

*Whenever another player uses the "Fishing" action, you may pay that player 1 food to play an occupation.*

## Food Critic

(G019)

*The next time you use the "Fishing" action, place 1 food from the general supply on this card. Whenever you bake bread or convert animals, vegetables, or building resources to food, you may place that good on this card. At the end of the game, you receive 1/2/4/6 bonus points for 4/5/6/7+ different items on this card.*

- Building resources are wood, clay, reed, and stone.
- The markers on this card are not part of your personal supply. They do not count for Storehouse Clerk K287, Joinery A7, etc.
- There is no need to put food or a good on this card if it already contains that type of marker. The second marker of the same type has no effect.

## Freeloader

(G020)

*Each round, your first family member may use an occupied action space. Your first family member can never take the "Starting Player" action space.*

- You can't even take "Starting Player" if it is unoccupied.
- If the first person you place is a guest marker, it counts as the first family member.
- It is not allowed to use an empty accumulating action space such as "3 Wood", not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as "1 Reed, Stone, and Wood" in 5-player game.

## Glass Blower

(G022)

*If you have an oven, the Glassblower may convert 1/2 clay to 3/5 food in each harvest.*

- The clay is converted into food by this occupation, not by the oven. This does not activate the Artisan G006.
- (FotM) You may convert 1/2 clay to 2/4 food in each harvest.

### **Glutton**

(G023)

*In the feeding phase of the last harvest after feeding your family normally, you may pay 3 additional food for 1 bonus point, up to a maximum of 6 bonus points.*

### **Grafter**

(G024)

*During the breeding phase of harvest, if you have 2 or more grain in your personal supply, you receive 1 grain from the general supply. If you have 2 or more vegetables, you receive 1 vegetable from the general supply.*

- Vegetables and grains that are planted are not counted.

### **Grain Farmer**

(G026)

*Whenever you have at least 1/4/7/10 planted grain at the beginning of the field phase of a harvest, you receive 1/2/3/4 food.*

- The total number of grain on your fields (including Acreage K105) is counted, not the number of grain fields.

### **Grain Lover**

(G027)

*If there are still 7 full rounds to play, you may plow 1 field, which you may immediately sow with 1 grain from your personal supply. At the end of the game, all players with the most total grain receive 2 bonus points each.*

- You may plough a field and not sow it.
- Sowing the grain counts as a sowing action, and activates, e.g., the Smallholder K286, Seasonal Plants G104, and another player's Field Worker I224.

## **Grump**

(G028)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, all players with the fewest family members receive 2 binus points each.*

- Guests and the occupant of the Reed Hut K138 do not count as family members.

## **Harbor Master**

(G029)

*Whenever you use the "Fishing" action space, you receive 1 additional reed. Whenever another player uses the "Fishing" action space, you receive 1 reed and 1 food from the general supply.*

## **Headmaster**

(G030)

*Whenever another player plays an occupation, place 1 food from the supply on this card. Whenever you play an occupation, you may pay any costs using food from this card. At the end of a 4/5 player game, you receive 1 bonus point for every 3/4 food on this card.*

- You may first receive the food from the Headmaster before using the Educator K271. The cost of using the Educator may also be paid with food from the Headmaster.
- The food on this card is not part of your personal supply. It cannot be used for anything else than paying for occupations.

## **Helper**

(G031)

*You can use any "Renovate", "Build room(s)" or "Major Improvement" action space, even if another player has already placed a person on it.*

- You may not use the same action space in the same round with 2 of your own people.

- If the action space provides a choice of actions, you may choose either. For example, you may take the "Traveling Players" action on the "Build 1 Room or Traveling Players" action space in the 5-player game, or play a minor improvement on the "Major/Minor Improvement" action space.
- If the action space allows two actions, you may take both. For example, you may use the "Build Rooms and Stables" action space to build both a room and a stable.
- It is not allowed to use an empty accumulating action such as "Traveling Players", not even if it activates other improvements or occupations.
- You cannot use the Helper to take a "minor improvement only" action space, such as "Starting Player", even if you have the Traveling Salesman K281. Similarly, the Pulley G097 does not make "Day Labourer" a "Build room(s)" action space, etc.

## **Hermit**

(G021)

*At the end of the game, you receive 6 bonus points if this is the only occupation you have played.*

- If you have played Dance Instructor Z334 and returned it to your hand, it does not count as played, and you may still score points for the Hermit G021.

## **Hobbyist**

(G032)

*Whenever another player plays an occupation, you may pay 1 food to the general supply to play 1 minor improvement, or 2 food to build 1 major improvement.*

- Pay costs for the improvements normally.

## **Hoe Maker**

(G033)

*Whenever you build at least 1 fence, you may also pay 1 food to plough 1 field.*

- Is activated by any fence building action, including e.g. Mini Pasture E40, Fence Overseer K312, and Paddocks G090.

## **Inventor**

(G034)

*All improvements with a printed cost of 4 or more resources cost you 1 less resource of your choice.*

- You may use other cards that change the costs of an improvement, e.g. Stonecutter E211, together with the Inventor for the same action.

## **Job Seeker**

(G035)

*Once in play, this card does not count as an occupation for any purpose. Whenever, at the start of a round, you have fewer occupations than any 2 other players, you may pay 1 food to immediately play an occupation.*

- Occupations played this way, e.g., the Dance Instructor Z334, may not be returned to the player's hand.

## **Late Bloomer**

(G036)

*Whenever you have fewer family members than all of the other players and you have room in your home, you may immediately take a "family growth" action. You need room in your home for the offspring. Place the offspring in an empty room. This family member is not considered a newborn and may take an action the same round.*

- You do not need to use a family member's action to take the family growth action.

- Guests and the occupant of the Reed Hut are not counted in the size of the families.
- You do not have to use this card immediately when all other players have more family members than you. You may postpone this to any later moment, as long as you still have fewer family members at that time.

### **Late Sleeper**

(G037)

*At the start of each round, announce whether or not you will sleep late. If you sleep late, you place all of your people after everyone else has placed all of theirs, but you may also place a guest token.*

- If you choose not to sleep late, you place your people normally.
- You must choose whether to sleep late before the start of the work phase.
- If you sleep late, you place your people after all guests of other players, including the one from the Keg Z314, but before moving a person (e.g. because of the Countryman K289 or Pond Watchman G046).
- If you play Neutrality Ö16 and choose to sleep late the next round, Neutrality has no effect, and you do not receive bonus points.
- If you sleep late and another player played Neutrality the previous round, both of you take alternating turns placing your people, in player order.
- If you sleep late, you may not use the Taster I260. If you used the Coffee House O13 last round, it has no effect: you may not place that person first.
- The guest does not need to be fed.



## Master Baker's Apprentice

(G038)

*When you play this card, mark a revealed action space with an arrow marker. This action space now has the added text "and/or bake bread". Whenever another player bakes bread using this space, you receive 1 food from the general supply. When you play this card, you may also take the "Bake bread" action.*

- If you put the marker on "Sow and Bake Bread", anyone may now take two consecutive baking actions on that space (using all of their ovens both times). If another player does that, you receive 2 food.
- If the Chamberlain I238 has been played, and you play the Master Baker's Apprentice in round 11 or later, you may also put the marker on the round card of rounds 12 to 14.

## Mathematician

(G039)

*From round 6 on, if there are wood spaces with the same amount of wood after refilling each round (at the end of phase 2), you can take 1 wood from one of those spaces. This also applies to clay action spaces. In 5-player game, this also applies to stone action spaces. You can take only 1 resource per round.*

- Is activated before the Wood Distributor K284 can distribute wood.

## Miner

(G040)

*Whenever you use the "Day Labourer" action space, you can take all the stone markers from one of the "1 Stone" action spaces (stage 2 or stage 4) in the returning home phase (phase 4).*

- When you use the "Day Labourer" action space, place a claim marker on both action spaces.

## **Mooch**

(G041)

*When you play this card, choose another player. Until the end of the next harvest, you may convert animals, vegetables, grain, and building resources to food as if you owned the chosen player's improvements in addition to yours.*

- The chosen player may use their improvements normally.
- You may use the other player's baking improvements whenever you take a bread baking action.
- When the other player plays an oven or another improvement that gives them a bread baking action, you may not bake bread at the same time. When they play Barbecue Z318, you may not use it at the same time.
- You may not use the other player's Grain Distillery M030, because you cannot use the Mooch to convert fuel to food.
- You may not use the other player's occupations, e.g., Turner E158 or Butcher I247.
- You may use your own Meat Seller E162 if you don't have an oven but the other player does.
- In the harvest, you can use the other player's Windmill E17 without paying for it.

## **Oldest Occupation**

(G042)

*From round 5 on, whenever any player uses the "Day Labourer" action space, they may pay you 2 food to immediately take a "family growth" action.*

- They must have room in their house.
- If you use "Day Labourer", you may grow for free.
- Other players may use the food from the "Day Labourer" action to pay you.

- Place the newborn on the person that used the Day Labourer action space. The action space cannot be used again with Understudy G056.
- Although one can now take a family growth action when using Day Labourer, that does not make Day Labourer a "family growth action space", e.g., for Head of the Family E159 or Clapper K127.
- If you also have the Pulley G097, you may first use it to build a new room and then the Oldest Occupation to grow a family member there.

### **Opportunist**

(G043)

*Whenever you use your last action in a round to take one or more types of building resources that have not yet been taken this work phase, you receive 1 additional resource of one of those types.*

- Building resources are wood, clay, reeds, and stone.
- Only building resources that are taken directly from an action space are counted. Building resources received from other cards are not.
- If you move a person at the end of a round, e.g., because of the Countryman K289 or Pond Watchman G046, that counts as your last action.

### **Pearl Seeker**

(G044)

*Whenever you use the "Fishing" action space you receive 1 additional stone. Also, you can use food that you take from that action space to buy more stone. Each stone costs 2 food.*

- Only the food that was lying on the action space can be used to buy stone. If you use, e.g., the Fishing Rod E12 or Fisherman E161, the additional food cannot be used.

## **Pilgrim**

(G045)

*You receive 2 food before you pay the costs of playing this occupation. At the start of a round, if you have no building resources, you may take 1 building resource from the general supply; if you have no food, you may take 1 food from the general supply.*

- Only resources and food in your personal supply count. Wood or food planted on Forester K278, Copse I78 or Vineyard O21 do not count.
- At any time, you may move resources from your personal supply to the general supply.
- Building resources are wood, clay, reeds, and stone.
- If you receive food or building resources at the start of the round, e.g. because of Rancher I340 or Duck Pond K114, you may use the Pilgrim before you receive those food or resources. You can also use cards like Greengrocer E168 to spend food on resources, and then use the Pilgrim to get the food back. However, if you use e.g. the Grocer E184 to buy a building resource for a food, you may only activate the Pilgrim once; either before the Grocer (to get a building resource) or after the Grocer (to get a food), not both. If you want to receive both food and a building resource, you have to receive them at the same time.

## **Pond Watchman**

(G046)

*At the end of a work phase, after all other players have taken their actions, you may pay 1 food to move one of your people that used the "Fishing" action this round to an unoccupied wood accumulating action space and take that action.*

- You may not move your person to the "1 Reed, Stone, and Wood" action space, or to an action space that contains wood because of the Wood Distributor K284.
- You may move your person to the action space introduced by the Master Forester E164.

- If you have already used a family member on the "Fishing" action space before you play this card, you may move this family member at the end of the round.
- Moving a person with the Pond Watchman counts as taking an action, e.g. for the Opportunist G043, but not as placing your last person, e.g., for the Magician K311, because this person has already been placed previously.
- If the Acrobat K269 or Countryman K289 also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice.

### **Resource Collector**

(G047)

*Place 1 wood, 1 clay, 1 reed, and 1 stone on the next 4 round spaces in any order you choose. At the start of those rounds, you receive the resource.*

### **Ringmaster**

(G048)

*When you use the "Traveling Players" action, you may either play a minor improvement or you may pay 1 grain to build a major improvement immediately afterward.*

- Pay costs for the improvement normally.
- If you receive grain because of Conjuror E167 or Magician K311, or if you use the food from "Traveling Players" to buy grain from the Grocer E184, you may immediately use that grain to pay for a major improvement.

### **Seed Master**

(G049)

*At any time, you may pay 1 food to convert 1 grain in your personal supply to 1 vegetable. At any time, you may convert 1 vegetable in your personal supply to 1 grain.*

## **Singer**

(G050)

*When you play this card, you receive 2 building resources of your choice.*

- The building resources can be the same or different.
- Building resources are wood, clay, reed, and stone.

## **Stone Deliveryman**

(G051)

*Place 1 stone on each of the spaces for rounds 8, 10, 12, and 14. At the start of these rounds, you receive the stone.*

## **Stone Trader**

(G052)

*Whenever you use an action to take stone, you may immediately afterward pay 1 food to play an improvement that has a printed stone cost.*

- Pay costs for the improvement normally.
- You can play either a minor or a major improvement.
- Is activated when you use an action space on which stone is placed each round. You cannot use such an action space just to use this card if the action space contains no stone (e.g., when you have the Bureaucrat C07.)
- Is activated by the action space "1 Reed, Stone, and Food" in 4-player game and the action space "1 Reed, Stone, and Wood" in 5-player game.
- Is not activated when you receive stone because of a minor improvement or occupation.

## Stonepiler

(G053)

*Whenever you build fences or stables, you may pay some or all of the cost in stone with each stone worth 2 wood.*

- If you have to pay an odd number of wood, you can round up the number of stone you pay, e.g., you pay 2 stone for 3 fences.

## Tax Collector

(G054)

*Whenever another player pays building resources to build a major improvement, you receive 1 resource of those paid (of your choice). You may pay 1 food to the general supply to receive another of the resources paid.*

- Building resources are wood, clay, reed, and stone.

## Truffle Digger

(G055)

*Whenever you use a family member's action to take wood that is on an accumulating action space and you have 1/2/3 wild boar, you receive 1/2/3 additional food.*

- Is not activated when you use the "1 Reed, Stone, and Wood" action space in the 5-player game.
- Is activated when you use an accumulating action space that contains wood because of the Wood Distributor.
- If you use an action space that contains wood, and you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253, you still receive the food from the Truffle Digger.
- You may first take a wild boar with Pig Catcher I253 before you use the Truffle Digger.

## Understudy

(G056)

*Whenever an action space is occupied by exactly one of your family members, you may use that action space again with a second family member.*

- Newborns count as family members, so you cannot use this card for a family growth action space.
- It is not allowed to use an empty accumulating action space such as "3 Wood", not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as "1 Reed, Stone, and Wood" in 5-player game.

## Vegetarian

(G057)

*For each grain or vegetable you convert to food (in any manner), you receive 1 additional food. You may not convert animals to food for the rest of the game.*

- You may no longer use a cooking improvement, the Barbecue Z318, Meat Seller E162, Butcher I247, Action Artist O02, or Butcher's Block M088 to convert animals to food. You may still receive food from the Slaughterman K299, Slaughterhouse I97, Milking Stool K133, etc.

## Village Farmer

(G058)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, all players who have the most plowed fields receive 3 bonus points each.*

- Fields on cards, such as Bean Field E18 and Forester K278, do not count. Fields with more than one stack of grain because of the Scarecrow Z324 count as only 1 field.



## **Wheedler**

(G059)

*Whenever you receive food from an action space, you receive 1 additional food. This benefit does not apply to food gained due to an improvement or occupation.*

- Is activated when you use a minor improvement that is an action space, e.g., the Tavern I100 or Spielesfest O14.
- Is activated when you use an action space that contains food because of the Foreman K308.
- Is not activated when you use the Net Fisherman I248.

## **Wintercrafter**

(G060)

*Between the field and feeding phases of each harvest, you may play a minor improvement or pay 2 food to build a major improvement.*

- Pay the costs of the improvement normally.
- A harvest counts as part of the preceding round. If you also have the Wood Carver K301, you may use it if you didn't already in the round that preceded the harvest.

## **Wm**

### **Amazon**

(WM001)

*Whenever you use the "Fishing" Action space in Round 7/9/11/13, you receive 1 additional Sheep/Wild boar/Cattle animal of your choice.*

### **Animal Buyer**

(WM002)

*At the end of the Field phase of each Harvest, you may buy 1 or 2 animals. Pay 2/3/4 Food for each Sheep/Wild boar/Cattle.*

- You may not use food converted from the purchase of one animal to purchase another in the same Harvest.

## **Apple Picker**

(WM003)

*Whenever you use the "Take 1 Grain" or "Take 1 Vegetable" Action space, you receive an additional 1 Wood and 1 Food.*

## **Bargaining Baker**

(WM004)

*When you build an Oven, pay 1 Building resource less of your choice. Whenever you build a "baking symbol" Improvement, you receive 1 Grain before building the Improvement. (An Oven is a "baking symbol"-Improvement with "Oven" in the name.)*

## **Bee Keeper**

(WM005)

*When you play this card, immediately build 1 stable without paying Wood and place it on its side. The stable loses its regular animal functions. (It is still worth 1 additional point if fenced.) In the Feeding phase of each harvest, you receive 1 Food as long as the stable is on your farm.*

## **Borrower**

(WM006)

*When you play this card, you receive 7 Food and 2 Begging cards. At any time, you may pay 3 Food to discard one of these 2 Begging cards or a Begging card you received instead of paying 1 Food to feed your family.*

- You may only use Borrower to discard Beggar cards that you received from Borrower or from failing to feed your family in the feeding phase of a harvest.
- The ambiguous wording of the English text of the card should not be construed to mean that you can do something in place of feeding your family with this card.

## Branch Collector

(WM007)

*Whenever you use Clay or Stone for an Extension, Renovation, or Improvement, you receive 1 Wood from the general supply before paying its costs.*

- If you receive a wood from Branch Collector, then you must spend a Clay or Stone in the subsequent improvement, extension or renovation action. If you have cards that allow for discounts or alternate payments, then you must take these into account. For example, you cannot receive wood if you have Bricklayer and play Flagon.

## Bread Carrier

(WM008)

*Once any player has built an Oven, place 1 Food on the Remaining round spaces. At the start of the rounds, you receive the Food. (If an Oven has already been built, place the Food immediately. If multiple Ovens are built, you only receive the Food once.)*

## Chemist

(WM009)

*Whenever you use a person's action to take Wood from a Building resource Accumulation space, you may immediately place 1 Clay from your supply on another Building resource Accumulation space to receive 2 Food.*

- You may use the Chemist on the "Take 1 Reed, also 1 Stone and 1Wood" action space in 5-player game.
- If Clay and Wood are both taken from a Building resource Accumulation space, you may use the Clay for Chemist.

## Cloister Dweller

(WM010)

*At the end of the game, you receive 1 Bonus point for each of the 5 columns of your farmyard that is either all rooms, all fields, or all in the same pasture.*

- A single pasture that spans multiple columns counts for each column, as long as the entire column is that pasture.

## **Contractor**

(WM011)

*Whenever you build a room, renovate your home, or build a Major Improvement, you can replace up to 1 Building resource of your choice with 1 Food.*

- If you build multiple rooms, you may use the contractor's ability once per room.

## **Covetous Farmer**

(WM012)

*Once each round, during one of your turns, you may take 1 Building resource from the general supply of a type that you do not have and every other player does have.*

## **Cowboy**

(WM013)

*You can use the "Take 1 Sheep", "Wild boar" or "Cattle" Action spaces, even if they are occupied. If you do this, take 1 animal of that type. Additionally, you can keep 2 animals of the same type on 1 of your Unused farmyard spaces. (The space still counts as used.)*

## **Crop Rotator**

(WM014)

*Whenever you remove the last Grain/Vegetable from a field, you may immediately sow a Vegetable/Grain in that field. When you play this card, immediately take 1 Grain or Vegetable from each of your fields and place them in your supply.*

- You also take Grain or Vegetables from cards such as Turnip Field K137, Lettuce Patch E47, Acreage K105, etc.
- If you harvest the last Grain/Vegetable from a card that cannot hold another type of good, (Turnip Field K137, Bean Field E18, etc.) you may not Sow onto that card using Crop Rotator's ability. However, if the card can be sown with both Grain or Vegetables, (Cash Crop WM068) then you may sow onto that card using Crop Rotator's ability.

- If you also have a card that allows you to take goods from another player's fields (Harvest Helper I223) you may not use Crop Rotator's ability to sow into that player's fields.

### **Debris Dealer**

(WM015)

*When you renovate your Clay hut, you receive 2 Clay afterward. Once you live in a Clay hut or Stone house, whenever another player renovates their Wooden/Clay hut, you receive 2 Wood/Clay.*

### **Diplomat**

(WM016)

*Once during round 14, you may use an Action space even if it is occupied by other players. If you play this card in Round 7 or before, you may do this twice instead.*

### **Engineer**

(WM017)

*Whenever you play an Improvement, you receive 1 Food before paying the costs of the Improvement. If the Improvement has a printed Stone cost, you receive 2 Food instead of 1.*

### **Expert Builder**

(WM018)

*Whenever any player (including you) builds 1 or more rooms, they must place 1 resource of those paid on this card. You may use these resources to pay for your extensions or renovations.*

- If a player extends without paying resources for the extension (using Wooden Hut Extension I81, Remodeling G101, Remodeler WM042, etc.,) then no resources go on Expert Builder.
- Expert Builder may be used with Stone Crane G112 when building or renovating.

- Resources placed on Expert Builder or used from Expert Builder are never received, therefore they do not trigger things like Resource Seller K310.

## **Family Planner**

(WM019)

*Add 4, 7 and 10 to the current round and place up to 1 person still in your supply on each corresponding Round space. At the start of these rounds and not earlier, you may take the person as a new Family member, if you have room. (If you don't, return it to your supply.) It counts as a Newborn, and it may take actions the following round.*

- Taking the person counts as a "Family Growth" action.
- May combine with cards that allow Family Growth without space in your house.

## **Farm School Graduate**

(WM020)

*You may only play this card as your first Occupation. From now on, you may not use any Occupation action on any Action space. At the start of each Harvest, you may pay 2 Food to play an Occupation.*

- You may still play occupations in other ways, for example with Apprenticeship WM059 or Farm School WM078.

## **Fence Dealer**

(WM021)

*You may only build 12 fences. (Remove the other 3 fences from the game.) Whenever you build fences, you may build 2 fences for every 1 Wood paid.*

- Card received errata to remove the parenthetical "(Remove the other 3 fences from the game.)"
- Does trigger with Hops Field C18 , Pest Exterminator P09, Fence Builder I263, Moor Archaeology M131, etc.

## **Food Connoisseur**

(WM022)

*Pile (from bottom to top) 1 Clay, 1 Vegetable, 1 Stone, 1 Grain, 1 Wood and 1 Reed on this card. Whenever you use a person to take Food from the "Day Laborer", "Fishing" or "Traveling Players" Action space, additionally take the top item on this card.*

## **Forest Farmer**

(WM023)

*Place 3 Arrow markers on this card. Each round, between the Work and Returning home phase, you may pay 1 Wood and return 1 marker to move one of your people from the "Plow 1 field" or "Plow 1 field and/or Sow" Action space to a free Action space and take the action.*

- If the Countryman, Pond Watchman G046, or Acrobat K269 also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice. You cannot move to an action space that was occupied after the last regular person placement.

## **Gem Hunter**

(WM024)

*Whenever you use a person to take Clay from a Building resource Accumulation space, you may also receive 1 Stone. In Round 9 or before, if there are 3 or more Clay on the space, you must leave 1 Clay on the space to receive the Stone.*

## **Godfather**

(WM025)

*Whenever you use an Action space orthogonally adjacent to an occupied "Family Growth" Action space from stage 2 or stage 5, you receive 1 Grain immediately before the action is resolved.*

- If a "Family Growth" Round card is in a stage other than 2 or 5 (for example, due to Seeress C06), orthogonal spaces will still trigger God-father.

### **Hedge Master**

(WM026)

*Whenever you build fences, you receive 1 Bonus point. When you play this card, you immediately get a "Build fences" action.*

- The bonus points should be recorded on your score sheet. Therefore, if you remove the Hedge Master (Retirement P22) you still receive the bonus points.

### **Heiress**

(WM027)

*At the start of round 6/10/13, you may (before phase 1) build 1 Wooden/Clay/Stone room if your home is made of the same material. Pay 1 less Clay for the Clay room, and 2 less Stone for the Stone room. (When you play this card, place the Room tiles on the corresponding round spaces.)*

- Card received errata to remove the parenthetical "(before phase 1)" clause.

### **Herdsmen**

(WM028)

*Whenever you use the "Day Laborer" Action space, you receive 1 additional Sheep. From round 6, you can choose to receive 1 Wild boar instead.*

### **Hill Farmer**

(WM029)

*Whenever you build 1 or more fences or Plow 1 or more fields, you receive 2/1 Food if you have exactly 2/3 rooms.*

- If you have Downsizing WM075, count the number of rooms that you have after removing one.



## **Hoarder**

(WM030)

*Each Harvest, you can place 1 Building resource on this card from your supply. At the end of the game, you receive 1/2/3/5 Bonus points for 1/2/3/4 different resources on this card.*

## **Humble Farmboy**

(WM031)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players with the fewest cards in front of them receive 3 Bonus Points. (Count Occupations plus Improvements and exclude Begging cards.)*

- Counts the number of cards. Therefore, cards like Academic E148 and Clockwork Man WM070 still count as 1 card each.

## **Hunter**

(WM032)

*Whenever you receive animals outside the Breeding phase of a Harvest, you may immediately convert them into Food. Take 2/3/4 Food for each Sheep/Wild Boar/Cattle converted.*

- When you use Sheep Farmer to convert Sheep to Wild Boar and Cattle, you may use Hunter to convert the Wild Boar and Cattle into Food.
- Animals gained from breeding outside the Breeding phase (Cattle Breeder K295, Ram WM102, etc.,) may be converted to food with Hunter.

## **Lady in Waiting**

(WM033)

*If you play this card during Stage 1, place 1 person still in your supply on Round 12. At the start of this round, you can pay 2 Food to move this person into your home whether or not you have room. It counts as an adult Family member and may take actions starting Round 12.*

- Does not count as a family growth action.

## **Livestock Keeper**

(WM034)

*When you play this card, you receive 1 Wild boar. If you already have a Wild boar, you receive 1 Cattle instead. In the Breeding phase of each Harvest, you may pay 1 Food to receive 2 offsprings of exactly 1 animal type that breeds instead of 1.*

## **Mailman**

(WM035)

*Place 2 Wood, 2 Clay, 1 Reed, and 1 Stone on four different revealed Action spaces respectively (occupied or unoccupied.) Afterward, any player (including you) who uses one of these spaces, may also take the extra resource(s) by paying you 1 Food first.*

- If a resource is taken, it is received before the Action that it is on occurs, and can be used to pay costs for the Action.

## **Master Cook**

(WM036)

*Each round, instead of placing your first Family member on an Action space, you may place it on this card and receive 2 Food and 1 Guest token to place that round. (You may not do this if you will be placing more people after your first without another player placing in between.)*

- This card is not an action space.
- You cannot double Master Cook's benefit (Golem C20 or Sunday Worker WM048.)
- Using Master Cook does not count as an action (Church Warden I227).
- If a Family member placed on Master Cook has placement restrictions (Shelter in the Field P23, etc.,) then the Guest token also has the same restrictions.

## Master Stableman

(WM037)

*Whenever you use a person's action to take 2 or more animals from an Accumulation space, you can also build up to 2 stables, at a cost of 1 Wood each, before taking the animals.*

## Minimalist

(WM038)

*At the end of the game, you receive 9/6/4/2 Bonus points for having exactly 0/1/2/3 Improvements in front of you.*

## Pawnbroker

(WM039)

*At any time, you may convert all the printed Victory points (if any) of an Improvement in front of you to 3 Food per point. Afterward, you may not return or remove the Improvement and you no longer receive its Victory points. If the Pawnbroker gets turned face down or discarded, you still lose the points.*

- You may use the Pawnbroker's ability with any number of improvements.

## Permaculturist

(WM040)

*You may sow Grain on Unused farmyard spaces. Planted spaces count as Grain fields and do not need to be adjacent to your existing plowed fields. You may move Grain from these fields to the general supply at any time and you must move Grain before scoring. (Or if this card gets removed or turned face down).*

- You may not use Reed Nursery WM104 to sow Reed onto Unused farmyard spaces.
- Sown Grain in Unused farmyard spaces do not count as Grain fields for prerequisites.

- Does not combine with Planter Box I90 or Scarecrow Z334.
- Farmyard spaces containing sown grain count as used.

### **Politician**

(WM041)

*Twice each round, you may exchange 1 Reed for 1 Stone, or 1 Stone for 1 Reed. When you play this card, you receive 1 Stone.*

- You may convert 1 Reed to 1 Stone and later 1 Stone to 1 Reed (or vice versa) in the same round.

### **Remodeler**

(WM042)

*When you renovate your Wooden hut, you may first return 1 built stable to extend your hut by 1 Wooden room for free before paying the costs of the Renovation. (The stable can be rebuilt later.)*

- The stable must be returned from your farmyard.
- May combine with Clay Starter G013.

### **Resource Lender**

(WM043)

*Whenever you receive Building resources from an Action space, instead of placing them in your supply, you may add 1 resource of 1 type received and place them all on the next Round spaces with 1 per space (in any order and discard any excess.) At the start of these rounds, you receive the resource.*

- If a resource is bought with Reed Buyer I251, Wood Buyer I234 or Stone Buyer I255, you may still use Resource Lender to add an additional good of that type.

### **Silo Girl**

(WM044)

*Once you live in a Stone house, place 1 Grain on each remaining even Round space and 1 Vegetable on each remaining odd Round space. At the start of these rounds, you receive the resources. (If you already live in a Stone house, place the resources immediately.)*

### **Stable Deliveryman**

(WM045)

*Add 3, 5, 7, and 9 to the current round and place up to 1 of your unbuilt stables on each remaining corresponding Round space. At the start of these rounds you may pay 1 Wood to build that stable immediately. (If you don't, return that stable to your supply. Until then, you cannot build that stable.)*

### **Stone Curator**

(WM046)

*Whenever you use a Stone Accumulation space, you receive 1 additional Food. At the end of the game, you receive 1 Bonus point for every 2 rooms in your Stone house and every 2 Improvements with a printed Stone cost.*

### **Storehouse Minder**

(WM047)

*When you play this card, you may place 1 to 4 Building resources of different types on it from your supply. At the start of each Harvest, choose up to 2 resource types currently on this card and add 1 of each from the general supply. Each round, you may take all the resources of any 1 type remaining.*

- Resources on this card do not count towards Storehouse Clerk K287. At the end of the game, resources on this card count toward Sawmill K122, Joinery, Pottery, etc.

### **Sunday Worker**

(WM048)

*Once during Rounds 7 and 14, you may pay 1 Food to take one of your peoples' actions twice. If you use an Accumulation space with that action, you get double the amount of Goods and/or Food.*

- You may double an action immediately after the action is taken. You cannot wait until later in the round to double an earlier action.
- If you play Sunday Worker with an action in Round 7 or 14, you may pay 1 Food to double that action.
- You may use Food collected from taking the action once to pay for Sunday Worker.
- On any Accumulation space, double the amount of Goods and/or Food taken, regardless of type. For example, food left on an Accumulation space by Wood Worker WM055 or Foreman K308 will be doubled. On a non-Accumulation space, do not double these resources, just take the action twice.
- A doubled action only counts once for Church Warden I227.
- If you also have Golem C20, apply the Sunday Worker's effect first, then the Golem's effect.

### **Sunrise Admirer**

(WM049)

*At the start of the next 3 rounds, you may pay 2 Food to Plow 1 of the three Eastern-most spaces on your farm (the farm side opposite your home) if they are unused. (Normal plowing rules still apply.) If you choose not to, discard the Sunrise Admirer.*

- If you have changed the shape of your farm (for example, from Farm Extension,) the Sunrise Admirer will still plow 1 of the Eastern-most spaces for the next 3 rounds from when you played it.
- If the Eastern-most spaces are completely plowed (or otherwise blocked) then you cannot plow anymore.

## **Tapestry Weaver**

(WM050)

*Whenever you have at least 3 Sheep during the Field phase of a Harvest, place 1 Food from the general supply in your home. You may only place 1 Food per room. You cannot use these Food, but each is worth 1 Bonus point at the end of the game.*

- Different cards (such as Pelts or Cookies WM071) may put food in the rooms. The 1 Food maximum is for each such card.
- If you remove a room with a Food on it (for example, with Downsizing WM075) you also lose the Bonus point that Food represents.

## **Tavern Keeper**

(WM051)

*At the start of each Harvest, receive 1 Food and 1 Grain if you have at least 1 room in your home that is not occupied by a Family member. At the end of the game, receive 1 Bonus Point for every empty room.*

## **Tile Maker**

(WM052)

*If there are 1/3/6/9 rounds left to play you receive 1/2/3/4 Clay. At the end of the game all players with a Clay hut receive 2 Bonus points. (This card does not give Bonus points for a Stone house.)*

## **Village Fool**

(WM053)

*At the start of each round, you may place 1 card face down from your hand under Village Fool. That card can no longer be used for the rest of the game. At the end of the game, you receive 1 Bonus points for each card under Village Fool except the 3rd, 5th, 7th and 9th.*

- Cards face down are front of you, it does not trigger with Minimalist WM038 and Humble Farmboy WM031.

## Wheelbarrow Pusher

(WM054)

*Whenever you use a person's actions to take exactly 1 resource from a Building resource Accumulation space, you receive an additional 1 Building resource of your choice or 1 Food. In a 4/5 player game, you instead receive an additional 1 Building resource of your choice and 1 Food.*

- Triggers as long as you take exactly 1 resource from an Accumulation space. Other cards may alter the amount of resources you receive (such as Mushroom Collector E196, Wood Buyer I234, Pieceworker K268 etc.)
- If you take exactly 1 Reed from a Building resource Accumulation space, and you have Landing Net, you gain 2 food from the Landing Net, regardless of other resources received from Wheelbarrow Pusher. (According to the Landing Net's compendium v9.0 ruling, you only get 1 Food if you take a resource other than Reed. However, this particular ruling is controversial and contrary to many similar rulings.)
- Wheelbarrow Pusher is not triggered when you use the "Take 1 Reed, also 1 Stone and 1 Wood" action space in 5-player game.
- If you take 1 Reed and use Wheelbarrow Pusher to receive a Stone (or vice versa), it does not activate Storehouse Keeper K288.

## Wood Worker

(WM055)

*Whenever you use any Action space, immediately afterward you may place 1 Food from your supply on the space to receive 1 Wood. The next player to use the Action space receives this food.*

- Placing the Food to receive Wood happens after the Action is completed, and therefore the Wood cannot be used to pay costs for that Action.



## **Fr**

### **Agrarian**

(FR061)

*At the start of each round, you may place 1 Food from your supply on the "Plow 1 field" Action space. Any player that uses that space also receives the Food. At the end of the round, if the space has not been used, you take the Food back and may Plow 1 field.*

### **Animal Welfarist**

(FR062)

*At the end of each Work phase in which you used both the "Build Stables" action on an Action space and the "Build Fences" action on an Action space, you receive 1 animal of each kind.*

- You must use the actions on an action space, so this card does not trigger when fencing using Hedge Master WM26 or Mini pasture E40, or alternatively while Building stables using Stable Deliveryman WM45.
- It does not combo with Fence Builder I263. (??)
- You can not fence with "Renovation and Fences" action, you must use "Build Fences" action.

### **Art Director**

(FR063)

*Whenever you use the "Traveling Players" Action, you receive an additional 1 Food and a building resource of your choice.*

- If you also have played the Dancer E212, you receive at least 5 food when using the "Traveling Players" action (see other "Traveling Players" compendium entries).

### **Award Winner**

(FR064)

*Once per round, when you build a Major or Minor Improvement, you may pay 1 additional building resource of those already paid for 1 Bonus Point.*

## **Benefactor**

(FR065)

*Once during the game, when you have 4 fenced pastures, you may return 1 animal to the supply to extend your Wooden hut by 1 room at no cost.*

- This counts as "Building a room".

## **Boatswain**

(FR066)

*Whenever you use the "Fishing" Action space, you may place 1 Grain from the supply on each of your empty plowed fields. These fields are now considered planted fields. (This does not count as a "Sow" action)*

- Empty plowed fields are field tiles on your farmyard that do not have any goods on them.

## **Cabbage Lover**

(FR067)

*When you play this card, you receive 1 Vegetable. For each Vegetable that you convert into Food, you can place 1 Clay from your personal supply on this card. At the end of the game, you receive 1 Bonus point for each Clay on this card, up to a maximum of 5 points.*

## **Card Player**

(FR068)

*From bottom to top, stack 1 Stone, Reed, Clay, and Wood on this card. At the end of each round, move the top resource to the bottom of the stack. Whenever you receive the top/bottom resource type, take 1 additional/fewer resource of that type. (Take from or move the resource to the supply).*

## **Cat Lover**

(FR069)

*If there are 1/2/4/7 animals on your farm, you may pay 1/2/3/4 fewer building resources of your choice for each new Wooden room.*

## **Cattle Dealer**

(FR070)

*Whenever you fence a new pasture that covers at least 3 farmyard spaces, you can pay 1 Reed to receive 2 Cattle.*

- The number of 3 (or greater) farmyard space pastures must increase to activate this card.
- If you fence more than one new 3 space pastures at once, you may convert multiple reed to obtain more cattle.

## **Child Care Worker**

(FR071)

*Whenever another player uses a "Family Growth" action, you may convert 1 Wood to 2 Food, or 1 Wood and 1 Reed to 5 Food.*

## **Cocotte**

(FR072)

*Whenever you use the "Day Laborer" Action space, you can also play a Minor Improvement or pay 1 Food to play a Major Improvement.*

- Pay for the improvement costs normally.
- If you have played Quarry E54, you can use the stone to play for the improvement.

## **Convict Number 24601**

(FR073)

*Starting from next round, you cannot take actions with 1 of your Family members. At the end of the game, you receive 2 Bonus Points for every round after playing this card, including the current round.*

- You must still feed the convict as normal.
- If you have played other cards which require you to play one (or more) fewer family members, you cannot use one person to satisfy both 24601 and the other card.

## Country Doctor

(FR074)

*Once during the game, when you have 3 planted Grain fields, you may play the "Family growth" action as "Family growth even without room".*

- The fields must be planted when the Family Growth action is taken.

## Cowboy And Mother

(FR075)

*From Round 4 on, at the end of any Work phase in which you used 2 or fewer Action spaces and have 2 or fewer Family members, you receive 1 Food. From Round 8/12, you may choose to receive an animal/Plow 1 field instead.*

- You are allowed to use additional actions at the end of, or after the work phase and still activate this card (Forest Farmer WM23, Acrobat K269, etc).
- In the round you use family growth, then you will have more than 2 family members and Cowboy And Mother will not activate.
- If you use the Guest I73 (or obtain additional actions some other way) then you cannot activate Cowboy And Mother.

## Debt Collector

(FR076)

*When you play this card, place a Guest token on any Round space at least 3 higher than the current round. At the start of that round, pay the Starting player (which may be you) 1 Food and place the Guest. After that, play starts with the starting player as usual.*

- Debt Collector counts as an action towards the Church Warden I227 bonus.

### **Dove Hunter**

(FR077)

*In the Feeding phase of each Harvest, the Chandler can convert either 1 Sheep to 4 Food or 1 Cattle to 6 Food.*

- When eating an animal with the Dove Hunter, you can place a food with Pelts K339.

### **Drawing Genius**

(FR078)

*Immediately after using the most recent Round card, you may play 1 Major or Minor Improvement. (Pay costs for the Improvement normally.)*

### **Drinker of Absinthe**

(FR079)

*Place 1 Food each on the spaces for rounds 7 to 14. At the start of these rounds, you receive the Food.*

- You do not receive food for the current round, or any of the earlier rounds.

### **Fencing Master**

(FR080)

*Whenever you play an Occupation (including this one), place up to 2 fences from your supply on this card. From your 4th Occupation on, place up to 1 fence instead. You build these fences for free when taking a "Fences" Action.*

- Your 4th occupation is the 4th occupation you have played, not 4th occupation after playing this card.
- You cannot build the additional fences when "fencing one space in your farmyard" but only when taking the "fences" action (so no combo with Mini Pasture E40).

## **Fiddler**

(FR081)

*At the end of each round in which you did not receive any Building resources, you receive 1 Wood. If its an evennumbered round, you additionally receive 1 Food.*

- If there are multiple effects which occur "at the end of the round" you may choose the order (i.e., receive resources at end of round after activating Fiddler).
- If you harvest any Building resources during fields phase, you can not activate Fiddler.
- "its" should read "it's"

## **Gardening Enthusiast**

(FR082)

*You immediately receive a loan of 1 Grain and 1 Vegetable. Before scoring, return the 2 crops from your supply. For each crop that you cannot or choose not to return, you receive 1 Negative point.*

- If you also have the Yeoman Farmer E165, you do not deduct points if you do not return a crop.
- If you deduct points for not returning a crop, you do not get the bonus points from the Constable K276.
- You may repay the loan at any time before scoring. If you repay part of the loan during the game, you may no longer repay the rest later in the game or before scoring.
- The gold bonus point icon at the bottom is a misprint, it should be a dark (or negative) bonus point symbol.

## **Good Friend**

(FR083)

*Place 3 Wood, 2 Clay, 2 Stone, and 1 Reed on this card. Whenever another player pays building resources to build a Minor Improvement, you may take 1 building resource of the same type from this card.*

- Is activated when another player builds a major as a minor (Well Builder I220, Goblet FR23, Manufacturer K277, etc).
- You can only take resources that were paid by the other player.

### **Grain Speculator**

(FR084)

*Add 1, 3, and 5 to the current round and place 1 Grain on each corresponding Round space. At the start of these rounds, you receive the Grain.*

### **Harvester**

(FR085)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players who harvest at least 5 goods during the final Harvest receive 3 Bonus points.*

- Goods must be harvested during the harvest to be counted.
- Only the number of goods harvested is important, not the number of fields.

### **Head Of The Revolution**

(FR086)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. After playing this card, the next player to have no Unused farmyard spaces (who currently has Unused spaces) receives 3 Bonus points.*

- A player with no unused spaces when the card is played is ineligible for the bonus.
- If a plow is used to fill the spaces when the Punner I70 is in play, the Punner activates after the plow is completed (Kimball, forum).
- If there are multiple events that happen "at the same time" or "immediately" then go in turn order, starting from Start Player (Kimball, forum).

### **Immigrants Son**

(FR087)

*When you play your 5th, 6th and 7th Occupation, you can Plow 1 field immediately afterward. (You cannot Plow immediately if you play this card as your 5th, 6th, or 7th Occupation.)*

### **Journeyman**

(FR088)

*Once you have a Stone house, you can pay 1 Food at the start of each round for 1 animal of your choice.*

### **Landscape Gardener**

(FR089)

*When you Sow, you may Sow on this card as if it were 2 fields. When you play this card, you may take a "Sow" action. (This card does not count as a field when scoring.)*

### **Lemon Trader**

(FR090)

*Twice per round, you may exchange 1 Grain from your supply for 1 building resource, or 1 Vegetable from your supply for 2 different building resources.*

- When you convert a vegetable, the two building resources you receive must be different.

### **Manual Labourer**

(FR091)

*At the end of each round in which you received exactly 1 type of building resource (in any way), you also receive 1 more building resource of that type.*

### **Martial Artist**

(FR092)

*At the start of each Harvest, you may discard up to 2 Minor Improvements from your hand to receive 2 Food each.*



## Mastermind

(FR093)

*At the end of the game, you receive 1 Bonus Point for each card with a Bonus point symbol that you play after this one. (An example of a Bonus point symbol appears on the bottom of this card.)*

- Each instance of playing a card with a bonus symbol gives you a bonus point (for example if you play Joinery, return it, then rebuy it you get 2 points).
- The "grey" or "negative" version of the symbol also counts towards Mastermind.
- Tavern I100 and Clay Deposit I337 count as they have a bonus point symbol on the card.

## Miser

(FR094)

*Whenever you use a "Build Room(s)" action on an Action space, you may pay 1 Wood/ Clay/ Stone less and 1 Reed less if you build exactly 1 Wood/ Clay/ Stone room. (It is irrelevant whether you build stables.)*

- You only get the discount if you use the action on an action space to build exactly one room.

## Musketeer

(FR095)

*Place an Arrow marker in the intersection between 4 Action spaces. At the end of each Work phase, if 2/3/4 of those spaces are occupied by your Family members, you receive 1 Sheep / Wild boar / Cattle.*

## Oceanographer

(FR096)

*Pile (from bottom to top) 1 Vegetable, 1 Stone, 1 Grain, 1 Clay, 1 Wood on this card. Whenever you Plow exactly 1 field, you may receive the top item.*

- If you plow more than one field at a time (with a plow or the harrow) you do not receive any benefit from Oceanographer.
- If you plow more than one field, but each plow action is distinct (for example, Sunday Worker WM48), then you get a good from Oceanographer.

### **Parquet Setter**

(FR097)

*At the end of each Work phase in which you reduced the number of your unused farmyard spaces, you receive 1 Wood. If you reduced it by 2 or more spaces, you also receive 1 Food.*

- The check for Parquet Setter occurs at the end of the work phase, so you must have a net reduction in unused farmyard spaces from the start of the work phase.

### **Pasteurization Expert**

(FR098)

*Pile (from bottom to top) 1 Cattle, Sheep, Wild boar, Sheep on this card. You receive the top item when you receive that type of animal outside of the Breeding phase of Harvest.*

- If you receive multiple animals at the same time, you can choose the order in which to activate Pasteurization Expert (Tenant Farmer E215).

### **Pear Peeler**

(FR099)

*Whenever you use an action to take Wood from an Action space, you may leave 1/2/3 Wood on the space and take 1 Grain/ Vegetable/ Grain and Vegetable in exchange.*

- If you also have the Mushroom Collector E196, you can leave behind 2 wood to receive 2 food and a grain (similar with Basket E34).
- You can use an action space with only 1 wood on it, and only take a grain (and no wood). This still counts as taking wood, and activates Berry Picker E152, Wood Cart I79, Pieceworker K268).

- If there is less than 3 wood on the action space (for example because of the Wood Distributor K284) you may not use the Pear Peeler to get a grain and a vegetable; not even if you receive additional wood from the Wood Cart I79.

### **Pipe Smoker**

(FR100)

*Whenever you have at least 1 planted Grain field at the start of a Harvest, you receive 2 Wood.*

### **Powerhouse**

(FR101)

*Whenever you have at least 3/5 Stone in your supply at the start of the Work phase, you receive 1/2 Food.*

- You can pick up stone from the "start of round" and then activate Powerhouse, or alternatively activate Politician WM41 to convert a reed to a stone and then activate Powerhouse.

### **Prefect**

(FR102)

*You receive 1 Food for each Occupation and for each Improvement used by any player to convert building resources to Food during Harvest.*

### **Prosecutor**

(FR103)

*If you have fewer Improvements than 2/3/4 other players, you may pay 1/2/3 building resource less of your choice when you play an Improvement.*

- You must have fewer improvements than 2 other players to get any benefit from prosecutor.

### **Racing Stable Manager**

(FR104)

*Whenever you build at least 1 stable, you may also pay 1 Food to immediately Plow 1 field.*

## **Reformer**

(FR105)

*You may keep any 1 animal on each of your played Occupation cards.*

- The animals count as on your farm.

## **Sailboat Constructor**

(FR106)

*Place 4 stacks of resources on this card: 3 Wood, 3 Clay, 2 Stone, and 1 Grain with 1 Vegetable. In the Field phase of each Harvest you can buy (some or all of) these stacks. Pay 2/3/4/5 Food for the 1st/ 2nd/ 3rd/ 4th stack you buy.*

## **Sculptors Son**

(FR107)

*If you have the Joinery/ Pottery/ Basketmaker's Workshop or their upgrades, you receive an additional 2 Wood/ 2 Clay/ 1 Reed whenever you use a Family member's action to take only Wood/ Clay/ Reed.*

- The upgrades include any minor improvement that requires you to return the corresponding major and give up and bonus points for a repurchased major.
- Activates so long as you take only one kind of good, even if you receive additional goods through an occupation or improvement (similar to Wheelbarrow WM54).
- If there is a wood on the occupation space, then you can after playing it take the wood and activate Sculptors son.
- If there is a food on the space, you cannot activate the Sculptors son.

## **Shovel Worker**

(FR108)

*In the Field phase of each Harvest, you receive 1/2/3/4 Food if you have 2/3/4/5 pastures.*

## **Stage Star**

(FR109)

*If you play this card in Stage 1, you immediately receive 6 wood. Whenever another player uses the "Traveling Player" action, you must pay him 1 Wood if you have any in your supply.*

## **Stroller**

(FR110)

*Pile 6 building resources of your choice, but including at least 1 of each type, on this card in any order. During the Field phase of each Harvest, you receive the top item.*

## **Sun Farmer**

(FR111)

*Whenever you use the "Take 1 Grain" action, you receive 1 additional Sheep. Whenever you use the accumulating "Sheep" action, you receive 1 additional Grain.*

## **Tower Builder**

(FR112)

*If you are the only player to have only 2 rooms in your home and you use a "Build rooms" action on an Action space to build at least 1 room, you may build 1 additional room for free.*

- You must use the "Build Room(s)" action on an action space, so this does not combo with any extension minor, Wood Saw FR60, etc.

## **Trailblazer**

(FR113)

*At the start of each round, if you have no empty plowed fields on your farm, you may pay 1 Food to Plow 1 field.*

- You may plow your first field with this card.

## **Turkey Breeder**

(FR114)

*You may immediately build up to 4 fences and 1 stable for free. At the end of the final Harvest, you must return 4 Wood to the general supply. If you cannot, you must take 1 Begging Card for each Wood you cannot return.*

- The bonus point symbol is an error and should be disregarded (Kimball, forum).

## **Unicycle Driver**

(FR115)

*At the start of each round, you may pay 1 Stone to place 1 of your unused fences as a road between 2 orthogonally adjacent Action spaces. At the end of each Work phase, you may use 1 empty Action space with a road to one occupied by you.*

- A person that uses Unicycle Driver can also be moved with Forest Farmer WM23, Pond Watchman G46, etc (so long as the person starts on the space that activates the "moving card").
- Roads are not contiguous, you can only link one space to one other space with a road (you cannot build long stretch of road).
- Unicycle Driver is resolved during the same phase as Forest Farmer WM23, Pond Watchman G46, etc (which occurs in turn order, starting from the Start Player).
- If you have played another card that moves the same family member, you can choose when to activate the Unicycle Driver (before or after moving it).
- Unicycle Driver may use unoccupied spaces that were occupied at the end of the work phase.
- The additional action, activated by Unicycle Driver, does combo with cards like Wheelbarrow Pusher WM54, Berry Picker E152, or Clay Mixer E188.

### **Village Druid**

(FR116)

*In the future, whenever you play an Occupation, you receive 1 Sheep afterward.*

### **Wealthiest European**

(FR117)

*If this is your first Occupation, immediately take 1 building resource of your choice for each completed round of the game.*

### **Wood Gatherers**

(FR118)

*Each round, if you spend 4 or more Wood for Improvements, rooms, stables, or fences, you receive 2 Wood at the end of the round.*

- If you pay wood and then play Wood Gatherers, you can activate it at the end of the round.

### **Workaholic**

(FR119)

*When you play the card, if there are no animals on your farm, place 5 Wood, 4 Clay, and 3 Stone on this card. At any time, if you have 5/7/9 animals, you receive all the Wood/Clay/ Stone on this card.*

- You must have room for the animals and store them on your farm to gain resources.
- You can take the resources at any time, provided you have the correct number of animals on your farm.

### **Writing Maniac**

(FR120)

*Place 1 Occupation (from your hand) face down on each space for rounds 5,7,9, and 11. At the start of these rounds, you can pay 2 Food to play the Occupation. If you do not, return it to your hand.*

- You cannot use this in combination with Perpetual Student K275 to play a random occupation at the start of the given rounds.

## **G4**

### **Alms Collector**

(G44286)

*When you play this card, if it is your first Occupation, you receive 1 Food for every other Occupation in play (by any player) up to a maximum 7 Food.*

### **Animal Husbandry Worker**

(G44502)

*If there are still 3/6/9 rounds to play, you may immediately take a "Fences" action and pay 2/3/4 Wood less. At the end of the game, all players with the most pastures receive 2 Bonus points.*

### **Archer**

(G44921)

*Whenever you receive animals from an Action space, immediately afterward you receive 1/2/3 Wood if you have 1/2/3+ people on Action spaces that provide animals.*

### **Bargain Hunter**

(G45612)

*At the start of each round, you may place 1 Food from your supply on the "Traveling Players" Action space to play a Minor Improvement. (The next player to use the Action space receives the Food.)*

### **Beastmaster**

(G44324)

*You may no longer convert animals to Food. Whenever you use an animal Accumulation space, you receive an additional 3 Food. At the end of the game, you receive 1 Bonus point for each animal category in which you score the maximum 4 points.*



## **Blacksmith**

(G45387)

*Whenever any player plays an Improvement, they may pay 1 less Stone and pay 1 more Food instead. Whenever another player does this, you receive 1 Food. When you play this card, you may play an Improvement with a printed Stone cost.*

## **Braid Maker**

(G44939)

*For you, the Basket Maker's Workshop is a Minor Improvement and costs only 1 Reed and 1 Stone. In each Harvest, the Braid Maker can convert up to 1 Reed to 2 Food.*

## **Burger Flipper**

(G44411)

*Whenever you use the "Traveling Players" or "Fishing" Action space, you may move exactly 1 Food from that space to the other space and receive 1 Cattle.*

## **Champion Breeder**

(G45036)

*Whenever you place 2/3 newborn animals on your farm during the Breeding phase of the Harvest, you receive 1/2 Bonus points.*

## **Cheapskate**

(G45441)

*When you play this card, if it is your third Occupation, you may immediately pay 1 Food to play another Occupation and/or immediately play a Minor Improvement by paying its cost.*

## **Child Psychologist**

(G45028)

*Whenever another player grows their family, you can pay 2 Food to the supply to play an Occupation.*

### **Chimney Sweep**

(G45249)

*Immediately when playing Chimney Sweep and whenever you use the "Day Laborer" Action space, you receive 1 additional Food for every player with an Oven and 1 additional Food for every player with a Stone house.*

### **Commercial Baker**

(G44458)

*The Stone Oven is now a Minor Improvement for you. Once each round, instead of using an Action space, you may place a Family member on this card and receive 3 Grain.*

### **Diligent Farmer**

(G45722)

*When you play this card, if you would score the maximum 4 points in 3 scoring categories (including fenced stables), you can extend your home by 1 room at no cost.*

### **Entrepreneur**

(G45435)

*At the start of each round, you may move 1 Food from your supply to this card or 1 Food from this card to the general supply. If you do either, you receive 1 building resource of a type you do not currently have.*

### **Eremit**

(G44278)

*At the start of each round, if you have no played Minor Improvements in front of you, you receive 1 Food. At the start of each Harvest, if you have no played Minor Improvements in front of you, you receive 1 Wood.*

### **Field Doctor**

(G44311)

*Once during the game, if you live in a 2 room home surrounded by 4 plowed fields, you may play the "Family growth" action as "Family growth even without room".*

### **Football Player**

(G44496)

*Place a marker on the Round 1 Action space. Whenever you use the marked space, pay 0/1/2 Food and move the marker to the Round space that is 1/2/3 rounds greater. At the end of the game, you receive Bonus points equal to the Stage number where the marker is.*

### **Grain Seller**

(G45237)

*At any time, you may pay 1/2/3 Grain for 1 Sheep/Boar/Cattle. When you play this card, you may move all your planted Grain to your supply. (This does not count as a harvest.)*

### **Groupie**

(G45212)

*Whenever another player uses the "Traveling Players" action on an Action space, you may immediately afterward place 2 Food on that Action space to receive a Guest token to place once that round as you would a person.*

### **Hasty Trader**

(G44393)

*When you play this card, you may convert as many building resources to Food as you have Family members. For each Wood or Clay, you receive 2 Food, for each Stone or Reed, you receive 3 Food.*

### **Hewer**

(G45340)

*From Round 3, at the end of each round in which no player used a person to take Clay from an Action space, you receive 1 Stone and 1 Food.*

### **Hill Bandit**

(G44407)

*Whenever another player builds an Improvement with a printed Clay cost, you receive 1 Food and 1 Clay.*

### **Horseman**

(G45284)

*At the start of each Harvest, you receive 1 Sheep/Wild boar/Cattle if you have 1/2/3+ fenced stable(s).*

### **Joiner**

(G45585)

*Whenever you use a Family member's action to take Food, you receive an additional 1 Wood.*

### **Lady of the Manor**

(G4741)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, any player who scored the maximum 4 points in the most scoring categories receives 3 Bonus points. (The scoring categories include 4 fenced stables.)*

### **Land Surveyor**

(G44882)

*In the Field phase of each Harvest, you receive 1/2/3/4 Food for having 2/4/6/7 Plowed fields.*

### **Livestock Expert**

(G45622)

*If you play this card in Round 11 or before, you immediately double the amount of sheep, wild boar or cattle on your farm. (Take the additional animals from the supply.)*

### **Margrave**

(G45318)

*If you live in a Stone house, you receive 2 Food whenever a player renovates and you receive 1 Bonus point at the end of the game for every opponent who does not live in a Stone house.*

### **Master Fencer**

(G45685)

*Once you live in a Stone house, you may pay 2/3 Wood at the start of each round to build 3/4 fences.*

### **Master Huntsman**

(G44809)

*Whenever you build a Major Improvement, you receive 1 Wild boar. When you play this card, you receive 1 Wild boar.*

### **Master Renovator**

(G45693)

*At the end of the Work phases in rounds 7 and 9, you may take a "Renovation" action without placing a person and pay 1 less building resource.*

### **Master Tanner**

(G44918)

*Whenever you convert Wild boar or Cattle into Food, you may place 1 Food from your supply on this card for each animal. Once during the game, when there is Food on this card equal to the number of your rooms, play your next "Family growth" action as "Family growth even without room".*

### **Merchant Plowman**

(G45080)

*The Joinery is now a Minor Improvement for you. Whenever you use the Joinery, Sawmill, or Cabinetmaker to convert 1 or more Wood to Food during the Harvest, you may pay 1 Food to Plow 1 field.*

### **Midnight Fencer**

(G42864)

*At the start of the final Harvest, you may take up to 2 of each other player's unused fences and build them on your farm without paying Wood. (After you do this, your farm may have more than 15 built fences.)*

### **Native**

(tmp4)

*Whenever you use the "Plow 1 Field" or "Sow and/ or Bake Bread" Action spaces, you receive 1 Reed.*

### **Noble**

(G46142)

*Once you live in a Stone house you may use an occupied Action space other than "Start Player and/or Minor Improvement" once each round.*

### **Old Miser**

(G45704)

*In the Feeding phase of each Harvest, each of your Family members (including newborns) requires 1 Food less. At the end of the game, you only score 2 Bonus points for each Family member (instead of 3).*

### **Organised Handyman**

(G45206)

*Place up to 1 Minor Improvement (from your hand) face down on each space for rounds 9, 11, and 13. At the start of these rounds, you may play the Improvement by paying its cost. If you do, you receive 2 Food. If you do not, return it to your hand.*

### **Oven Inspector**

(G45200)

*Whenever you use the "Bake bread" action, you can use this card to convert up to 1 Grain into 4 Food. When you play this card, you can also*

*take the "Bake bread" action. If another player builds an Oven, you may immediately pay 1 Food to play this Occupation.*

### **Part Time Builder**

(G44327)

*When you play this card, if you have 4 stables in your supply, place 1 stable on each of the "Take 1 Grain", "Plow 1 field" , "Day Laborer", and "Build rooms" Action spaces. When another player uses the space, build the stable on your farm for free. You may not use a space with one of your stables on it.*

### **Peasant**

(G45580)

*Whenever you build a Major improvement, you may pay 1 Food to Plow 1 field afterward.*

### **Pen Builder**

(G45648)

*At any time, you may place Wood on this card from your supply. You may not use this Wood for anything. For each Wood on this card you may hold 2 animals of any type on this card.*

### **Peon**

(G45130)

*Whenever you use the "Take 1 Grain" Action space, you may take a "Bake bread" action afterward. Whenever you use the "Take 1 Vegetable" Action space, you may take a "Sow" action afterward.*

### **Pickler**

(G44550)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players who have the most Vegetables receive 3 Bonus points each.*

### **Real Estate Agent**

(G45298)

*At the start of each Field phase, if no other player has fewer unused spaces than you, receive 2 Food. At the end of each Field phase, you may rearrange your rooms, stables, fences and fields into a new (legal) configuration.*

### **Renaissance Man**

(G45707)

*At the start of each Work phase, if you have at least 1 Wood, Clay, Reed, Stone, Grain, and Vegetable in your personal supply, you receive 1 Bonus point. (Planted resources and resources occupying farm spaces do not count.)*

### **School Lunch Lady**

(G44409)

*In the future, whenever you play an Occupation, you receive 1 Grain before you pay the costs of the Occupation.*

### **Silo Builder**

(G44300)

*You receive 1 Grain when you build your first stable, 1 Grain when you build your second, 1 Vegetable when you build your third, and 1 Vegetable when you build your fourth. (If you build several stables at once, you may take several resources.)*

### **Stone House Builder**

(tmp5)

*You may use an Action space that provides both Stone and another resource even if it is occupied by another player. Whenever you build a Stone room, pay 2 Stone less.*

### **Vegetable Importer**

(G45696)

*If you play this card during Stage 1, place 3 Vegetables on the space for Round 11. At the start of this round, you receive the Vegetables.*



### **Veggie Lover**

(G45302)

*In the Feeding phase of each Harvest, you may convert up to 1 pair of 1 Grain and 1 Vegetable to 6 Food. Immediately before scoring, you may exchange 1/2/3 pairs of 1 Grain and 1 Vegetable from your supply for 2/4/6 Bonus points.*

### **Visionary**

(G45110)

*If you play this card in round 1-4, you immediately receive 1 vegetable, 2 wild boars, and 1 stone. Before round 11, you cannot grow your family, unless all other players have more than 2 family members.*

### **Visiting Quarryman**

(G44364)

*Place 2 Guest tokens on this card. Twice during the game, you may place 1 of the Guest tokens as you would an additional Family member. This Guest must use a Clay or Stone Accumulation space.*

### **Zoo Director**

(G44828)

*At the end of the game, you receive 1 Bonus point for every 3 animals on your farmyard.*

## **G5**

### **Acquirer**

(G56096)

*At the start of each round, you may pay Food equal to the number of Family members you have to buy 1 Good of your choice from the supply.*

### **Animal Tamer's Apprentice**

(G56015)

*At the start of each round, you receive 1 Sheep/Wild boar/Cattle for each Wood/ Clay/Stone room in your home that is not occupied by a Family member.*

### **Baker's servant**

(G55719)

*Whenever you use a "Bake bread" action, you may Plow 1 field.*

### **Barbecue Man**

(G55625)

*At any time, you may pay 1 Wood to gain the ability to convert animals and Vegetables to Food for the rest of the round. Take 2 Food for each Sheep, 3 Food for each Wild boar or Vegetable, and 4 Food for each Cattle.*

### **Blackberry Farmer**

(G56598)

*Whenever you build fences, place Food on each remaining round space, up to the number of fences just built. At the start of these rounds, you receive the Food.*

### **Bone Collector**

(G56576)

*For each Wild Boar, Cattle, or 2 Sheep you convert into Food, you receive 1 Wood from the general supply.*

### **Casino Manager**

(G56596)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players with the fewest remaining playing pieces (Family members, fences, and stables) in their supply receive 3 Bonus points each.*

### **Circus Manager**

(G55157)

*Whenever you use your last person to choose the "Traveling Players" action on an Action space, you may immediately afterward pay 1 Food to play 1 Occupation.*

### **Clerk**

(G56306)

*Immediately select a future round space and subtract the number of the current round from it. Place this many Food from the supply on that space. At the start of that round, you receive the Food.*

### **Cooking Instructor**

(G56580)

*Whenever another player builds an Improvement, you may immediately convert 1 Good to Food allowed by that Improvement, which may include Baking bread.*

### **Dairy Crier**

(G55817)

*When you play this card, each player can choose to receive 2 Sheep or 2 food. You receive 1 additional Cattle.*

### **Dentist**

(G56196)

*When you play this card and at the end of each Harvest, you may place 1 Wood on this card from your supply. At the start of each Harvest, you receive 1 Food for every Wood on this card.*

### **Dung Collector**

(G56463)

*Whenever you breed 2 or more newborn animals, you may pay 1 Food to Plow 1 field.*

### **Engineering Apprentice**

(G56243)

*When you play your and, 3rd, sth, and 7th Occupation, you can build 1 stable at no cost afterward. (If you play this card as your 2nd, 3rd, sth, or 7th Occupation, build 1 stable at no cost afterward.)*

### **Friendly Worker**

(G56078)

*Each round, if you have a person on the "Day Laborer" Action space you may use non-accumulating Round 1-9 Action spaces even if they are occupied.*

### **Gardener's Wife**

(G54526)

*Whenever you grow your Family, you receive 1 Vegetable from the supply.*

### **Giant**

(G56105)

*Each round you may take one of your people's actions twice. If you use an Accumulation space with that action, you get double the amount of Goods and/or Food. Each round, starting next round, you must place 1 fewer person.*

### **Gluten Free Baker**

(G56065)

*You may not convert Grain to Food for the rest of the game. For you, the "Bake bread" action reads "Convert up to 2 Vegetables to 4 Food and 1 Bonus point each". When you play this card, you may take a "Bake bread" Action.*

### **Gym Trainer**

(G55347)

*Whenever you use your 4th or 5th person to take building resource(s) from an Action space, you also receive 1 Wood and 1 Food.*

### **Haberdasher**

(G55717)

*When you play this card, you receive 1 Grain. Instead of the "Bake Bread" action on the corresponding Action space, you may take the "1 Minor Improvement" action and vice versa. (This card does not affect additional actions on those spaces.)*

### **Ham Glazer**

(G56189)

*For you, the "Bake bread" action reads "Bake Bread and/or convert 1 Wild Boar to 6 Food". When you play this card, and each time another player takes a "Bake bread" action, you may convert 1 Wild Boar to 6 Food.*

### **Handmaid**

(G55305)

*Once during the game, when you have all the types of animals, you may play the "Family growth" action as "Family growth even without room"*

### **Hill Cultivator**

(G56198)

*Whenever you use the "Take 1 Grain"/"Take 1 Vegetable" Action space, you receive an additional 2/3 Clay.*

### **Indentured Servant**

(G56091)

*Indentured Servant Once any player has renovated to a Stone house, place 2 Food on each remaining Round space. At the start of these rounds, you receive the Food. (If a player has already renovated to Stone, place the Food immediately.)*

### **Inventory Manager**

(G55055)

*Whenever you build an Improvement, you receive your choice of 1 Wood or Clay immediately after paying its cost.*

### **Kelp Gatherer**

(G55776)

*Whenever another player uses the "Fishing" Action space, they receive 1 additional Food and you receive 1 Vegetable.*

### **Kosher Butcher**

(G55698)

*You may not convert Wild boar to Food. For every Sheep or Cattle you convert to Food, you receive 1 additional Food.*

### **Longbowman**

(G56071)

*Whenever you use an Action space orthogonally adjacent to an animal Accumulation space, you may immediately afterward place 1 Wood from your supply on the animal Accumulation space and take 1 of the animals. The next player to use that space receives the Wood.*

### **Mason's Apprentice**

(G54552)

*Once you have a Stone house, at the start of each round, you can pay 3 Stone and 2 Reed to build a room without placing a Family member.*

### **Miller**

(G56028)

*Whenever another player uses the "Take 1 Grain" Action space, you may Bake bread. When you play this card, you can build a Baking Improvement by paying its costs.*

### **Mountain Plowman**

(G56026)

*Whenever you Plow 1 or more fields, you receive 1 Sheep from the supply for each field you just plowed.*

## **Ninja**

(G55767)

*Immediately move the person that played this Occupation to an occupied Action space except the "Starting Player" Action space, and take that action.*

## **Officer**

(G54497)

*Once you live in a Stone house, you may pay 1 Food at the start of each round for a Guest token which you must place that round.*

## **Omnifarmer**

(G55694)

*Each harvest, you can either place 1 harvested crop or 1 newborn animal on this card. You can no longer use the goods on this card. During the scoring, you receive 3/s/7/9 bonus points for 2/3/4/5 different goods on this card.*

## **Over Achiever**

(G5179)

*Whenever you use a "Family growth" Action, you may play 1 additional Major or Minor Improvement by paying its cost less 1 resource of your choice.*

## **Pasture Planner**

(G54388)

*If played in Stage 1, place 1 Wood from the general supply on as many unused Farmyard spaces as you choose. These spaces can only be used for pastures. You may use the Wood to pay for a pasture on that space. You may not build pastures on spaces without Wood.*

## **Patroness**

(G53868)

*Whenever you play an Occupation after this one, you receive 1 building resource of your choice afterward.*

**Pioneer**

(G55775)

*Whenever you use the most recent Round card with one of your people, you receive an additional 1 building resource of your choice and 1 Food before taking the action.*

**Prophet**

(G56551)

*When you play this card, you may immediately perform the "After Renovation, also Fences" action. (Pay costs normally.)*

**Prudent Merchant**

(G55609)

*Once this game, immediately after playing an Improvement, you may choose to receive its printed cost from the supply.*

**Rice Farmer**

(G55600)

*Whenever you use the "Take 1 Reed" Action space, you receive an additional 1 Grain. Whenever you use the "Take 1 Grain" Action space, you receive an additional 1 Reed.*

**Scapegrace**

(G55464)

*When you play this, you receive 1 Bonus point for each complete Stage left to be played. You may not play Occupations anymore.*

**Scrounger**

(G55804)

*Scrounger If there are still 9/6/3/1 rounds to play, you receive 4 Wood/3 Clay/2 Stone/1 building resource of your choice. At the end of the game, each player with at least 1 of each building resource receives 3 Bonus points.*



### **Self-Employee**

(G54206)

*Immediately before the Round 1 Work phase you may play this card for free without taking an action. It counts as a played Occupation for all purposes.*

### **Shearer**

(G56402)

*Whenever you have at least 1/4/7 Sheep during the Field phase of a Harvest, you receive 1/2/3 Food. At the end of the game, you receive 1 Bonus point for every 3 Sheep.*

### **Smuggler**

(G54414)

*During the Feeding phase of each Harvest, you may convert up to 2 goods as follows: 1 Wood to 1 Grain, or 1 Grain to 1 Stone.*

### **Spring Worker**

(G56483)

*At the start of rounds 5, 8, 10 and 12 you may sow and/or bake.*

### **Stone Custodian**

(G54855)

*At the end of each Work phase, you receive 1 Food for each Stone Accumulation space with Stone on it.*

### **Stone Sculptor**

(G55784)

*In each Harvest, you may convert up to 1 Stone to 1 Bonus point and 1 Food.*

### **Supervisor**

(G56159)

*At the start of each round, if you have no unused spaces, you receive 1 Guest token which you place that round as you would a Family member.*

### **Treasure Hunter**

(G53977)

*Immediately place up to 5 Building resources from the general supply on Unused farmyard spaces. The spaces must not be orthogonally adjacent. When you use these spaces, you receive the resource. These spaces count as used for scoring but unused otherwise.*

### **Vegetable Vendor**

(G55196)

*Whenever you use the "Major or Minor Improvement" Action space, you receive 1 Vegetable. Whenever you use the "Take 1 Vegetable" Action space, you may play a Major or Minor Improvement by paying its cost.*

### **Vinedresser**

(G55042)

*At the start of each round, if you have 2 Grain and 2 Vegetables in your supply or planted, you can pay 1 Wood to Plow 1 field.*

### **Walrus Hunter**

(G56324)

*Whenever you use the "Fishing" Action space, you also receive 1 Wild boar.*

### **Wares Salesman**

(G54211)

*Each time any player (including you) builds an improvement or plays an occupation that lets them turn building resources into food, you receive exactly 1 of the corresponding building resource and 1 reed. (If multiple, choose one).*

## **Wealthy Man**

(G55774)

*If this is your first Occupation, you immediately receive 1 Bonus point for every Improvement you have. (Improvements played after you play this card do not affect this total.)*

## **Wheat Farmer**

(G54463)

*Whenever you harvest a Grain field, you may leave the Grain on the field and take 1 Grain from the general supply instead.*

## **Wolf**

(G56552)

*Pile (from bottom to top) 1 Clay, 1 Wood, and 1 Grain on this card. Whenever you receive a Good of the same type as the top marker, you may move the marker to your supply to receive 1 Wild boar.*

## **G6**

### **Acater**

(G67193)

*Whenever you place Food from the supply on a future Round space you may place 1 additional Food per space.*

### **Animal Renovator**

(G68663)

*This card can hold 2/4 Animals of your choice if you live in a Clay Hut/Stone house. When you play this card, you may renovate your Wooden Hut.*

### **Balance Farmer**

(G66661)

*At the start of each round, if you have 2/3/4 types of building resources with the same amount (except 0), you receive 1/2/3 Food.*

### **Banker**

(G64976)

*Immediately place a marker on 1 Action space of your choice. At the start of each round, move the marker to an orthogonally adjacent Action space. Whenever anyone uses that Action space that provides Goods with the marker on it, they receive 1 additional Good provided.*

### **Bargaining Harvester**

(G66004)

*Whenever you harvest 1/2/3/4+ Goods you receive 1 Food/1 Sheep/1 Wild Boar/1 Animal of your choice.*

### **Barn Master**

(G67222)

*When you play this card, you can build 1 Stable at no cost in each of your pastures that can not contain any more animals than it does.*

### **Barrel Maker**

(G63616)

*Whenever you have at least 7 Wood at the start of a harvest, you receive 1 Wood and 2 Food.*

### **Boar Lord**

(G67333)

*At the start of each Harvest, if you are the only player with most Wild Boar, you may Plow 1 field.*

### **Botanist**

(G66388)

*Whenever you use a Stone Accumulation space, you receive 1 additional Food and 1 Grain or 1 Vegetable.*

**Bowyer**

(G67361)

*Whenever another player takes Sheep/Boar/Cattle from an action space, you receive 1 Food/1 Wood/1 Stone.*

**Building Planner**

(G66367)

*Place 1 Stable on the space for round 6, 4 Fences on Round 8 and 1 Wooden Room on Round 10. At the start of these rounds, you can build each item and pay 1 Wood less.*

**Business Tutor**

(G65932)

*Whenever you renovate your Wooden hut, you may play up to 2 Improvements by paying their costs. Whenever you renovate your Clay hut, you may pay 1 Food to play up to 2 Occupations.*

**Cactus Lover**

(G69135)

*When you play this card, for each built stable in your farm, you may immediately play 1 Major or Minor Improvement by paying its costs.*

**Cattle Rancher**

(G65757)

*Whenever you use the "Day Laborer" Action space, you may pay 1 Food for 1 Cattle. From Round 6, this costs you nothing.*

**Chess Player**

(G66944)

*When you use the r Reed action space you also receive 1 Stone. When you use the 1 Sheep action space you also receive 1 Wild Boar.*

### **Coal Miner**

(G64525)

*Whenever you use a Stone Accumulation space, you also receive 1 Wood and 1 Clay.*

### **Compost Farmer**

(G68508)

*Whenever you use the "Plow 1 Field" or "Plow and/or Sow" Action space, you may pay 1 Wood to build 1 Stable.*

### **Cottar**

(G6895)

*Whenever, at the start of a round, no other player has less Food than you, you receive 1 Wood.*

### **Drunkard**

(G64524)

*At the start of each Round, you may pay 1 Food. If you do, at the end of each Work phase, you may move 1 Person from the "Take 1 Grain" Action space to an unoccupied Action space and take that action.*

### **Dusk Worker**

(G63578)

*You may immediately Plow 1 field and build 1 or 2 free fences.*

### **Eager Student**

(G69287)

*Whenever you use the most recent Round card with your last person, you may immediately afterward pay 1 Food to play 1 Occupation.*

### **Elder's Daughter**

(G66185)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Clay. At the end of the game, all players with the most Major Improvements receive 3 bonus points each.*

### **Employee of the Month**

(G67351)

*Place different Goods on each of the next Round spaces, up to the number of your played Occupations. (Nor counting this one.) At the start of these rounds, you receive the Good.*

### **Experienced Farmer**

(G65806)

*Pile (from bottom to top) 1 Cattle, Cattle, Boar, Sheep, Vegetable, Grain on this card. At the start of each Harvest in which you have more plowed fields than any of the other players, you receive the top item.*

### **Family Physician**

(G66492)

*Whenever you use an action space orthogonally adjacent to 2/3/4+ action spaces occupied by other players Family members, you receive 1 Food/1 Grain/1 Vegetable before you take the action.*

### **Farm Overseer**

(G65822)

*Whenever you Plow at least 1 field you receive 1 Food for each stable on your farm. Whenever you build at least 1 stable you receive 1 Food for each plowed field on your farm.*

### **Farm Worker**

(G68269)

*Whenever you Plow 1 or more fields, you may convert 1 building resource into 3 Food for each field you just plowed.*

### **Field Agent**

(G66453)

*When you Plow at least 1 field, you can pay 2 food to get 1 Grain/Vegetable or do a Sow action.*

### **Field Barterer**

(G68939)

*When you play this card, you may place up to 4 different building resources on it from your supply. At the start of each harvest, you may return a resource from this card to the supply to Plow 1 field.*

### **Fresh Dirt Worker**

(G68835)

*At the start of each round if you have exactly 1/2/3 empty plowed field(s) you receive 1 Clay/Wood/building resource of your choice.*

### **Fresh Fence Worker**

(G68987)

*At the start of each round, if you have exactly 1/3/4/5 empty fenced pasture(s), you receive 1 Food/Sheep/Grain/Animal of your choice.*

### **Gelder**

(G68469)

*Place 4 Food on this card. Whenever you use an Animal accumulation space with exactly 1 Animal on it, you may remove 1 of these Food, to receive 1 Stone and 1 Bonus point.*

### **Gleaner**

(G67288)

*You receive 1 building resource of your choice whenever you harvest the last good on a Field.*



### **Graduate**

(G66378)

*If this is your 7th occupation, this card provides room for one Family member.*

### **Grantor**

(G66623)

*When you play this card you receive 2 Food for each of your other played Occupations up to a maximum of 8 Food.*

### **Hen Keeper**

(G66437)

*Whenever you harvest Grain you may place them on this card. The Grain cannot be used anymore but are counted as Grain at the end of the game. At the end of the game, you receive 1/2/3 Bonus points for 2/4/6 Grain on this card.*

### **Jeweler**

(G65995)

*In the Field phase of each Harvest you may exchange exactly 2 stone for 1 Bonus Point and 3 Food.*

### **Junior Partner**

(G68367)

*Whenever any player (including you) plays a Passing card, you receive 2 food.*

### **Junk Dealer**

(G67866)

*You receive 1 Clay/1 Reed whenever you use a Food/Animal accumulation space.*

### **Khnum**

(G68838)

*When you play this card, if you have at least 4/8 Sheep on your farm, you may immediately take a "Family Growth with room" action/ "Family Growth without room" action.*

### **Manure Shoveler**

(G66310)

*When you have 2/4/6+ Animals you receive one Grain/Vegetable/Grain and Vegetable before you take a Sow action.*

### **Meticulous Men**

(G68507)

*Place 8 Food from the supply on this card. Each time your Family members take exactly 2 goods from an Accumulation space, you also take 1 Food from this card. You score 2 Bonus points if there is no Food on this card at the end of the game.*

### **Naturalist**

(G66315)

*When you Plow your 5th, 6th, 7th, and 8th field, you may pay 1 Food to receive a Guest token that you place that round as you would a Family member.*

### **Nurse Maid**

(G68823)

*Whenever another player has a larger family than you after offspring, you receive 1 Food. If that player has at least 2 more Family members than you, you receive 1 Good of your choice instead.*

### **Oven Admirer**

(G68309)

*When you play this card, if you have the Stone Oven, you receive 2 Vegetables and 1 Animal of your choice.*

### **Paleontologist**

(G67014)

*On this card you can hold 2 Animals of your choice for every complete harvest remaining.*

### **Pasture Lover**

(G68589)

*If there are 2/3/5 pastures on your farm, you may pay 2/3/4 fewer building resources of your choice for each new Wooden room.*

### **Photographer**

(G68580)

*Whenever you take a Family Growth or Renovation action, place 1 Food from the general supply on this card. You cannot use these Food, but each is worth 1 Bonus point at the end of the game.*

### **Plow Deal Maker**

(G65873)

*Whenever another player uses the "Plow 1 Field" Action space, you can pay that player 2 food to Plow 1 Field yourself without placing a Family member.*

### **Poker Player**

(G66056)

*If this is your first Occupation, you receive 9/6/5/3 Bonus points at the end of the game if you played 7 Occupations by the end of round 8/10/12/14.*

### **Polymorph Master**

(G68615)

*When you play this card, you may convert 1 Wood into 1 Sheep, up to 6 times.*

### **Primitive Man**

(G68742)

*You receive 1 Wood at the start of each round, if you have no Improvement in front of you. From Rounds 6/10 on, you receive 1 building resource/1 good of your choice.*

### **Project Servant**

(G66942)

*You receive 3 Food if you have 1 Built Stable/1 Pasture/2 Sown Fields/Renovated to Stone at the end of working phase in Round 7/9/11/13.*

### **Ram Wrangler**

(G67328)

*Whenever you breed a Sheep, you receive 1 Grain afterward.*

### **Restless Father**

(G62501)

*Whenever you take a "Family growth" action, you can immediately Plow 1 field.*

### **River Pig**

(G68662)

*At the start of each odd- numbered round, place 1 Wood from the general supply on the "Fishing" Action space. At the end of the game you receive 2/3 Bonus points if you have 3/5 Wood in your supply.*

### **Riverman**

(G66325)

*Whenever you use a Family members action to take the "1 Reed" action space you receive an additional 2 Food or can pay 1 Food to receive an additional Reed.*

## **Rogue**

(G68325)

*Once per round, you may use an occupied Action space other than "Start Player and/or Minor Improvement" if you have no played Minor Improvements in front of you.*

## **Rule Breaker**

(G65823)

*At the end of the game, you receive 1 Bonus point for each scoring category where you have scored exactly 3 points.*

## **Seal Trainer**

(G65181)

*Whenever you take Fishing, you can put the Food on Seal Trainer. You can still use this food normally. When you take Travelling Players, you can remove 1 food from Seal Trainer to receive 2 Bonus points.*

## **Soil Nutritionist**

(G68566)

*Whenever you plow at least 1 field, you receive 2 Clay. Whenever you sow, you may pay 1 Clay per field to place 1 extra Good from the general supply on them.*

## **South Pole Explorer**

(G65846)

*If you play this card during Stage 1, the next player to use all bottom farmyard spaces receives 2 Cattle and you receive 1 Vegetable.*

## **Speculator**

(G68327)

*If you play this card in Stage 1, you may build a Major Improvement for free at the start of Round 9.*

### **Stable Artificer**

(G65651)

*If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, any player who has 4 stables on his/her farm receives 3 Bonus points.*

### **Stone Baron**

(G65849)

*If there are 6/9 rounds to play you receive 1/2 Stone. At the end of the game all players with a Stone House receive 2 Bonus points.*

### **Stud Master**

(G67349)

*When you play this card, you receive 1 Animal of every type which is already in your farm.*

### **Sugar Daddy**

(G68862)

*Once you live in a Stone house, whenever you play an Occupation (including this one), you receive 1 Good of your choice afterward.*

### **Surveyor**

(G64705)

*At the end of each round in which all your Family members were placed on Round 1-14 action spaces you receive 3 different building resources of your choice.*

### **Tarzan**

(G68412)

*At the end of the Breeding phase of each Harvest, if you have at least 6 Food in your supply, you receive 1 Animal of your choice (you can't use it for breeding in the same phase).*

### **Thatcher's Helper**

(G66336)

*Pile (from bottom to top) 1 Reed, Wood, Wood, Reed, Wood, Reed. Whenever any player (including you) takes a Family Growth action, you may pay 0/1 Food to the general supply to get the Wood/Reed on top.*

### **Trinket Collector**

(G68559)

*At the end of the game, you receive 1 Bonus point for each of your improvements that doesn't give Victory points or Bonus points.*

### **Universal Educator**

(G69160)

*Whenever you play an Occupation (including this one), you receive 1 Food for each of your planted fields.*

### **Villein**

(G67187)

*Whenever you play an Occupation (including this one), you may take a "Sow" action afterward. Whenever you play a Minor Improvement, you may take a "Bake bread" action afterward.*

### **Vineyard Labor**

(G67166)

*You may sow Wood and/or Food as if it were Grain. Whenever you sow, you receive 1 Wood and 1 Food before you sow.*

### **Well Seller**

(G66241)

*Whenever another player builds the Well, you receive 1 Wood and 3 Stone.*

### **Wholesale Agent**

(G66927)

*Place 2 each of Wood, Clay, Stone and Reed from the supply on this card. When you have at least 9/7/5/3 Wood/Clay/Stone/ Reed in your supply you receive the corresponding items from this card.*

### **Zealous Farmer**

(G68867)

*When you play this card, if you would score at least 3 points in 4 scoring categories (including fenced stables), you immediately receive a "Family Growth without room" action.*

### **G7**

#### **Appraiser**

(G77194)

*Whenever you play an Improvement with at least 2 different Building resources in the printed cost, you receive 1 Wood and 1 Food before paying the costs of the Improvement.*

### **Beauty and the Beast**

(G78810)

*Whenever your second Family member uses an Action space orthogonally adjacent to the Action space occupied by your first Family member, you receive 2 Food.*

### **Boat Constructor**

(G710692)

*Whenever you use the "Fishing" Action space you receive 1 additional Food and 1 Wood.*

### **Cabinet Owner**

(G78328)



*If there are still 1/3/6/9 rounds to play, you receive 1/2/3/4 Wood. At the end of the game, players who have the most played Improvements with a printed Wood cost receive 3 Bonus points each.*

### **Honour Student**

(G76457-8)

*Pile (from bottom to top) 1 Stone, Vegetable, Wood, Grain, Sheep and Clay on this card. You receive the top item after you play an Occupation.*

### **Mbaba Mwana**

(G78855)

*When you Plow your 4th / 7th Field, you immediately receive a "Family Growth with room" action / "Family Growth without room" action.*

### **Snake Oil Salesman**

(G79915)

*Place 1 food on the next 4 round spaces. At the start of those rounds the last player in turn order receives the food. Once the 4th food is given, you receive 2 clay and 2 stone.*

### **Store Owner**

(G76372)

*Store Owner Whenever you build a Major Improvement you receive 1 Bonus point and 1 Food.*

## **G8**

### **Homesteader**

(G810636)

*At the start of Rounds 12, 13, and 14, you may Plow 1 field if you live in a Wooden Hut.*

## **Unassigned**

### **Banana Worker**

(U011)

*When you play this card, you receive 1 Wood and 1 Clay. Then you may play a Minor Improvement card by paying its costs.*

### **Coal Investor**

(U012)

*If you play this card in Stage 1, place 4 Wood and 4 Clay on the space for Round 9. At the start of this round, you receive the resources.*

### **Historian**

(U013)

*ay When you play this card, you may place up to 4 different resources on it from your supply. At the start of each round, you may return a resource from this card to the supply to play an occupation.*

### **Mayor Candidate**

(U014)

*When you play this card, you receive 2 Wood and 2 Stone. At the end of the game, you receive 1 Negative point for each Wood and each Stone in your supply. (You can't return building resources to the supply without reason.)*

### **Old Hiker**

(U015)

*When you play this card, you receive 1 building resource of your choice and a Guest token which you may place this round after all players have placed all of their Family members.*

### **Parvenu**

(U016)

*If you play an ad in Round 7 or before, you immediately double the amount of Clay or Reed in your supply.*

## **Resource Gatherer**

(U017)

*At the start of each round, if you live in a stone house, you may choose to receive 2 Wood, 2 Clay, 1 Reed, or 1 Stone from the general supply.*

## **Shoplifter**

(U018)

*During the next round, whenever you take building resources from an Action space, you receive 1 additional Food with each resource.*

## **Wealthiest Cousin**

(U019)

*If this is your second Occupation, you get 1 Food for every completed Round of the game up to 4 Food. When you play this card, you receive 1 Grain.*

# **Minor Improvements**

## **E**

### **Animal Pen**

(Cost 2W, Req. 4 Occupations, 1 VP, E24)

*Place 2 food on each remaining round space. At the start of each round, you receive the food.*

### **Animal Yard**

(Cost 2W, Req. 1 Occupation, 1 VP, E58)

*This card can hold up to two animals of your choice. They need not be the same type of animal.*

- Does not count as a pasture for scoring.
- You do not receive animals from the general supply when you play this card.

- The capacity of the Animal Yard is increased by the Drinking Trough E59.
- If you also have the Shepherd's Pipe E29, you can keep 4 sheep or up to 3 sheep and 1 other animal on the Animal Yard.

### **Axe**

(Cost 1W 1S, E13)

*Whenever you add a room to your wooden hut, you only pay 2 wood and 2 reed.*

- If you build more than one room, you can use the Axe for each room.
- This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Carpenter E218), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- After you've used the Axe, you may then also use any card that changes the cost of a room (e.g. Clay Roof E36, Ladder I91, Stonecutter E211, and Wood Carver K301).

### **Baker's Oven**

(Req. Return 1 Oven of your choice, 3 VP, E14)

*Whenever you use the "Bake bread" a bread baking action, you can use the Baker's Oven to convert up to 2 grain into 5 food each. When you play this card, you can also take the "Bake bread" action bake bread immediately.*

- The old oven is returned: the Clay Oven A5 and Stone Oven A6 are returned to the major improvements, the Wood-fired Oven E27 is removed from the game.
- Is both an oven and a baking improvement.
- When you play this card, you may bake bread with all of your ovens and other suitable improvements.

## **Baking Tray**

(Cost 1W, E15)

*The Clay Oven A5 and Stone Oven A6 are minor improvements for you. The Clay Oven, Stone Oven and Wood-fired Oven E27 cost you 1 building resource (of your choice) less.*

## **Basket**

(Cost 1R, E34)

*Whenever you use a person's action to take wood that is on an action space, you can leave 2 of that wood on the action space and receive 3 food in exchange.*

- If you also have the Mushroom Collector E196, you can use both cards to leave 3 wood to receive 5 food.
- You may use this card only once per action.
- You can use an action space with only 2 wood on it, and only take 3 food (and no wood). This still counts as taking wood, and activates e.g. the Berry Picker E152, Wood Cart I79, and Pieceworker K268.
- If there is less than 2 wood on the action space, for example because of the Wood Distributor K284, you may not use the Basket; not even if you receive additional wood from e.g. the Wood Cart.

## **Bean Field**

(Req. 2 Occupations, 1 VP, E18)

*When you sow, you can plant vegetables on this card as though it were a field.*

- Does not count as a field when scoring.
- Vegetables on this card do count for the score at the end of the game.
- When you sow on the Bean Field, you may use the Potato Dibber E32, Fieldsman I219, and Smallholder K286 to plant extra vegetables.
- If you have vegetable markers on the Bean Field, it counts as a prerequisite for the Herb Garden K130 and the Strawberry Patch I69.

- It is allowed to choose an action space with a sowing action, only to sow on the Bean Field.

### **Builder's Trowel**

(Cost 1W, E50)

*You can renovate your wooden hut to a clay hut at any time without using a "Renovate" action.*

- You must still pay for the renovation.
- You cannot renovate in the middle of an action, e.g. to use the clay received in an action to renovate to a clay hut, in order to profit from an improvement such as the Stump-Jump Plough Z313 in the same turn.
- You may not use both the Conservator E200 and the Builder's Trowel to renovate your wooden hut to a stone house out of turn.

### **Building Material**

(E16)

*You receive either 1 wood or 1 clay when you play this card. After you play this card, pass it to the player on your left.*

- In a solo game, this card is removed from the game after you play it.

### **Butter Churn**

(Cost 2W, E53)

*Whenever you have sheep during the field phase of a harvest, you receive 1 food for each third sheep. Whenever you have cattle during the field phase, you receive 1 food for each second cattle.*

### **Canoe**

(Cost 2W, Req. 2 Occupations, 1 VP, E30)

*Whenever you use the "Fishing" action space, you receive an additional 1 Food and 1 Reed.*

## **Carp Pond**

(Req. 2 Improvements 1 Occupation, 1 VP, E31)

*Place 1 food on each remaining odd-numbered round space. At the start of these rounds, you receive the food.*

- Only improvements and occupations that are open in front of you count.

## **Cattle Market**

(Cost 1 Sheep, E60)

*When you play this card, you receive 1 cattle. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The cattle may be immediately converted to food with a cooking improvement, Butcher I247 or Meat Seller E162.
- In a solo game, this card is removed from the game after you play it.

## **Ceramics**

(Cost 1C, Req. 1 Oven, E33)

*When you play this card, you receive 2 food. From now, the Pottery A8 is a minor improvement for you and costs you nothing.*

- You still have to take a minor improvement action to take the Pottery. You cannot take the Pottery if another player already has taken it.
- The Pottery still counts as major improvement as well, e.g. for Nosebag M022 or Administration M070.

## **Clay Roof**

(Req. 1 Occupation, 1 VP, E36)

*You can replace 1 or 2 Reed with the same amount of clay whenever you extend or renovate your home.*

- When building a room, you may choose to use 1 Reed and 1 Clay instead of the 2 Reed required.
- Can be used for every room you build, if you build more than 1 room.

- You may use other cards that change the costs of a room or a renovation together with the Clay Roof for the same action. These cards may even affect the clay cost introduced by the Clay Roof; e.g. with Clay Roof and Frame Builder K272 you can add a room to your wooden hut for 6 wood.

### Clay Supports

(Cost 2W, E37)

*Whenever you add a room to your clay hut, you can pay 2 clay, 1 wood and 1 reed instead of 5 clay and 2 reed.*

- If you build more than one room at the same time, you may use the Clay Supports for all of the rooms. Alternatively, you may build some rooms for 5 clay & 2 reeds and other rooms for 2 clay, 1 wood, and 1 reeds.
- This card sets a new base cost for clay rooms. If you also have another card that sets a new base cost (e.g., Clay Plasterer I241 or Carpenter E218), you may only use one such card at the same time. However, if you build more than one room, you can choose different cards for each room.
- After you've used the Carpenter, you may then also use any card that changes the cost of a room (e.g. Clay Roof E36, Ladder I91, and Bricklayer I243).

### Clogs

(Cost 1W, E28)

*At the end of the game, you receive 1 bonus point for a clay hut, or 2 bonus points for a stone house.*

- This card is worth 2 points even if you receive bonus points for the Half-timbered House E21 or the Mansion K144.
- If you have the Chief's Daughter E173 as well, you get points for both cards.



### **Corn Scoop**

(Cost 1W, E35)

*Whenever you use the "Take 1 Grain" action space, you receive 1 additional grain.*

### **Dovecote**

(Cost 2S, 2 VP, E57)

*Place 1 food on each remaining space for rounds 10 to 14. At the start of these rounds, you receive the food.*

- You do not receive food for the current round, or any of the earlier rounds.

### **Drinking Trough**

(Cost 2W, 1 VP, E59)

*Each pasture (with or without a stable) can hold up to 2 ore animals.*

- Does not increase the capacity of an unfenced stable.
- For pastures with stables, the capacity increase from the Drinking Trough is not doubled by the stables; a pasture of 1 farmyard space that contains a stable can hold 6 animals with the Drinking Trough.
- Also increases the capacity of the Animal Yard E58 and the Wildlife Reserve I102.

### **Feed Pellets**

(E338)

*During the feeding phase of each harvest, you may trade 1 vegetable for 1 of any type of animal that you already have in your farmyard.*

- You may use this card only once per harvest.

## Field

(Cost 1F, E11)

*When you play this card, immediately plough 1 field. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You may not use a plough or the Harrow I68 when you play this card.
- In a solo game, this card is removed from the game after you play it.

## Fishing Rod

(Cost 1W, E12)

*Whenever you use the "Fishing" action space, you receive 1 additional food. From round 8 onwards, you receive 2 additional food.*

## Fruit Tree

(Req. 3 Occupations, 1 VP, E43)

*Place 1 food on each remaining round space for rounds 8 to 14. At the start of these rounds, you receive food.*

- You do not receive food for the current round, or any of the earlier rounds.

## Gypsy's Crock

(Cost 2C, 1 VP, E19)

*Whenever you convert any 2 goods to food at one time using a Fireplace A1/A2, Cooking Hearth A3/A4 or Cooking Corner I85, you receive 1 additional food.*

- If you convert 4 goods at once, you receive 2 additional food; for 6 goods, 3 additional food, etc.
- Goods includes animals.
- Baking bread counts as converting goods to food.
- Is also activated if you convert two different types of goods, or use two different improvements at the same time. You may bake 1 bread and convert 1 other good at the same time; this also activates the Gypsy's Crock.

### **Half-timbered House**

(Cost 1W 1C 1R 2S, E21)

*At the end of the game, you receive 1 bonus point for each room in your stone house.*

- In total, you receive 3 points instead of 2 per room.
- If you do not renovate to a stone house, or if you have also played the Mansion K144, there is no advantage.
- The Half-timbered House's bonus points are in addition to the extra points from the Chief E172

### **Helpful Neighbours**

(Cost 1W / 1C, E42)

*When you play this card, you receive either 1 stone or 1 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.*

- In a solo game, this card is removed from the game after you play it.

### **Lettuce Patch**

(Req. 3 Occupations, 1 VP, E47)

*On this card, you can plant vegetables as you would on a field. Vegetables on this field can be converted to 4 food when harvested.*

- Does not count as a field when scoring.
- Vegetables on this card do count for the score at the end of the game.
- To receive the 4 food for the harvested vegetable, you have to convert the vegetable to food immediately after harvesting.
- You don't need a Fireplace A1/A2 or Cooking Hearth A3/A4 to convert vegetables harvested from this card into food.
- When you sow on the Lettuce Patch, you may use the Potato Dibber E32, Fieldsman I219, and Smallholder K286 to plant extra vegetables.

- If you have vegetable markers on the Lettuce Patch, it counts as a prerequisite for the Herb Garden K130 and the Strawberry Patch I69.
- Using the Lettuce Patch to convert a vegetable to food does not activate the Spices E25.
- It is allowed to choose an action space with a sowing action, only to sow on the Lettuce Patch.

### **Madonna Statue**

(Req. Return 2 played Improvements, 2 VP, E38)

*The Madonna Statue has no effect.*

- You must discard 2 improvements that are on the table in front of you. You may not discard cards from your hand.
- It is irrelevant whether you discard major or minor improvements.
- If a discarded improvement would have given you something (resources, food, etc.) in a later round, you lose that claim.
- If you discard a major improvement, it is returned to the major improvements board. If you discard a minor improvement, it is removed from the game.

### **Manger**

(Cost 2W, E23)

*At the end of the game, if your pastures occupy 6/7/8/9+ farmyard spaces, you receive 1/2/3/4 bonus points.*

- The deciding factor is the number of fenced spaces in the farmyard. It is irrelevant how many pastures there are.

### **Market Stall**

(Cost 1 Grain, E39)

*When you play this card, you receive 1 vegetable. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The grain that you pay to play this card may not come from a field.
- Activates the Market Woman K292 when played, but not the Pieceworker K268.
- You may not play this card without grain in your personal supply — not even in combination with the Market Woman.
- In a solo game, this card is removed from the game after you play it.

### **Millstone**

(Cost 1S, E41)

*Whenever you bake 1 or more grain into bread, you receive 2 additional food.*

- With the Baker E150, you receive at most 2 additional food from the Millstone in each harvest.
- Is activated when you use a baking improvement (with the "baking" symbol) to convert grain to food.
- Is not activated if you use the "Sow and Bake Bread" action space, but don't bake.
- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.

### **Mini Pasture**

(Cost 2F, E40)

*When you play this card, immediately fence one space in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You do not need to pay wood for the fences.
- Activates the Hedge Keeper E175, Farmer E160, Stablehand E207 and Animal Breeder K307 when played.
- The space must be unfenced before playing this card. It may contain a stable.

- You must follow the usual rules for building fences: if you already have pastures, the new pasture must border an existing one. If you build more fences this turn, e.g. with the Hedge Keeper, you only check at the end of your turn if the pastures are legal.
- In a solo game, this card is removed from the game after you play it.

### **Outhouse**

(Cost 1W 1C, Req. At least one other player has fewer than 2 occupations, 2 VP, E44)

*The Outhouse has no effect. You can only build it if at least one other player has fewer than 2 occupations.*

- It is irrelevant how many occupations you have played yourself.
- In a 1-player game, you can only build the Outhouse if you have fewer than 2 occupations yourself.
- The Academic counts as 2 occupations.

### **Plane**

(Cost 1W, E26)

*Whenever you turn 1 wood into food using the Joinery A7, Sawmill K122 or Cabinetmaker I258, you receive 1 additional food. You can choose instead to turn a second wood into exactly 2 food.*

### **Potato Dibber**

(Cost 1W, E32)

*Whenever you sow fields with vegetables, place 1 additional vegetable from the general supply on each field that you Sow newly sown stack of vegetables.*

- Additional vegetables are also placed on Bean Field E18, Turnip Field K137 and Lettuce Patch E47.

### **Private Forest**

(Cost 2F, E45)

*Place 1 wood on each remaining even-numbered round space. At the start of these rounds, you receive the wood.*

## **Quarry**

(Req. 4 Occupations, 2 VP, E54)

*Whenever you use the "Day Labourer" action space, you receive an additional 3 stone.*

## **Raft**

(Cost 2W, 1 VP, E22)

*Whenever you use the "Fishing" action space, you receive an additional 1 food or 1 reed.*

## **Reed Pond**

(Req. 3 Occupations, 1 VP, E48)

*Place 1 reed each on the next 3 remaining round spaces. At the start of each round, you receive the reed.*

## **Riding Plough**

(Cost 4W, Req. 3 Occupations, E61)

*Twice during the game, when you use either the "Plough 1 Field" or "Plough Field and Sow" action space, you can plough 3 fields instead of 1.*

- You may choose to plough only 2 fields instead of 3 at once.
- You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- This is a plough. Each time you use a ploughing action space, you may only use one card out of the ploughs and the Harrow I68.

## **Sack Cart**

(Cost 2W, Req. 2 Occupations, E46)

*Place 1 grain on each remaining space for rounds 5, 8, 11 and 14. At the start of these rounds, you receive the grain.*

- You do not receive grain for the current round, or any of the earlier rounds.

## Shepherd's Pipe

(Req. 1 Sheep, E29)

*You can hold up to 2 additional sheep in each of the pastures where you keep sheep. You can keep up to 2 sheep in each unfenced stable.*

- If you also have the Stablemaster E208, the Shepherd's Pipe has no effect on the unfenced stable for which the Stablemaster is used. However, it does affect all other unfenced stables.
- Also increases the capacity of the Animal Yard E58 and the Wildlife Reserve I102.

## Simple Fireplace

(Cost 1C, 1 VP, E20)

*At any time, you may convert goods to food as follows: vegetable  $\rightarrow$  2 food; sheep  $\rightarrow$  1 food; wild boar  $\rightarrow$  2 food; cattle  $\rightarrow$  3 food. Whenever you use the "Bake Bread" a bread baking action, you may convert: grain  $\rightarrow$  2 food.*

- The Simple Fireplace counts as a Fireplace A1/A2; for example, it can be upgraded to a Cooking Hearth A3/A4, and playing the Simple Fireplace activates the Charcoal Burner E182.
- Is removed from the game when upgraded to a Cooking Hearth.
- You can own more than one Fireplace.
- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.



## Spices

(E25)

*Whenever you convert vegetables to food using a Fireplace A1/A2, Cooking Hearth A3/A4 or Cooking Corner I85, you receive 1 additional food.*

- If you convert several vegetables to food at the same time, you receive 1 food for each vegetable.
- Is not activated when you use a Cookhouse M013/014, Open Grill M028, or any other improvement, or when you convert vegetables to 1 food without an improvement.

## Spindle

(Cost 1W, E51)

*In every field phase of a harvest, you may receive additional food if you have sheep: for 5 sheep or more, 2 food; for 3 or 4 sheep, 1 food.*

## Stable

(Cost 1W, E52)

*When you play this card, immediately build 1 stable. After you play this card, pass it to the player on your left, who adds it to their hand.*

- In a solo game, this card is removed from the game after you play it.

## Stone House Extension

(Cost 1R 3S, E55)

*When you play this card, immediately extend your stone house by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The new room is free. You only have to pay the costs of this minor improvement.
- Cards that change the costs of minor improvements, such as Golden HandsC13, can be used to change the cost of the Stone House Extension. Cards that change the costs of a new room, such as Ladder I91 or Frame Builder K272, cannot be used to change its cost.

- Playing the Stone House Extension counts as building a room, and activates e.g. the Wet Nurse K270.
- In a solo game, this card is removed from the game after you play it.

### **Stone Tongs**

(Cost 1W, E56)

*Whenever you use one of the "1 Stone" action spaces that become available in rounds 5-7 and 10-11, you receive 1 additional stone.*

### **Turnwrest Plough**

(Cost 3W, Req. 2 Occupations, E62)

*Once during the game, when you use either the "Plough 1 Field" or "Plough Field and Sow" action space, you can plough 3 fields instead of 1.*

- You may choose to plough only 2 fields instead of 3 at once.
- You can place 1 field tile on this card when you play it, to show that you may use the plough 1 more time.
- This is a plough. Each time you use a ploughing action space, you may only use one card out of the ploughs and the Harrow I68.

### **Windmill**

(Cost 3W 1S, 2 VP, E17)

*At any time, you can convert grain to 2 food (without having to bake bread).*

- Using the Windmill does not count as baking.
- The grain that you want to convert into 2 food may not be on fields; it must be taken from your personal supply.

## Wood-fired Oven

(Cost 3W 1S, 2 VP, E27)

*Whenever you use the "Bake bread" a bread baking action, you can use the Wood-fired Oven to turn any number of grain into 3 food each. When you play this card, you can also take the "Bake bread" action bake bread immediately.*

- When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- Is an oven.

## Writing Desk

(Cost 1W, Req. 2 Occupations, 1 VP, E49)

*Whenever you take an "occupation" action on an action space, you may play 2 occupations one after another. The second occupation costs you 2 food.*

- You pay the normal cost for the first occupation.
- If you also have the Bookshelf K112 and/or the Patron E192, you receive food for both occupations that you play.
- Is not activated when you use the "1 occupation or family growth" action space in the 5-player game, and you choose the family growth.
- Is not activated when you don't use an action space to play an occupation (e.g. using the Scholar K279 or Puppeteer I249).

## I

### Alms

(Req. No Occupations, I64)

*When you play this card, you receive 1 food for each completed round of the game. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The current round is not a "completed" round, not even if this card is played in the last action of the round.
- In a solo game, this card is removed from the game after you play it.

## **Animal Feed**

(Req. 4 planted fields, I101)

*Immediately before scoring, you receive 1 additional animal of each type that you already have.*

- This does not apply to the House Goat K120 and the Horse K135 minor improvement.
- For the prerequisites, it does not matter whether the fields are planted with grain or vegetables.
- The Bean Field E18, Lettuce Patch E47, and Turnip Field K137 count as prerequisites for the Animal Feed, if there are vegetable markers on those cards.
- The Acreage K105 counts for the number of fields planted on it.
- The Copse I78, Giant Pumpkin Z323, and Forester K278 do not count as prerequisites.
- You may return animals to the general supply in order to make room for the new arrivals.
- As the game is over at this point, you may not convert the new animal to food, for example to pay for the Hide Farmer I236.
- If you also have played the Tenant Farmer E215, Animal Feed is used before returning the borrowed animals.

## **Baker's Kitchen**

(Cost 2S, Req. Return 1 Oven of your choice, 4 VP, I65)

*Whenever you use a bread baking action, you can use the Baker's Kitchen to convert up to 2 grain into 5 food each. When you play this card, you can also bake bread immediately .*

- Is a baking improvement, but not an oven. It may not be upgraded to a Bakehouse K106.
- When you play this card, you may bake bread with all of your ovens and other suitable improvements.

## Chicken Coop

(Cost 2W / 2C 1R, 1 VP, I84)

*Place 1 food each on the next 8 remaining round spaces. At the start of these rounds, you receive the food.*

- May be built with either 2 wood & 1 reeds or with 2 clay & 1 reeds.

## Clay Deposit

(Req. 3 Occupations, I337)

*This card is an additional action space. A player who uses this action space must pay you 1 food and receives 5 clay. If you use the Clay Deposit yourself, you may choose to take 2 bonus points instead of the clay.*

- If you use the Clay Deposit yourself, you do not need to have or to pay any food.
- The Clay Deposit counts as played improvement, e.g. for the Village Elder I221 or as prerequisite for the Carp Pond E31.

## Clay Path

(Cost 3C, 1 VP, I89)

*The player with the most valuable street receives 2 bonus points when scoring.*

- The Paved Road I94 is more valuable than this Clay Path, which is more valuable than the Wooden Path I83.
- Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).
- The bonus points are in addition to the 1 normal point you get for playing this card.

## Cooking Corner

(Req. Return Cooking Hearth, 3 VP, I85)

*At any time, you may convert goods to food as follows: vegetables → 4 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.*

- If you upgrade the Cooking Hearth A3/A4 major improvement, the card is returned to the major improvements board. If the minor improvement Cooking Hearth K128 is upgraded, it is removed from the game.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

## Copse

(Cost 2W, Req. 1 Occupation, 1 VP, I78)

*When you sow, you can plant wood on this card. There can be up to 2 stacks of wood on this card, as shown. The wood is treated the same as sown grain and is harvested during the field phase.*

- The Copse does not count as a field when scoring.
- If you receive for example 4 grain on your fields when sowing, you can also receive 4 wood once or twice on the Copse card.
- The Smallholder K286 may not be used to plant extra wood.
- In each harvest, you take one wood from each of the stacks.
- It is allowed to choose an action space with a sowing action, only to sow wood on the Copse.

- Wood on this card does not count for the Storehouse Clerk K287. At the end of the game, it does count for the Joinery A7 or the Sawmill K122.
- The Copse is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box I90.

### **Corn Storehouse**

(Cost 2W / 2C 2R, 1 VP, I86)

*Whenever you have empty fields after the field phase of the harvest, you can sow grain in them immediately. Place 1 fewer grain from the supply on these fields.*

- Is built with either 2 wood & 2 reeds or 2 clay & 2 reeds.
- Is used during the harvest at the same time as the Water Mill I103 and before the Harvest Helper I223.
- Activates the Field Worker I224 when used.
- The effect of the Corn Storehouse is optional. You may choose to sow fewer fields than you're able to sow.
- You may use the Corn Storehouse to sow on the Acreage K105, but not on fields for other goods than wood (e.g. Copse I78 and Forester K278).
- Activates the Scarecrow Z324 when used, but not the Scythe G103.

### **Fish Trap**

(Cost 1W, I95)

*Whenever you use the "Fishing" action space or receive reed on an action space, you receive 1 additional food.*

- Is activated when you use an action space on which reed is placed each round. You cannot use such an action space just to use this card if the action space contains no reed (e.g. when you have the Bureaucrat C07.)

- Is activated by the action space "Take 1 Building Resource" in 3-player game if you take reed.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game and the action space "1 Reed, Stone, and Food" in 4-player game.
- Is not activated when you play the Reed Exchange I96 or Helpful Neighbours E42, or use the Reed Buyer I251, Reed Collector E205, or any other occupation or improvement to get reed.
- Is not activated when you use the Net Fisherman I248 to collect the food from the "Fishing" action space.

### **Flagon**

(Cost 1C, I87)

*Whenever the Well A10 is built or upgraded to a Village Well I66, you receive 4 food, and the other players receive 1 food each. If the Well has already been built, everyone receives the food when the Flagon is played.*

- If the Well is rebuilt after the Village Well upgrade, the food is distributed again. If the Village Well is already on the table when the Flagon is played, the food is not distributed in double quantities. If both the Village Well and the Well are on the table when the Flagon is played, the double amount of food is distributed immediately.

### **Goose Pond**

(Req. 3 Occupations, 1 VP, I72)

*Place 1 food each on the next 4 remaining round spaces. At the start of these rounds, you receive the food.*

### **Grain Cart**

(Cost 2W, Req. 2 Occupations, I74)

*Whenever you use the "Take 1 Grain" action space, you receive 2 additional grain.*



## **Guest**

(Cost 2F, I73)

*When you play this card, you receive a guest token, which you may place once in the next round as you would a person. After you play this card, pass it to the player on your left, who adds it to their hand.*

- To represent the guest, you take a claim marker and turn it over to show the word "Guest". The token is used as a family member disc.
- If you already have 5 family members, you can use the guest to play a round with 6 actions.
- A guest is not counted in checking whether there is enough room in the hut or house.
- The action performed by a guest counts for the Church Warden I227.
- The guest does not need to be fed during harvest time.
- A guest does not count as family member in the final scoring, even if you use the guest in the last round.
- In a solo game, this card is removed from the game after you play it.
- You can play this card in round 14, but you cannot use the guest marker you receive and it does not count in scoring.

## **Hand Mill**

(Cost 1S, I75)

*During the feeding phase of the harvest, you can use the Hand Mill to turn either 1 grain into 2 food or 2 grain into 4 food.*

- Using the Hand Mill does not count as baking.
- The grain that you want to convert into food may not be on fields; it must be taken from your personal supply.

## **Harrow**

(Cost 2W, I68)

*Once during the game, when you use either the "Plough 1 Field" or the "Plough Field and Sow" action space, you can plough 2 fields instead of 1. Each other player can also do this once during the game, but must pay you 2 food to do it.*

- Other players that use the Harrow may only plough 2 fields at once if they use one of the ploughing action spaces.
- The Harrow may not be combined with any of the ploughs.
- You may not deny other players the right to use the Harrow.

## **Holiday House**

(Cost 3W / 3C 2R, Req. Round 13 or before, 8 VP, I71)

*In round 14, you cannot place any people. Play this card at the latest during round 13.*

- The effects of this card are not optional! Prepare to play two harvests in a row.
- This costs either 3 wood & 2 reeds or 3 clay & 2 reeds.
- You may not use the Clay Roof E36, Brushwood Roof K136 or Straw-thatched Roof I99 when building the Holiday House.
- You do not participate in the work phase (phase 3) in round 14, but you still can profit from the start-of-round phase (phase 1).
- You may not place a guest in round 14 that you could otherwise have used.
- You do not get points for the Church Warden I227 if you have built the Holiday House.

## **Ladder**

(Cost 2W, I91)

*You need 1 less reed to extend or renovate your home or to build the Water Mill I103, Half-timbered House E21, Chicken Coop I84, Holiday House I71, Mansion K144, or Corn Storehouse I86.*

- Can be used for every room you build, if you build more than 1 room.
- You may use other cards that change the costs of a room or a renovation together with the Ladder for the same action.
- The Ladder has no effect if the number of reeds required is already lowered to 0, e.g. by using both Clay Roof E36 and Frame Builder K272 when building a new room.

## **Lasso**

(Cost 1R, I88)

*You can place exactly two people immediately after one another, if at least one of them uses the "1 Wild Boar", "1 Cattle" or "1 Sheep" action space.*

- Is not activated when you use the "Sheep, Wild Boar, or Cattle" action space in the 5-player game.
- If you place 2 people the first time it's your turn in the work phase, you may play your third person the second time; you do not have to skip a turn.
- You cannot place more than two people immediately after one another turn with the Lasso.
- If you have 4 or more people, you may use the Lasso more than once in the same round.
- You can use the animal action space with your first or second family member.
- When you play this card, you can immediately use it to place another family member on one of the three animal action spaces.
- Using the Lasso counts as two turns.

## Manure

(Req. 2 animals, I92)

*At the end of each round that does not end with a harvest, you can take 1 grain or vegetable from each of your fields and place it in your personal supply.*

- The effect of the Manure is optional, but if you harvest, you must harvest all of your fields.
- You have a field phase (harvest phase 1) after each round, except that outside a regular harvest the Milking Shed I93, Spindle E51, Butter Churn E53, Milking Stool K133, Loom K146, and Milking Hand I246 do not earn any additional food.
- Using the Manure activates the Corn Storehouse I86, Water Mill I103 (only for you), and GardenerI226, but not the Cube Cutter Z335.
- Improvements, such as the House Goat K120 and Horse K135, do not count as animals for the requirement to play this card.
- You also harvest the Copse I78, Forester K278, and Vineyard O21.

## Milking Shed

(Cost 3S 2C, 2 VP, I93)

*In each harvest, at the beginning of the field phase, count the total number of sheep and cattle in all the players' farms. You receive 1 food for each fifth sheep and for each third cattle.*

- The total number of sheep and cattle is counted.
- Pets and live animals on improvement cards are also counted.
- Animals on the Tanner K280 and the Taxidermist Z330 do not count.
- At harvest time, the Milking Shed is processed before the Spindle E51, Butter Churn E53, Milking Stool K133 and Loom K146.

## **Moldboard Plough**

(Cost 2W, Req. 1 Occupation, I63)

*Twice during the game, when you use the "Plough 1 Field" action space, you may plough 2 fields instead of 1.*

- Is not activated when you use the "Plough Field and Sow" action space.
- You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- This is a plough. Each time you use the "Plough 1 Field" action space, you may only use one card out of the ploughs and the Harrow I68.

## **Paved Road**

(Cost 5S, 2 VP, I94)

*The player with the most valuable street receives 2 Bonus points when scoring.*

- This Paved Road is more valuable than the Clay Path I89, which is more valuable than the Wooden Path I83.
- This card always scores 2 bonus points. Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).
- The bonus points are in addition to the 2 normal points you get for playing this card.

## **Planter Box**

(Req. 2 Occupations, I90)

*Whenever you sow, each of the fields you sow that is orthogonally adjacent to a room in your home gets additional goods from the general supply: 2 extra grain on grain fields, and 1 extra vegetable on vegetable fields.*

- Not optional; you must plant the extra grain and vegetables.
- When a room is built next to a field that has already been sown, you do not get additional goods until the next time you sow the field.

- If a field contains 2 stacks because of the Scarecrow Z324, both stacks get an extra grain.
- Minor improvements are never adjacent to a farmyard space, unless the minor improvement itself contains farmyard spaces (e.g. Moor Enclosures M124). Improvements such as Acreage K105 and Copse I78 do not benefit from the Planter Box, not even from an improvement that is used as a room (e.g. Reed Hut K138).

### **Punner**

(Cost 1W, I70)

*Whenever another player uses the Harrow I68 or a plough, you can immediately plough 1 field as well.*

- If you use the Harrow or a plough yourself, you do not get any advantage.
- If the other player does not plough more than 1 field on his action, you do not receive a field.

### **Rake**

(Cost 1W, I76)

*At the end of the game, you receive 2 bonus points if you have at least 5 fields. If you have played the Harrow I68, Punner I70, Yoke K124 or a plough, you need to have at least 6 fields.*

- Fields on cards, such as Bean Field E18 and Forester K278, do not count. Fields with more than one stack of grain because of the Scarecrow Z324 count as only 1 field.
- If you also played a plough, Harrow, Punner, or Yoke, but you discarded it for the Madonna Statue E38, they do not count for the Rake.
- If you played more than one of the listed improvements, you still need only 6 fields.

### **Reed Exchange**

(Cost 2W / 2C, I96)

*When you play this card, you receive 2 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You may not exchange 1 wood or 1 clay for only 1 reed, or exchange 1 wood and 1 clay for 2 reeds.
- Playing the Reed Exchange does not activate the Net Fisherman I248.
- In a solo game, this card is removed from the game after you play it.

### **Schnaps Distillery**

(Cost 1 Vegetable 2S, 2 VP, I98)

*During the feeding phase of the harvest, you can use the Schnaps Distillery to convert at most 1 vegetable into 4 food. At the end of the game, you receive 1 bonus point each for your 5th and 6th vegetables.*

- The vegetable that is used to buy the Schnaps Distillery and vegetables that you want to convert into 4 food may not be on fields; they must be taken from your personal supply.
- Distilling schnaps does not count as baking and does not activate the Spices E25.

### **Shepherd's Crook**

(Cost 1W, I77)

*Whenever you fence a new pasture that covers at least 4 farmyard spaces, you receive 2 sheep and place them in the new pasture.*

- If you divide a pasture of more than 4 spaces into several smaller pastures, these do not count as a new pasture, unless the number of pastures of at least 4 spaces increases.
- If you fence 2 large pastures in one action, you receive 4 sheep.

## **Slaughterhouse**

(Cost 2S 2C, 2 VP, I97)

*Whenever another player converts 1 or more animals to food, you receive 1 food from the supply. During the feeding phase of the harvest, you are the last player to take a turn.*

- If you convert an animal yourself, you receive no advantage.
- If both the Slaughterhouse and the Slaughterman K299 are on the table, the owners of these two cards feed their families in current turn order (which is the turn order of the next round).

## **Spinney**

(Cost 1W, Req. 3 Occupations, 1 VP, I80)

*Whenever another player uses the "3 Wood" action space, they must give you one of the wood.*

- Is not activated when someone uses the "4 Wood" action space in the 5-player game.
- When you demand the 1 wood from another player, the other player is entitled to change his mind and select a different action instead — it is easy to overlook the Spinney.
- You only get 1 wood, regardless of the amount of wood currently on the action space.
- The Spinney is activated before the other player's Basket E34, Mushroom Collector E196, or Pig Catcher I253, or any player's Wood Buyer I234.

## **Straw-thatched Roof**

(Req. 3 Grain Fields, 1 VP, I99)

*You no longer need reed when you extend or renovate your home.*

- Grain fields are fields or improvement cards on which there is at least 1 grain marker. An empty, harvested field does not count as a grain field.



- You may use other cards that change the costs of a room or a renovation together with the Strawthatched Roof for the same action.

### **Strawberry Patch**

(Req. 2 Vegetable Fields, 2 VP, I69)

*Place 1 food on each of the next 3 round spaces. At the start of these rounds, you receive the food.*

- Vegetable fields are fields on which there is at least 1 vegetable marker. An empty, harvested field does not count as a vegetable field.
- The Bean Field E18, Lettuce Patch E47, and Turnip Field K137 count as prerequisites for the Strawberry Patch, if there are vegetable markers on those cards.
- The Seed Trader Z332, Grocer E184, Giant Pumpkin Z323 and Pumpkin Seed Oil Z319 do not count as prerequisites.

### **Tavern**

(Cost 2W 2S, 2 VP, I100)

*The Tavern is an additional action space. Whenever another player uses it, they receive 3 food. Whenever you use it, you can choose either to take 3 food or to score 2 bonus points.*

- If another player uses the Tavern, you yourself do not receive anything from it.
- As on every other action space, at most one person may use the Tavern in each round.
- If you take this action yourself and you choose the bonus points, write them on the scoring pad.
- The Tavern counts as played improvement, e.g. for the Village Elder I221 or as prerequisite for the Carp Pond E31.

### **Threshing Board**

(Cost 2W, Req. 2 Occupations, 1 VP, I67)

*Whenever you use the "Plough 1 Field" or "Plough Field and Sow" action spaces, you can additionally bake bread.*

### **Village Well**

(Req. Return Well, 5 VP, I66)

*Place 1 food each on the next 3 remaining round spaces. At the start of these rounds, you receive the food.*

- The Well A10 major improvement is returned to the major improvements board and may be bought again — even by the owner of the Village Well.
- The Well gives 1 food per round for 5 rounds. These food remain on the board even when the 3 additional food from the Village Well are distributed, and are distributed again if the Well is purchased a second time.

### **Water Mill**

(Cost 1W 2C 1R 2S, 2 VP, I103)

*After the field phase of a harvest, each player can use the Water Mill to convert up to 1 grain to 3 food. Each player that uses the Water Mill must give you 1 of the food.*

- Using the Water Mill does not count as baking.
- You may use the Water Mill yourself for free.
- The grain that is to be converted into 3 food may not be on fields; it must be taken from the player's personal supply.

### **Weekly Market**

(Cost 3 Grain, I104)

*When you play this card, you receive 2 vegetables. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The grain that you pay for the vegetables may not come from a field.
- Activates the Market Woman K292 when played, but not the Piece-worker K268.
- In a solo game, this card is removed from the game after you play it.

### **Wildlife Reserve**

(Cost 2W, Req. 2 Occupations, 1 VP, I102)

*This card can hold up to 1 sheep, 1 wild boar and 1 cattle.*

- Does not count as a pasture when scoring.
- The capacity of the Wildlife Reserve is increased by the Shepherd's Pipe E29 and the Drinking Trough E59.

### **Wood Cart**

(Cost 3W, Req. 3 Occupations, I79)

*Whenever you use a person to take wood that is on an action space, you receive 2 additional wood.*

- Is not activated when you use the "1 Reed, Stone, and Wood" action space in the 5-player game.
- If you use an action space that contains wood, and you leave all the wood on the action space because of Basket E34, Mushroom Collector E196, or Pig Catcher I253, you still receive the wood from the Wood Cart, but (if you have more than one of those cards) you cannot leave wood received from the Wood Cart on the action space to use another of those cards.

### **Wooden Crane**

(Cost 3W, 1 VP, I82)

*Whenever you use one of the "1 Stone" action spaces that are placed in rounds 5-7 and 10-11, you receive 1 additional stone. If you pay 1 food, you can take 2 additional stone instead of 1.*

- Is not activated when you use any other action space to take stone.

## Wooden Hut Extension

(Cost 1R 5W, I81)

*When you play this card, immediately extend your wooden hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The new room is free. You only have to pay the costs of this minor improvement.
- Cards that change the costs of minor improvements, such as Golden Hands C13, can be used to change the cost of the Wooden Hut Extension. Cards that change the costs of a new room, such as Ladder I91 or Frame Builder K272, cannot be used to change its cost.
- Playing the Wooden Hut Extension counts as building a room, and activates e.g. the Wet Nurse K270.
- When using the "Family Growth and Minor Improvement" action space, it is not possible to build this improvement first, and then use the new room to grow your family in.
- In a solo game, this card is removed from the game after you play it.

## Wooden Path

(Cost 1W, I83)

*The player with the most valuable street receives 2 bonus points when scoring.*

- The Paved Road I94 is more valuable than the Clay Path I89, which is more valuable than this Wooden Path.
- Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).

## K

### Acreage

(Req. 1 Occupation, K105)

*When you sow, you can plant grain on this card. There can be up to 2 stacks of grain on this card, as shown.*

- This card does not count as a field when scoring.
- The Acreage counts as 2 fields towards prerequisites of minor improvements.
- You may choose to only sow one grain on this card. (You may still sow another grain in a later sowing action.)
- In each harvest, you take one grain from each of the stacks.
- If you receive 4 grain on fields when sowing because of occupations such as Fieldsman I219 and Smallholder K286, you also receive 4 grain in each stack on the Acreage.
- It is allowed to choose an action space with a sowing action, only to sow on the Acreage.
- The Acreage is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box I90.

## **Bakehouse**

(Cost 3S, Req. Return 1 Oven of your choice, 5 VP, K106)

*Whenever you use a bread baking action, you can use the Bakehouse to convert up to 2 grain into 5 food each. When you play this card, you can also bake bread immediately.*

- The old oven is returned: the Clay Oven A5 and Stone Oven A6 are returned to the major improvements, the Wood-fired Oven E27 and Baker's Oven E14 are removed from the game. The Baker's Kitchen I65 may not be upgraded to a Bakehouse.
- Is a baking improvement, but not an oven.
- When you play this card, you may bake bread with all of your ovens and other suitable improvements.

## **Beehive**

(Req. 2 Improvements 3 Occupations, 1 VP, K108)

*Place 2 food on each remaining even-numbered round space. At the start of these rounds, you receive the food.*

- Only the improvements and occupations that lie open in front of you count.
- Discarded improvements (e.g., because of upgrading or playing Madonna Statue E38) do not count.

## **Boar Breeding**

(Cost 1F, K141)

*When you play this card, you receive 1 wild boar. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The wild boar may be immediately converted to food with a cooking improvement, Butcher I247 or Meat Seller E162.
- In a solo game, this card is removed from the game after you play it.

## **Bookshelf**

(Cost 1W, Req. 3 Occupations, 1 VP, K112)

*Whenever you play 1 occupation, you receive 3 food before you pay the costs of the occupation.*

- If you also have the Patron E192, you can use both to receive 5 food for each occupation you play.
- When used with the Writing Desk E49 to play two occupation cards, the additional 3 food is distributed twice.

## **Bread Paddle**

(Cost 1W, K111)

*Whenever you play an occupation, you may also bake bread.*

- Is activated when you use the Puppeteer I249 or Educator K271.

- When you play more than one occupation in one action, you can bake bread more than once too.
- You can also bake bread if you play an occupation during the turn of another player.
- You may not use the food from the baking to pay for the occupation.

## **Brewery**

(Cost 2 Grain 2S, 2 VP, K110)

*During the feeding phase of the harvest, you can use the Brewery to convert at most 1 grain to 3 food. At the end of the game, you receive 1 bonus point for your ninth grain.*

- The grain that is used to buy the Brewery and grain that you want to convert into 3 food may not be on fields; they must be taken from your personal supply.
- Brewing beer does not count as baking.

## **Broom**

(Cost 1W, K125)

*Discard all the remaining minor improvements in your hand, and draw 7 new minor improvements. You can play 1 more minor improvement immediately.*

- You must pay the costs of the new improvement and, where appropriate, meet the conditions for playing it.
- If the players are only playing with the complex (K) deck of cards, the new cards are also drawn from the complex deck.
- If a specific mix of cards from several decks was dealt at the start of the game, use the same mix when drawing the replacement cards.
- The improvements are drawn from the cards that were removed from the game at the start. This does not include cards that were discarded during the game, e.g. for upgrades or to play the Madonna Statue E38.

## **Brushwood Roof**

(Req. 2 Occupations, K136)

*Whenever you extend or renovate your home, you can replace 1 or 2 reed with the same amount of wood.*

- Can be used for every room you build, if you build more than 1 room.
- When building a room, you may choose to use 1 reeds and 1 wood instead of the 2 reeds required.
- You may use other cards that change the costs of a room or a renovation together with the Brushwood Roof for the same action. For example, if you also have the Clay Roof E36, you may use both to replace 2 reeds with 1 wood and 1 clay.

## **Clapper**

(Cost 1W, K127)

*Whenever you use one of the family growth action spaces (or if you already have used one of these spaces in this round when you play the Clapper), place 1 additional grain on all of your fields that already contains at least 1 grain.*

- Take the grain from the general supply.
- If there is more than one stack of grain on a field, on the Acreage K105 or because of the Scarecrow Z324, you place 1 grain on each of the stacks.
- Is not activated when you use the Wet Nurse K270, Village Beauty Z325, or Lover K291.
- If you use the Mother of Twins Z336 for the same action, you still only get 1 additional grain per field.
- In the 5-player game, there is an action space that gives players a choice of actions, including family growth. From round 5 onwards, the Clapper is activated by using this space, even if you choose the other action.
- Also place additional wood on the Copse I78 or the Forester K278, and additional food on the Vineyard O21.



- Using the Clapper does not count as sowing.

### Clay Hut Extension

(Cost 1R 4C, K132)

*When you play this card, immediately extend your clay hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The new room is free. You only have to pay the costs of this minor improvement.
- Cards that change the costs of minor improvements, such as Golden Hands C13, can be used to change the cost of the Clay Hut Extension. Cards that change the costs of a new room, such as Ladder I91 or Frame Builder K272, cannot be used to change its cost.
- Playing the Clay Hut Extension counts as building a room, and activates e.g. the Wet Nurse K270.
- In a solo game, this card is removed from the game after you play it.

### Clay Pit

(Req. 3 Occupations, 1 VP, K131)

*Whenever you use the "Day Labourer" action space, you receive 3 additional clay.*

### Cooking Hearth

(Req. Return Fireplace, 1 VP, K128)

*At any time, you can convert goods to food as follows: vegetables → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.*

- If you upgrade the Fireplace A1/A2 major improvement, the card is returned to the major improvements board. If the minor improvement Simple Fireplace E20 is upgraded, it is removed from the game.
- You can own more than one Cooking Hearth.

- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- Is identical in all respects to the major improvement Cooking Hearth A3/A4, except that it can be played as a minor improvement, and that it cannot be paid for with clay.

### **Corn Sheaf**

(K129)

*When you play this card, you receive 1 grain. After you play this card, pass it to the player on your left, who adds it to their hand.*

- In a solo game, this card is removed from the game after you play it.

### **Crooked Plough**

(Cost 3W, Req. 1 Occupation, K119)

*Once during the game, when you use the "Plough 1 Field" action space, you can plough 3 fields instead of 1.*

- Is not activated when you use the "Plough Field and Sow" action space.
- You may choose to plough only 2 fields instead of 3 at once.
- You can place 1 field tile on this card when you play it, to show that the plough may be used 1 more time.
- This is a plough. Each time you use the "Plough 1 Field" action space, you may only use one card out of the ploughs and the Harrow I68.

## **Duck Pond**

(Req. 2 Occupations, 1 VP, K114)

*Place 1 food on each of the next 3 round spaces. At the start of these rounds, you receive the food.*

## **Flail**

(Cost 1W, Req. 1 Occupation, K113)

*Whenever you use the "Plough 1 Field" or "Plough Field and Sow" action spaces, you can additionally bake bread.*

## **Forest Pasture**

(Req. 3 Occupations, 1 VP, K145)

*This card can hold an unlimited number of wild boar.*

- Does not count as a pasture when scoring.
- The wild boar on this card are included when scoring wild boar.

## **Granary**

(Cost 3W / 3C, 1 VP, K116)

*Place 1 grain on each remaining space for rounds 8, 10 and 12. At the start of these rounds, you receive the grain.*

- You may not build the Granary with 2 wood & 1 clay or with 1 wood & 2 clay.
- Taking the grain does not activate the Grain Cart I74, Corn Scoop E35, Pieceworker K268, Sycophant I229, Seed Seller K296, Greengrocer E168, Market Crier I245 or Field Watchman I225.
- You do not receive grain for the current round, or any of the earlier rounds.

## **Greenhouse**

(Cost 2W, Req. 1 Occupation, 1 VP, K117)

*Add 4 and 7 to the number of the current round and place 1 vegetable on each corresponding round space. At the start of these rounds, you can pay 1 food to take the vegetable.*

- If you do not wish to pay the 1 food to buy the vegetables, the vegetable is returned to the general supply.
- Food that you receive at the start of a round (e.g. because of the Well A10) can be used to pay for the vegetable immediately.
- You must pay the food before you take the vegetable.

## **Herb Garden**

(Req. 1 Vegetable Field, 1 VP, K130)

*Place 1 food on each of the next 5 round spaces. At the start of each round, you receive the food.*

- Vegetable fields are fields on which there is at least 1 vegetable marker. An empty, harvested field does not count as a vegetable field.
- The Bean Field E18, Lettuce Patch E47, and Turnip Field K137 count as prerequisites for the Strawberry Patch, if there are vegetable markers on those cards.
- The Seed Trader Z332, Grocer E184, Giant Pumpkin Z323 and Pumpkin Seed Oil Z319 do not count as prerequisites.

## **Horse**

(K135)

*You receive 2 bonus points for any one type of animal missing from your farm at the end of the game.*

- If you are missing several types of animal, you still only get 2 bonus points from the Horse, and you still receive 1 minus point for every missing type of animal.

- The score for the missing type of animal still counts as negative for the Constable K276 and Yeoman Farmer E165.
- The Horse does not need to be placed in the farmyard.
- The Horse does not count as an animal for prerequisites of minor improvements.

### **House Goat**

(1 VP, K120)

*In each feeding phase, you receive 1 food. Apart from the goat, you cannot hold any other animal in your home.*

- If you have the House Goat, the Animal Tamer K306 has no effect.
- The goat may not be discarded in order to make room for a different animal.
- You may place 1 food on this card for each remaining harvest, to ensure that you do not forget to take the food.
- The House Goat does not count as an animal, e.g. for prerequisites of minor improvements.
- If you already have played the Sheepdog G108, you cannot play the House Goat, and vice versa.

### **Landing Net**

(Cost 1R, K126)

*Whenever you receive reed on an action space, you receive an additional 2 food. This is reduced to 1 food if you receive other building resources as well as reed.*

- Is activated when you use an action space on which reed is placed each round. You cannot use such an action space just to use this card if the action space contains no reed (e.g. when you have the Bureaucrat C07.)

- Is activated by the action space "Take 1 Building Resource" in 3-player game if you take reed.
- Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game and the action space "1 Reed, Stone, and Food" in 4-player game, but you receive only 1 food.
- Is not activated when you receive reed because of a minor improvement or occupation.
- If the Wood Distributor K284 placed wood on the "1 Reed" action space, that space only provides 1 additional food.
- Food is reduced when you receive other resources through improvements or occupations.
- Other building resources are wood, clay, and stone.

### **Liquid Manure**

(Req. 4 animals, K118)

*Whenever you sow, place 1 additional grain or vegetable from the general supply on each new stack you sow.*

- Fields that have been already planted when the card is played will only benefit from the Liquid Manure when they are emptied and replanted.
- You can only put an extra grain on grain fields, and an extra vegetable on vegetable fields.
- You also place extra grain or vegetables when using the Corn Storehouse I86.
- The additional grain or vegetable from the Liquid Manure is added to additional goods from the Potato Dibber E32, Planter Box I90, Fieldsman I219 and SmallholderK286.
- You also place extra grain or vegetables on the Bean Field E18, Turnip Field K137 and Lettuce Patch E47.

- If you plant wood on the Copse I78 or ForesterK278, you place 1 additional wood for each wood you plant. You also plant additional food on the Vineyard Ö21.
- Improvements, such as the House Goat K120 and Horse K135, do not count as animals for the requirement to play this card.

### **Loom**

(Cost 2W, Req. 2 Occupations, 1 VP, K146)

*Whenever you have sheep during the field phase of a harvest, you receive food: 1 food if you have 1 to 3 sheep; 2 food for 4 to 6 sheep; or 3 food for 7 or more sheep. At the end of the game, you receive 1 bonus point for every 3 sheep.*

### **Lumber**

(Cost 1S, K107)

*When you play this card, you receive 3 wood. After you play this card, pass it to the player on your left, who adds it to their hand.*

- In a solo game, this card is removed from the game after you play it.

### **Mansion**

(Cost 3W 3C 2R 3S, K144)

*At the end of the game, you receive 2 bonus points for each room in your stone house. In total, you receive 4 points per room instead of the usual 2 points.*

- If you also have the Half-timbered House E21, you only get the bonus points from the Mansion.
- If you also have the Chief E172, you get the bonus points for both cards.

## **Milking Stool**

(Cost 1W, Req. 2 Occupations, K133)

*Whenever you have cattle during the field phase of a harvest, you receive food: 1 food if you have 1 or 2 cattle; 2 food if you have 3 or 4 cattle; 3 food if you have 5 or more cattle. At the end of the game, you receive 1 bonus point for every 2 cattle.*

## **Ox Team**

(Cost 3W, Req. 2 Cattle, 1 VP, K134)

*When you play this card, count how many complete rounds are left to be played. You can plough this many fields, up to a maximum of 3.*

- You may choose to plough fewer fields.

## **Pelts**

(Req. 3 Occupations, K339)

*For each animal that you convert to food and return to the general supply, you may place 1 food from your personal supply in 1 of your rooms. You may have a maximum of 1 food in each room. You cannot use these food any more, but each is worth 1 bonus point at the end of the game.*

- You can take the food from your supply after you've received the food from slaughtering the animal.
- If you also have the Tanner K280, Basin Maker K273, Taxidermist Z330, and/or Brush Maker E156, you may use those cards as well as the Pelts for each converted animal.

## **Reed Hut**

(Cost 4R 1W, 1 VP, K138)

*Place one family member token that you have not yet brought into the game onto this card, where it will live for the rest of the game. It can take actions and must be fed, but it is not worth any points while living in the Reed Hut.*

- The new person can be used in the current round, as it is put in "its own room" immediately when playing this card.



- The occupant of the Reed Hut is placed after your family members and the guest from the Guest I73 minor improvement, but before the guest received from the Keg Z314.
- Playing the Reed Hut does not count as a family growth action.
- The person in the Reed Hut is not counted when checking if family growth is allowed. They do not count as part of the family.
- You can move this person into your home with a family growth action later. That family growth action must be taken by another family member. The former occupant of the Reed Hut counts as newborn, and may not take an action that round, unless you use the Adoptive Parents K267.
- You can play this card even if you do not have a family member token left in your supply, but you don't get an extra person.
- If you discard the Reed Hut because of the Madonna Statue E38, you must discard the occupant of the Reed Hut immediately if you haven't yet placed it this round. If you've already placed the occupant of the Reed Hut, discard it in the return home phase of this round.

### **Sawhorse**

(Cost 2W, K121)

*The next stable you place in your farmyard, as well as your 3rd, 6th, 9th, 12th and 15th fence, costs you nothing.*

- If you build free fences in another way (e.g. with the Hedge Keeper E175) you may not save the free fences from the Sawhorse for another turn.
- Free fences from the Sawhorse are built before the free fences from the Hedge Keeper.
- Fences may only be built to form completed pastures.

## Sawmill

(Req. Return Joinery, 3 VP, K122)

*Each harvest, you may convert up to 1 wood to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 wood.*

- After the Joinery A7 has been upgraded, it may be bought again by any player.
- If you have both the Sawmill and the Joinery at the end of the game, you do not get any bonus points for wood from the Joinery A7, even if you have more wood than you need to receive maximum bonus points for the Sawmill. You do get the regular points for both cards: 2 for the Joinery, 3 for the Sawmill.
- At the end of the game, wood on the Copse I78 and the Forester K278 counts. Wood on the Basin Maker K273 and Resource Seller K310 does not count.

## Sleeping Corner

(Cost 1W, Req. 2 Grain Fields, 1 VP, K139)

*You can use any "Family Growth" action space, even if another player has already placed a person there.*

- This works for all spaces that include a family growth action.
- In the 5-player game, there is an action space that gives players a choice of actions, including family growth. From round 5 onwards, you may always use this space, even if you choose the other action.
- Grain fields are fields on which there is at least 1 grain marker. An empty, harvested field does not count as a grain field. Fields with other resources or food, such as Copse I78 and Vineyard O21, do not count.
- The Acreage K105 and fields on which a second grain has been planted using the Scarecrow Z324 count for the number of grain planted on them.
- You cannot use the action space if it is occupied by one of your own family members.

### **Spit Roast**

(Cost 1W, K109)

*Whenever you convert at least 1 animal to food during the feeding phase of the harvest, you receive 1 additional food.*

- You get a maximum of 1 food per harvest.

### **Stone Cart**

(Cost 2W, Req. 2 Occupations, K142)

*Place 1 stone on each remaining even-numbered round spaces. At the start of these rounds, you receive the stone.*

### **Stone Exchange**

(Cost 2W / 2C, K143)

*When you play this card, you receive 2 stone. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You may not exchange 1 wood or 1 clay for only 1 stone, or exchange 1 wood and 1 clay for 2 stone.
- In a solo game, this card is removed from the game after you play it.

### **Swan Lake**

(Req. 4 Occupations, 2 VP, K140)

*Place 1 food each on the next 5 remaining round spaces. At the start of these rounds, you receive the food.*

### **Swing Plough**

(Cost 3W, Req. 3 Occupations, K115)

*Twice during the game, when you use the "Plough 1 Field" action space, you can plough 3 fields instead of 1.*

- Is not activated when you use the "Plough Field and Sow" action space.
- You may choose to plough only 2 fields instead of 3 at once.

- You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- This is a plough. Each time you use the "Plough 1 Field" action space, you may only use one card out of the ploughs and the Harrow I68.

### **Turnip Field**

(Req. 3 Occupations, 1 VP, K137)

*When you sow, you can plant vegetables on this card as you would on a field. When you play this card, you can also carry out a sowing action.*

- You may use the sowing action for all of your empty fields.
- Does not count as a field when scoring.
- Vegetables on this card do count for the score at the end of the game.
- Whenever you sow on the Turnip Field, you may use the Potato Dibber E32, Fieldsman I219, and Smallholder K286 to plant extra vegetables.
- If you have vegetable markers on the Turnip Field, it counts as a prerequisite for the Herb Garden K130 and the Strawberry Patch I69.
- It is allowed to choose an action space with a sowing action, only to sow on the Turnip Field.

### **Wooden Strongbox**

(Cost 1W, K123)

*At the end of the game, you get 2 bonus points if your home contains 5 rooms, or 4 bonus points if you have 6 or more rooms.*

### **Yoke**

(Cost 1W, Req. 1 Cattle, K124)

*When you play this card, you can immediately plough 1 field for each plough or Harrow I68 that has been played by any player.*

- You may choose to plough fewer fields.
- If a plough or Harrow has been discarded, e.g. for the Madonna Statue E38, it does not count.

## G

### Almanac

(Cost 1W 1S, G061)

*When you play this card, immediately take the field and breeding phases of a harvest on your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.*

- Activates all your cards that can be used during the field and breeding phases of a harvest.
- Activates the Water Mill I103 (only for you), also if owned by another player.
- Does not activate the Layabout I244.

### Animal Farm

(Cost 1W, Req. 2 Animal Types, G062)

*Once per round, you may return 1 of your animals to the supply for a guest token, which you place this round as you would a family member. (The guest represents the animal.)*

- You can use the Animal Farm at the latest when it's your next turn after the one in which you placed your last family member (including the occupant of the Reed Hut K138 and other guests except for the one from the Keg Z314).
- If another player has the Robber, Animal Farm does not count as a person left to place, unless you already took the guest token.
- You can exchange an animal that comes directly from an action space or from an improvement or occupation, without having to make room for it in your farmyard.
- If you discard the Animal Farm with the Madonna Statue E38 before you've used the guest marker, you have to discard that guest marker without using it. If you've already placed the guest marker, it is discarded in the return home phase as usual.

## Baking Field

(Req. 2 Occupations and & 1 Baking Improvement, G063)

*When you sow, you can plant grain on this card as you would on a field.  
When harvesting, you must immediately bake this field's harvested grain.*

- You receive a baking action that you can and must use for this grain only.
- The grain still counts as harvested, e.g., for Bountiful Harvest G067 and Grain Market G078.
- Every grain that is moved from this field to your personal supply has to be baked, including when Manure I92, Almanac G061, Harvest Feast G080, or Fish Farm G115 are used.
- Grain moved elsewhere (e.g., to another player's supply by Harvest Helper I223) cannot be baked immediately.
- When you harvest more than 1 grain at the same time, e.g. with the Harvest Feast, you must bake all grain in 1 baking action.
- If you cannot bake a grain, e.g. because you discarded your baking implement for the Madonna Statue E38, you must convert it to 1 food.
- If you also have the Baker E150, you get two separate baking actions during the harvest; you may use the same baking implement for both.
- This card does not count as a field when scoring.
- It counts as a field towards prerequisites of minor improvements.
- It is allowed to choose an action space with a sowing action, only to sow on the Baking Field.
- The Baking Field is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box I90.

## **Bartering Hut**

(G064)

*When you play this card, immediately buy up to 2 animals from the general supply. Pay any 2 building resources for each sheep, any 3 for each wild boar, and any 4 for each cattle.*

- The animals can be the same or different.
- Building resources are wood, clay, reed, and stone.
- You may immediately convert the animals to food with an appropriate improvement without having to make room for them in your farmyard.
- In a solo game, this card is removed from the game after you play it.

## **Beehive Oven**

(Cost 2S, 1 VP, G065)

*Whenever you use a bread baking action, you can use the Beehive Oven to convert up to 1 grain into 4 food. Whenever you bake 1 or more grain into bread without using the Beehive Oven, you receive 1 additional food. When you play this card, you can also bake bread immediately.*

- Is both an oven and a baking improvement.
- When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.

## **Birthstone**

(G066)

*Whenever you grow your family, you may pay 1 stone for 1 bonus point. When you play Birthstone, you may immediately do this for any new family member that you already received this round.*

- If you receive 2 new family members at once with Mother of Twins Z336, you may pay 2 stone for 2 bonus points.

## **Bountiful Harvest**

(Req. 2 Occupations, G067)

*If you harvest at least 2 resources and breed at least 1 animal during a harvest, place 1 food from the general supply on this card. You may use this food at any time. At the end of the game, you receive 1 bonus point for each food on this card.*

- Food on this card is part of your personal supply, and counts for e.g. Pilgrim G045.
- Is activated by Almanac G061.
- If you also have Harvest Helper I223, grain harvested from another player's field counts for this card.

## **Chronicle**

(Cost 2W / 2C, Req. 1 Occupation, G068)

*Place 1 food on each remaining major improvement on the major improvements board. When these improvements are acquired, you receive the food.*

## **Clear Cutting**

(Cost 1W, Req. 1 Occupation, G069)

*Whenever you plough 1 or more fields, you receive 1 wood from the general supply for each field you just ploughed.*

## **Corral**

(Cost 3W, Req. 1 Occupation, G070)

*You may keep up to 2 animals of the same type on each unsowed field orthogonally adjacent to your home. Different corrals may hold different types of animals. At the end of the game, you receive 1 bonus point for each of these fields that holds at least 1 animal.*

- The fields do not count as pastures.



### **Cow Bell**

(Cost 1C, G071)

*You may keep up to 2 cattle on each unused space on your farmyard, to a maximum of 4 cattle.*

- The spaces still count as unused.

### **Dunghill**

(Cost 1W, Req. 2 Occupations, G072)

*Whenever you have 2/3 different types of animals at the beginning of the field phase, you may add 1 more resource on 1/2 of your planted fields (or planted cards).*

- Animal cards like House Goat K120 do not count, but animals kept on cards do.

### **Errant Oven**

(G073)

*When you play this card, immediately take the "Bake bread" a bread baking action.*

- Is an oven, but not a baking improvement.

### **Extra Effort**

(Cost 1F, G074)

*When you play this card, immediately build a major improvement.*

- Pay the costs for the improvement normally.

### **Farmers Market**

(Cost 2F, G075)

*When you play this card, you receive 1 vegetable.*

## **Fish Farm**

(Req. 1 Planted Field & 1 Occupation, G115)

*Whenever another player takes the "Fishing" action, you can take 1 grain or vegetable from each of your planted fields and place it in your personal supply.*

- This also applies to field cards such as Acreage K105 and Bean Field E18.
- You cannot take other resources, such as wood from Copse I78 or Forester K278.
- Using the Fish Farm does not count as harvesting.
- Activates Sower Z331 when used, but not, e.g., Corn Storehouse I86 or Gardener I226.

## **Gardening Tools**

(Cost 2W, G076)

*Whenever another player sows, you may pay 1 food to the supply to immediately take a "Sow" action.*

## **Gimlet**

(Cost 1W 1C, 1 VP, G077)

*Pay 1 less wood/clay/stone for each wood/clay/stone room. Each round you build stables, pay 1 less wood for up to 2 stables.*

## **Grain Market**

(Req. 3 Grain Fields, 1 VP, G078)

*Whenever you harvest at least 1 grain, you may immediately afterward exchange 1 grain from your personal supply for 1 vegetable.*

## **Hammer**

(G079)

*When you play this card, immediately take a "Fences" action. Pay 1 wood to every other player who has at least 1 fence.*

- ERRATA: error in printing of this card, the following font small text is missing: "After you play this card, pass it to the player on your left, who adds it to his/her hand".

### **Harvest Feast**

(Req. 3 Occupations, 1 VP, G080)

*When you play this card, each player may immediately move any amount of their planted resources to their personal supply.*

- This does not count as a harvest.

### **Hayloft**

(Cost 1W, G081)

*At the end of the game, you receive 1/2 bonus points for 3/4 stables, 1 bonus point if you have 3 stables, or 2 bonus points if you have 4 stables.*

- A stable used by Emergency Housing O20 counts as a stable for the Hayloft.

### **Hired Helpers**

(Cost 1F, G082)

*Each round, you may place 1 guest token as you would a family member. If you do this, you must place 1 fewer person next round. You can not use this ability in consecutive rounds nor in round 14.*

- You can decide to use the Hired Helpers at the start of any of your turns, and at the latest when it's your next turn after the one in which you placed your last family member (including the occupant of the Reed Hut K138 and other guests except for the one from the Keg Z314).
- You have to place the guest token in the same turn that you receive it, unless you skip that turn (e.g., because of the Robber C11 or (MOOR) because of a special action). If another player has the Robber, Hired Helpers does not count as a person left to place, unless you skipped a turn.

- If you have a card that is activated by placing your last person or taking your last action, e.g. Magician or Opportunist, and you use that card when you place your last family member, you can no longer use the Hired Helpers that turn. You may choose not to use that card when you place your last family member, but then you have to use the Hired Helpers next turn (and it counts as a person left to place until then).

### **Holiday Present**

(Cost 1W / 1C, G083)

*When you play this card, immediately either discard 1 begging card or take 1 animal (of your choice) from the supply.*

- If you take an animal, you may immediately convert it to food with an appropriate improvement without having to make room for it in your farmyard.
- In a solo game, this card is removed from the game after you play it.

### **Horse Barn**

(Req. 1 Occupation, G084)

*Whenever you sow, each field you sow that is orthogonally adjacent to exactly 1 stable gets an additional 1 grain or 1 vegetable. Each field that is orthogonally adjacent to 2 or more stables, gets an additional 2 grain or 2 vegetables.*

- It does not matter if the stable is fenced.
- You can only put extra grain on grain fields, and extra vegetables on vegetable fields.
- Cards such as Acreage K105 and Bean Field E18 do not benefit from the Horse Barn.
- If you also have the Winter Garden G118, grain or vegetable fields inside your home do not benefit from the Horse Barn.

## **Irrigation Canal**

(Cost 1W 1S, 1 VP, G085)

*Whenever you plow a field that is orthogonally adjacent to a planted field, you may take 1 grain or vegetable from that field and sow it immediately on the newly plowed field. Place 1 fewer grain or vegetable from the supply on the newly planted field.*

- If you use the "Plough Field and Sow" action space, you may sow before you plough.
- If you plow more than 1 field at the same time (e.g., with a plough), you may only take grain from previously existing fields that contained grain before you started ploughing.
- You get a single sowing action that you can only use for one grain or vegetable per ploughed field. This activates, e.g., the Smallholder K286 and the Liquid Manure K118, but not the Scarecrow Z324.
- Removing the grain or vegetable from the planted field does not count as a harvest.

## **Itinerant Laborers**

(Cost 1F, G086)

*When you play this card, immediately take a "Sow" action.*

- In a solo game, this card is removed from the game after you play it.

## **Magic Beans**

(Cost 1 Cattle, G087)

*When you play this card, you receive 2 vegetables.*

- In a solo game, this card is removed from the game after you play it.

## **Meat Pie**

(Cost 2 Grain / 1 Animal, Req. 1 Occupation, 1 VP, G088)

*Whenever you bake 1 or more grain into bread, you may pay 1 additional grain and 1 animal for 3 Bonus points. When you play this card, you may also take the "Bake bread" action.*

- Is activated when you use a baking improvement (with the "baking" symbol) to convert grain to food.
- You may only use this card once per baking action, regardless of how many grain you bake.
- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.

## **Migrant Workers**

(Cost 2W, Req. 1 Occupation, G089)

*Whenever you use the "Day Labourer" action space, you may immediately afterward pay 1 food to plow 1 field.*

- You can use the food from "Day Labourer" to pay for the field.

## **Paddocks**

(Req. 1 Pasture & 1 Occupation, G090)

*You may not use the Paddocks to fence unfenced farmyard spaces.*

- This is a fence building action, and activates Farmer E160, Hedge Keeper E175, and Stablehand E207.
- In a solo game, this card is removed from the game after you play it.

## **Pelt Roof**

(Req. 2 Occupations, G091)

*For each wild boar, cattle, or 2 sheep you convert into food, you may place 1 reed from the general supply on this card. You may use this reed to extend or renovate your home.*

- If you convert a single sheep into food, you don't receive any reed, not even if you already converted a single sheep earlier.
- Reed on this card is not part of your personal supply. It does not count for Basketmaker's Workshop A9 or Storehouse Clerk K287.
- You may not use the reed on this card to pay for the Wooden Hut Extension I81, Clay Hut Extension K132, or Stone House Extension E55.
- If you also have the Pelts K339, Tanner K280, Basin Maker K273, Taxidermist Z330, and/or Brush Maker E156, you may use those cards as well as the Pelt Roof for each converted animal.

### **Pine Forest**

(G092)

*At the start of each round, you may place 1 wood on this card if you have zero wood in your supply. When this card has 5 wood, move the wood from this card to your personal supply.*

- You may not give wood to the general supply for nothing, unless you also have the Pilgrim G045.
- If you receive wood at the start of the round, e.g., because of Rancher I340 or Private Forest E45, you may use the Pine Forest before you receive that wood.
- You must take the wood as soon as there are 5 wood on the card; you may not wait until there is 6 or more wood on the card.

### **Plentiful Fields**

(G093)

*When you play this card, you receive 1 food for each planted plowed field in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You do not receive any food for improvements with planted resources, such as Bean Field E18 and Forester K278.

- You receive only 1 food for a field with 2 stacks of grain because of the Scarecrow Z324.
- In a solo game, this card is removed from the game after you play it.

### **Potter's Wheel**

(Cost 1W, G094)

*Whenever you convert 1 clay into food using the Pottery A8 or Potter E214, you receive 1 additional food. The Pottery is now a minor improvement for you.*

- The Pottery still counts as major improvement as well, e.g. for Nosebag M022 or Administration M070.

### **Private Market**

(Cost 1W 1C, 1 VP, G095)

*Once per round, you may exchange 2 food for a building resource of your choice.*

- Building resources are wood, clay, reed, and stone.

### **Private School**

(Cost 3W / 3C, 1 VP, G096)

*This card is an additional action space for all players. Any player who uses the Private School must pay you 1 food to play an occupation. All players must still pay any additional costs for their occupation (for Chief E172, Lover K291, etc).*

- If you use the Private School yourself, you do not need to have or to pay any food.

### **Pulley**

(Cost 2W, 1 VP, G097)

*Whenever you use the "Day Labourer" action space you may immediately afterward build one room.*



- Pay costs for the room normally. You can use discounts from, e.g., Axe E13 and Thatcher E157.
- If you receive building resources for the "Day Labourer" action, e.g., because of Quarry E54 or Clay Pit K131, you can use these to pay for the room.
- Activates Wet Nurse K270, Building Tycoon O07, and Unusual Architecture O22.
- If you also have the Oldest Occupation G042, you may first use the Pulley to build a new room and then the Oldest Occupation to grow a family member there.

### **Pumpkin Pie**

(Cost 2 Grain / 1 Vegetable, 1 VP, G098)

*Whenever you bake 1 or more grain into bread, you may pay 1 additional grain and 1 vegetable for 3 bonus points. When you play this card, you can also take the "Bake bread" action.*

- Is activated when you use a baking improvement (with the "baking" symbol) to convert grain to food.
- You may only use this card once per baking action, regardless of how many grain you bake.
- Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill I103, Windmill E17 or Hand Mill I75 is used.

### **Reed Beds**

(Cost 2W, Req. 1 Occupation, 1 VP, G099)

*Whenever you use the "Plough 1 Field" action space, you receive 1 reed.*

### **Reed Sale**

(Cost 1R, G100)

*In a solo game, this card is removed from the game after you play it.*

## Remodeling

(Cost 1W 1R, Req. 1 Stable, G101)

*When you play this card, immediately return a stable from your farmyard to your supply and extend your wooden hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.*

- The room does not cost anything, but you must pay the cost shown on this card.
- You can not use discounts on room building costs, e.g., from Ladder I91 and Thatcher E157, when paying for this card.
- You cannot remove a stable that is used for Emergency Housing O20.
- In a solo game, this card is removed from the game after you play it.

## Sausage Grinder

(Cost 2S, 1 VP, G102)

*Whenever you convert animals into food, you receive 1 additional food for each animal.*

## Scythe

(Cost 1W 1S, Req. 1 Occupation, 1 VP, G103)

*You may sow fields even if they already contain resources. Place the new resources on top of the existing ones. You cannot sow different resources on a single field.*

- If you receive extra resources when sowing, e.g., because of Smallholder K286 or Liquid Manure K118, you also receive them when you use the Scythe.
- Is activated by any sowing action, including those from Hobby Farmer E180 and Five-year Plan C24, except sowing actions on empty fields only (e.g., Corn Storehouse I86).
- You may also use the Scythe on improvements like the Acreage K105, Bean Field E18, and Copse I78, and on the indoors field of Winter Garden G118, and on the farmyard spaces used by No-Till Farming M078.

- If you sow an empty field, you cannot use the Scythe on that same field in the same sowing action.
- You cannot use the Scythe twice on the same field in the same sowing action.

### Seasonal Plants

(Req. 1 Occupation, G104)

*Whenever you sow during an even-numbered round, add 1 additional resource of the appropriate type to 1 field you just sowed.*

- You may choose to sow an extra resource on cards like Forester K278 and Bean Field E18.

### Seed Spreader

(Cost 1W 1C, G105)

*Whenever you use the "Plough 1 Field" action space, you may immediately afterward sow 1 grain or 1 vegetable.*

- You get a single sowing action that you can only use for one grain or vegetable from your personal supply. This activates e.g. the Smallholder K286 and the Liquid Manure K118, but not the Scarecrow Z324.

### Shared Wall

(Cost 1S, Req. 2 Occupations, G106)

*Areas of one or more unused farmyard spaces that are completely surrounded by fences or rooms are now automatically pastures. You may not use them any longer for any other purpose.*

- If you want, you can add fences of another colour where these pastures border your home, for clarity.
- If a farmyard space is entirely surrounded by your home, it becomes a pasture as well, even though it is not connected to your other pastures. You may not create an unconnected pasture in any other way with this card.

- The sides of your home do not count as fences (even when they help surround one of your pastures). If you create a pasture by placing a new room, this does not count as building fences, e.g. for Hedge Keeper E175. It does count as fencing a new pasture for Shepherd's Crook I77 and Animal Breeder K307.
- If Shared Wall is discarded with the Madonna Statue E38, incompletely fenced spaces are no longer pastures. Leave the fences on your farmyard; they have no effect.

### Sheep Market

(Cost 1W, Req. 1 Occupation, G107)

*At the beginning of each harvest, you may exchange 1 grain or vegetable for 1 sheep. Alternatively, you may exchange 1 sheep for 1 grain or vegetable.*

- Is activated before the field phase of the harvest.
- If you take a sheep, you may immediately convert it to food with an appropriate improvement without having to make room for them in your farmyard.

### Sheepdog

(G108)

*You may keep up to 2 sheep on each unused space in your farmyard. You may not keep any animal other than sheep in your home. The Sheepdog must be fed 1 food each harvest.*

- The farmyard spaces where you keep the sheep still count as unused.
- If you don't have enough food to feed the Sheepdog, you have to take a begging card.
- The food for the dog must be paid during the feeding phase of the harvest.
- If you already have played the House Goat K120, you cannot play the Sheepdog, and vice versa.
- The Sheepdog does not count as an animal, e.g., for prerequisites of minor improvements.

## Sheepskin Rug

(Cost 1 Sheep, G109)

*At the end of the game, if you own a Fireplace A1/A2, you receive 2 bonus points.*

- A Simple Fireplace E20 counts as a fireplace; a Cooking Hearth A3/A4 doesn't.
- You only receive the bonus once, even if you have 2 fireplaces.

## Shovel

(Cost 1W 1C, G110)

*Whenever you use the "Day Labourer" action space, you may immediately afterward take the "Sow" action.*

- If you receive resources on the "Day Labourer" action space, e.g., because of Seasonal Worker E202 or Undergardener E166, you may use these in the sowing action.

## Sickle

(Cost 1W, G111)

*At the end of the game, you receive 3 bonus points if you have at least 5 plowed fields, 8 grain and 4 vegetables.*

- Planted grain and vegetables count.
- Improvements such as Acreage K105 and Bean Field E18 do not count as fields for this card.

## Stone Crane

(Cost 2W 2S, Req. 2 Occupations, 1 VP, G112)

*Whenever another player builds a room or renovates, you may immediately perform this action yourself (without placing a family member). Pay the costs using 1 less building resource of your choice.*

- You cannot build a room when another player renovates, or vice versa.

- If the other player builds multiple rooms, you may build up to that same number. The Stone Crane gives a discount on all of those rooms.
- You can use cards like Axe E13 or Renovator E199 to reduce the costs of the new room(s) or the renovation.
- Is also activated when another player builds a room or renovates because of an improvement or occupation, such as Wooden Hut Extension I81, Master Builder E151, or Builder's Trowel E50.
- If the other player does an additional action, e.g. builds a stable as well as a room, or plays an improvement as well as renovates, you cannot do that action as well.

### Stone Kitchen

(Cost 3S, 2 VP, G113)

*At any time, you may convert goods to food as follows: vegetables → 4 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use the "Bake bread" action, you may convert: grain → 3 food.*

- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

### Stonecutter's Hall

(Cost 2S 3W / 2S 3C / 2S 3R, 2 VP, G114)

*In each harvest, you can use the Stonecutter's Hall to convert at most exactly 1 stone to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 stone.*

## **Tree House**

(Cost 2W 1R, Req. 3 Occupations, G116)

*Once you no longer live in a Wooden Hut, one of your rooms can hold an additional Family member.*

- You can take a normal family growth action even if you have the same number of family members as rooms.

## **Vegetable Scoop**

(Cost 2W, G117)

*Whenever you use the "Take 1 Vegetable" action space, you receive 1 additional vegetable.*

## **Winter Garden**

(G118)

*You may sow 1 of your rooms as if it were 1 field. Whenever you have an animal in your home (including House Goat K120), move all resources planted in this room to the general supply. Harvest resources from your room as normal and additionally at the end of rounds 6, 8, 10, and 12.*

- The Sheepdog G108 does not count as an animal for this card.
- You are allowed to sow in a room when you have an animal in your home, e.g. to use the Serf K266, but you lose the grain or vegetables immediately.
- You cannot use the Scarecrow Z324 when you sow in a room.
- The field in your home does not count as a field for prerequisites of minor improvements or in scoring at the end of the game.

## **Wooden Bridge**

(Cost 3W, 1 VP, G119)

*Whenever you use the "1 Reed" action space, you receive 1 additional food. Whenever you use the "Day Labourer" action space, you receive 1 additional Reed.*

## **Wm**

### **Almshouse**

(Cost 1W 1R, WM056)

*At the end of the feeding phase of each Harvest, you may discard 1 Begging card that you received in any Harvest because you paid 1 Food less to feed your family.*

- You may not use this to discard Beggar cards that you have received in other ways.

### **Animal Nursery**

(Cost 2W, 1 VP, WM057)

*You may place newborn animals of any type on this card immediately after their birth. They cannot be used for any purpose or moved off this card, but are counted at the end of the game. (This card does not count as a pasture or stable.)*

- This card counts as available space for breeding animals.
- Animals on this card are counted in bonus point calculations at the end of the game (such as that of Milking Stool K133, Milking Hand I246, Loom K146, etc.)

### **Apple Tree**

(Cost 1W, Req. 1 empty field, 1 VP, WM058)

*Place 1 Wood from the general supply on an empty field. This field still counts as a field, but can no longer be used for sowing or other uses. In the field phase of each Harvest, you receive 1 Food.*

- The field is no longer empty.
- The wood may never be harvested from the field.



## Apprenticeship

(Cost 1F, WM059)

*Immediately play an Occupation if you have fewer Occupations than each other player. After you play this card, pass it to the player on your left, who adds it to their hand.*

- You still must pay any additional costs for the occupation.

## Attic

(WM060)

*Whenever you extend your home, you may place 1 Wood from your supply on each of the new rooms. You cannot use this wood any more, but each is worth 1 Bonus point at the end of the game.*

- If you remove a room with a Wood on it (for example, with Downsizing WM075), you also lose the Bonus point that Wood represents.

## Back Door

(Req. "Family growth" action is revealed, WM061)

*Immediately place a Family member that is not already placed on an Action space on the "After Family Growth also 1 Minor Improvement" Action space even if it is occupied by you or another player and take that action. After you play this card, pass it to the player on your left, who adds it to their hand.*

- In a 5-player game, you must wait for the "After Family Growth also 1 Minor Improvement" round card.
- You must have another family member available as you play Back Door.

## Backyard Well

(Cost 2S 1W, 2 VP, WM062)

*Once this game, at any time, you may place 1 Stone from the general supply on 1 Unused farmyard space next to your home. (It now counts as used.) If you do this, place 1 Food on each of the next 3 Round spaces. At the start of these rounds, you receive the Food. (Backyard Well counts as a Well.)*

- Does not trigger the Flagon I87.
- Does not activate Water Carrier I262.
- Well Builder I220 cannot be used to reduce its cost.
- May be upgraded to Village Well I66, in which case Backyard Well is discarded. The Stone is also removed from your farm and the space no longer counts as used.

### **Birdcage**

(Cost 2W, WM063)

*Each Harvest, you may place 1 Food on this card from your supply. At the end of the game, you receive 1 Bonus point for each food on this card. You may not hold Sheep, Wild Boar, or Cattle in your home. (Even if another card allows this).*

- This card can be used in conjunction with House Goat K120.
- If you have the Birdcage, the Animal Tamer K306 has no effect.

### **Bonfire**

(Cost 1W, Req. 1 Unused space, WM064)

*Place 1 Wood from the general supply on 1 Unused farmyard space. As long as the Wood remains, the space counts as used. You may return it at any time to convert animals to Food for the rest of the round. The conversion rates are: sheep → 2 food; wild boar → 3 food; cattle → 4 food.*

### **Boundary Stones**

(Cost 1S, WM065)

*At the end of the game, you receive 1/2/3/5 Bonus points for having at least 2/3/4/5 fields that are orthogonally adjacent to exactly one other field.*

## **Brazier**

(Cost 1W 1C, 1 VP, WM066)

*During the Feeding phase of each Harvest, you can use the Brazier to convert exactly 1 animal or Vegetable to Food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food.*

## **Buried Treasure**

(Req. 2 Occupations, WM067)

*Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you also receive 1 Stone.*

## **Cash Crop**

(Req. 1 Occupation, WM068)

*When you sow, you may sow on this card as if it were 1 field. Whenever you harvest goods from this card during the Field phase of a Harvest, you must exchange these harvested goods for 1 Bonus point each.*

- Goods that are harvested from this card at other times may not be converted to bonus points.
- The bonus points should be recorded on your score sheet. Therefore, if you remove Cash Crop (e.g., with Madonna Statue E38) you still receive the bonus points.

## **Changing Plans**

(Req. 1 stable, WM069)

*Immediately return 1 or 2 stables from your farmyard to your supply. Afterward, Plow 1 field for every stable returned (in the same or different space). (Normal plowing rules still apply.) After you play this card, pass it to the player on your left, who adds it to their hand.*

## **Clockwork Man**

(Cost 1S, 1 VP, WM070)

*Clockwork Man counts as 1 Occupation and 1 Minor Improvement.*

- Playing this card gives you a Bonus point for the Tutor E174.
- Does not activate cards that trigger upon playing an Occupation, such as Patron E192, Bookshelf K112, Educator K271, etc.

## **Cookies**

(Req. 1 Occupation, WM071)

*For each Grain that you Bake, you may place 1 Food from your supply in 1 of your rooms. You may have a maximum of 1 Food in each room. You cannot use these Food any more, but each is worth 1 Bonus point at the end of the game.*

- Different cards (such as Pelts K339 or Tapestry Weaver WM050) may put food in the rooms. The 1 Food maximum is for each such card.
- If you remove a room with a Food on it (for example, with Downsizing WM075), you also lose the Bonus point that Food represents.

## **Crib**

(Cost 2W, WM072)

*At the end of any Work phase in which you have taken a "Family Growth" action, you may take 2 Food from the general supply or pay 2 Food for 1 Bonus point.*

- Can only be activate once per round, even if you took a Family Growth action more than once.
- The bonus points should be recorded on your score sheet. Therefore, if you remove the Crib (e.g. with Madonna Statue E38) you still receive the bonus points.

## **Diamond Mine**

(Req. 3 Occupations, 1 VP, WM073)

*Place 1 Stone each on the next 2 Round spaces. At the start of these rounds, you receive the Stone.*

## **Donkey**

(Req. 1 pasture, 1 VP, WM074)

*From now on, one of your pastures can not contain animals. (Mark this pasture with 1 Clay from the general supply.) Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional field.*

- May be combined with other plows or the Harrow I68.
- The Donkey does not count as an animal, e.g. for prerequisites of minor improvements.
- The pasture containing the Donkey may be changed. If this happens, move the Clay to indicate the new pasture that is being used.
- The pasture containing the Donkey gives Animal Farmer G002 1 Bonus point, as the pasture cannot contain more animals than it currently does.
- The Donkey can only live in a pasture on your farmyard, not in, for example, Forest Pasture K145, Wildlife Reserve I102, Animal Yard E58, a field (using Corral G070), etc.

## **Downsizing**

(Req. 1 Occupation, WM075)

*Once during the game, when you build at least 1 fence, you may return 1 Wooden room that you built this game and build up to 7 additional fences from your supply at no cost. If there was a person in that room, move them into the rest of your home.*

- If you have Hill Farmer WM029, count the number of rooms that you have after removing one.
- If you have Pastor E193, it will still trigger upon downsizing if you are now the only player with 2 rooms, while the others have 3 or more.
- The "After Renovation also fences" action cannot be combined with Downsizing when you renovate from a Wooden hut, as the renovation occurs first.

### **Drained Pond**

(Cost 1R, Req. 2 Occupations, 1 VP, WM076)

*Add 4 to the current round and place 1 field on the corresponding Round space. At the start of that round, you may pay 1 Food to add the field to your farm.*

### **Edible Roots**

(Req. 3 fields, WM077)

*Whenever you harvest the last good from a field and place it in your supply, you receive 1 Food.*

- You receive 1 Food when you harvest the last wood from Forester K278 or Copse I78.

### **Farm School**

(Cost 1W 1R, Req. 2 Occupations, 1 VP, WM078)

*Whenever you harvest at least 2 goods during the Field phase of a Harvest, you may immediately afterward pay 2 Food to play an Occupation.*

### **Festival Hall**

(Cost 1W 1C, Req. 2 Grain fields, 1 VP, WM079)

*After the Field phase of a Harvest, you can use the Festival Hall to convert 1 Grain to 1 Building resource of your choice and 2 Food.*

### **Fish Hook**

(Cost 1W, Req. 2 Occupations, 1 VP, WM080)

*Whenever you use an Action space orthogonally adjacent to the "Fishing" Action space, you may immediately take 1 Food from the "Fishing" Action space if there is a Food on that space.*

- Does not trigger any improvements or occupations that Use the "Fishing" Action space.

### **Fish Pond**

(Cost 1C, Req. 1 Unused space, WM081)

*Place 1 Clay from the general supply on 1 Unused farmyard space. It now counts as used. Whenever you use the "Fishing" Action space, you may place some or all of the Food on this card. At the end of the game, you receive -1/1/2/3/4 Bonus points for 0/1/4/6/8 Food on this card.*

- You may only place Food from the Action space itself, not food received due to Fisherman E161, Canoe E30, etc.

### **Flower Pots**

(Cost 1C, 1 VP, WM082)

*If you play this in Round 6 or before, place 1 Vegetable on the space for Round 8. At the start of this round, you receive the Vegetable.*

### **Free-Range Chickens**

(Cost 1W 1F, Req. 1 Grain field, WM083)

*At the start of each round, if you have at least 1 Grain field, place 1 Food from the general supply on this card. You may use this Food at any time. At the end of the game you receive 1/2 Bonus Points for 3/6 Food on this card.*

### **Friendly Pastures**

(Cost 2W, 1 VP, WM084)

*Your pastures with stables may hold 2 different animal types. (This card does not change the capacity of your pastures.)*

### **Fruitcake**

(Cost 1 Grain, Req. 2 Occupations, 1 VP, WM085)

*In the Feeding phase of the next Harvest, each of your family members (including newborns) require 1 Food less.*

### **Glassblowers Shop**

(Req. Return Pottery, 3 VP, WM086)

*Each harvest you may convert up to 1 Clay into 3 Food. At the end of the game, you receive 1/2/3 Bonus points for 2/4/5 Clay. (A repurchased Pottery does not give you additional Bonus points, but can be used to convert an additional Clay each Harvest.)*

- After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards.

### **Gold Medal**

(Req. Round 7 or before, WM087)

*When you play this card, choose one category from Grain, Vegetables, Sheep, Wild boar, Cattle, fields, pastures, or fences stables. At the end of the game, all players with the most Points in that category receive 2 Bonus points.*

- Forest Pasture K145 does not count as a pasture for scoring, and thus does not add to your total when counting Points in the pastures category.
- The Bonus points are awarded based on Points in the chosen category, not based on number of that item. Further, do not count Bonus points (for example, from Brewery K110 or Schnaps Distillery I98) when counting Points for a particular category.

### **Grain Elevator**

(Cost 2W, WM088)

*At the start of each round, add 1 Grain from the general supply to this card, unless it has Grain equal to the number of players. Whenever you use the "Take 1 Grain" action, you also take all the Grain on this card. Whenever another player uses the "Take 1 Grain" action, return all Grain on this card to the general supply.*

### **Home Garden**

(Cost 1W, WM089)

*Whenever you renovate your home, or if you renovated this round, place 1 Food on the next 3 remaining Round spaces. At the start of these rounds, you receive the Food.*



## **Honeymoon**

(Cost 2F, Req. Round 13 or before, 5 VP, WM090)

*In Round 14, you place 2 fewer Family members.*

- At the end of all of your turns in Round 14, you must have at least 2 family members left in your home. When you can no longer take actions and still have this be true, then you cannot take any more actions.

## **Iron Plow**

(Cost 1S 1W, WM091)

*Once during the game, when you use the "Plow 1 field" Action space, you may Plow 2 fields instead and take a "Sow" action afterward.*

## **Keys**

(Cost 1S, 1 VP, WM092)

*You can use the "Build room(s) and/or Build stable(s)" Action space, even if another player has already placed a person on it.*

## **Kindling**

(Cost 1W, WM093)

*You may build Major Improvement Fireplace and Cooking Hearths with a "Minor Improvement" action. Pay 1 Clay less for each.*

- Does not reduce the cost of the Simple Fireplace E20.

## **Lamp Oil**

(Req. 2 animals, 1 VP, WM094)

*Whenever you play an Occupation, you receive 1 Food before you pay the cost of the Occupation.*

## **Mountain Cave**

(Cost 1F, 1 VP, WM095)

*Each Harvest, you may use the Mountain Cave to exchange up to 1 Wood for 1 Stone.*

## **Oak Cask**

(Cost 1W, WM096)

*When you play this card, place 1 Food from the general supply on it. During the Field phase of each Harvest, add 1 Food from the general supply to this card if it has Food on it. At any time, you may take all of the Food from this card.*

## **Open Gate**

(Cost 1S, 1 VP, WM097)

*At the start of the Feeding phase of each Harvest, you may return 1 Sheep to the general supply to receive 1 Bonus point.*

- The bonus points should be recorded on your score sheet. Therefore, if you remove the Open Gate (e.g. with Madonna Statue E38) you still receive the bonus points.

## **Petting Zoo**

(Cost 2W, 1 VP, WM098)

*At the end of the game, if you have all the animal types in your farm, you receive 1 Bonus point if you have at least 2 Sheep and 1 Bonus point if you have at least 2 Wild boar.*

## **Pig Wallow**

(Req. 1 empty field, WM099)

*Immediately return 1 empty field to the general supply to fence a single farmyard space (in the same or different space.) (Normal fencing rules still apply.) You do not need to pay Wood for the fences. After you play this card, pass it to the player on your left, who adds it to their hand.*

- This is a "fences" action.

## **Plum Patch**

(Req. 1 Grain field and 1 Vegetable field, 2 VP, WM100)

*Place 1 Food on each of the next Round spaces, up to the number of planted fields in your farmyard. At the start of those rounds, you receive the food.*

### **Prize-winning Sheep**

(Req. 1 Sheep, WM101)

*You immediately receive 1 Building resource of your choice. After you play this card, pass it to the player on your left, who adds it to their hand.*

### **Ram**

(Cost 1 Sheep, 1 VP, WM102)

*The Ram counts as a Sheep in your farm for scoring and breeding, but must be fed 1 Food in the Feeding phase of each Harvest or it is discarded. Your sheep breed at the end of Rounds 6, 8, 10, and 12.*

- Counts as a Sheep for the purposes of determining bonus points for cards that count animals at the end of the game, such as Loom K146, Animal Holder G003, Estate Manager E170, etc.
- Does not count as a Sheep otherwise, for example for determining food gained in Harvests from Spindle E51, Loom K146, Butter Churn E53, Milking Shed I93, etc.

### **Raspberries**

(Req. 2 Occupations, 1 VP, WM103)

*Place 1 Food each on up to 3 Unused farmyard spaces from the general supply. When the space is used, you receive the Food.*

### **Reed Nursery**

(Cost 1R, WM104)

*You may Sow and harvest Reed in your fields as if it were Grain. At the end of the game, you may exchange 1/4/6/8 Reed from your supply or from your fields for 1/2/3/4 Bonus points.*

- Does not interact with anything that specifies Grain (e.g. Permaculturist WM040, Planter Box I90, etc.). But it does interact with cards that mention sown "Resources" or "Goods" (e.g., Fieldsman I219).

### **Rotherham Plow**

(Cost 2W, Req. 1 Occupation, WM105)

*Whenever you use the "Plow 1 field" Action space, you may Plow 2 fields if they are not diagonally or orthogonally adjacent to each other instead of 1.*

### **Ruins**

(Cost 4S, 3 VP, WM106)

*Place 4 Stone on this card from the general supply. In the Field phase of each Harvest, you may move 1 Stone from this card to your supply.*

### **Slapdash Renovation**

(Cost 1C 1S, WM107)

*At the end of any turn where you placed a person on a "Renovation" Action space, you may return that person to your farm. (That person takes another action later in the round.)*

### **Steamer**

(Cost 1W, WM108)

*At any time, you can convert pairs of goods to Food as follows: Grain and Vegetable → 5 Food; Grain and Sheep → 4 Food; Grain and Wild boar → 5 Food; Grain and Cattle → 6 Food.*

- If you use the Steamer to convert Grain and animals to food, this counts as converting animals to food. (For example, for Pelts K339, Slaughterman K299, etc.)

### **Steel Plow**

(Cost 3W 1S, Req. 3 Occupations, WM109)

*Once during the game, when you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you can Plow up to 4 fields instead of 1.*

### **Storage Shed**

(Req. 1 stable, 1 VP, WM110)

*Remove 1 built stable and place it on this card (you may not build it again later). Whenever you play a Minor Improvement, take 1 Building resource of your choice from the general supply before paying the costs of the Improvement.*

- The stable still counts as a built stable, but is no longer considered to be on your farmyard.
- You may receive resources from the Storage Shed when you play Major Improvements as Minor Improvements.

### **Undisturbed Pond**

(Req. No Occupations, 1 VP, WM111)

*Place 1 Food on each of the next Round spaces, up to the number of completed rounds. At the start of these rounds, you receive the Food.*

### **Village School**

(Cost 1S 1R, Req. 1 Occupation, 1 VP, WM112)

*Once per turn, when paying a cost, you may discard 1 card from your hand to pay 1 less Building resource of your choice.*

- The discarded card is discarded face down.
- May only be used to pay costs during your turn.

### **Wild Breeding**

(WM113)

*Immediately add 1 animal of the appropriate type to each Accumulation space containing 2 or more animals. If you have space on your farm, you may take 1 of the added animals. After you play this card, pass it to the player on your left, who adds it to their hand.*

### **Wine Closet**

(Cost 1W 2C, WM114)

*When you play this card, you receive 1 Vegetable. Once each round, you may move 1 Vegetable from your supply to a future Round space. If it is at*

*least 5 rounds away, add 1 Vegetable from the general supply. At the start of that round, you must convert each of those Vegetables to 2 Food or 1 Bonus point.*

- The Vegetable received initially will trigger Market Woman K292. Any Vegetables placed on future Round spaces do not trigger Market Woman when you convert them to Food or Bonus points.
- The bonus points should be recorded on your score sheet. Therefore, if you remove the Wine Closet (e.g. with Madonna Statue E38) you still receive the bonus points.

### **Worm Bait**

(WM115)

*Whenever you use the "Plow 1 field" Action space, add 2 Food from the general supply to this card. You receive the Food on this card when you use the "Fishing" action. Each Harvest, return 1 Food from this card (if any) to the general supply.*

### **Fr**

#### **Abandoned Willow**

(Req. 1 empty field, FR001)

*Immediately remove 1 empty field from your farmyard and receive 4 Wood. (That space now counts as unused).*

- You may not remove a field which causes other fields to be isolated.

### **Absinthe**

(Req. 3 Occupations, 1 VP, FR002)

*Place 1 Food on the next 5 remaining Round spaces. At the start of these rounds' Work phase, place the Food on an Action space of your choice. (The next player to use this space receives the Food.)*

## **Amusement Park**

(Req. 1 pasture, 1 VP, FR003)

*Place 1 Food each on the next 2/3/4/5 remaining Round spaces if you have 1/2/3/4 pastures. At the start of these rounds, you receive the Food.*

## **Apple Garden**

(FR004)

*You receive 2 Bonus points for either Grain or Vegetables missing from your farm at the end of the game. (The fruit replaces this type of good.) (You still lose the points for the missing good.)*

- If you are missing both types of crops, you still only get 2 bonus points.
- The score for the missing type of crop still counts as a negative for the Constable K276 and Yeoman Farmer E165.
- Apple Garden does not count as a crop for the prerequisites of minor improvements.

## **Artists Garden**

(Req. 3 Occupations, 1 VP, FR005)

*In the Returning home phase of each round, you may harvest 1 field.*

- You may harvest goods which are sown onto occupations or improvements.
- The returning home phase occurs after the work phase but before the end of the round, and before harvests.

## **Badger**

(Cost 1C, FR006)

*Immediately place a marker on an Action space of your choice. At the start of each round, you must move it to an orthogonally adjacent revealed Action space. Any player that uses that space also receives 1 Food.*

- You may take the Badger food before using an action space.

- Chamberlain I238 reveals action spaces.
- May not be moved to "additional" action spaces (occupations or improvements).
- You cannot place the Badger on the spot you used to play it and immediately take 1 Food.

### **Baguette**

(FR007)

*During each Harvest, you may pay 1 Wood to Bake bread at the start of the Feeding phase if you have an Improvement with the bread symbol.*

### **Barber shop**

(Cost 3W 1R, FR008)

*For every Harvest remaining when you play this card, you receive 1 Bonus point.*

- If you play this card at the start of (or during) a harvest, that harvest is not counted.

### **Bathroom**

(Req. 1 plowed field, FR009)

*Each time you convert a Grain or Vegetable into Food, you may place it on this card. For each field you Sow, you may take 1 Good of the same type from this card and add it to that field. (Goods on this card do not count for points when scoring.)*

- Plowed field (so Acreage K105 and Bean Field E18 do not combo).

### **Breakfast Outdoors**

(Cost 1 Vegetable / 2 Grain, 1 VP, FR010)

*In each Feeding phase, you receive 1 Food.*



## **Brickyard**

(Req. 2 Occupations, FR011)

*At the start of each round, if you have no Clay in your supply, place 1 Clay on this card. At any time when this card has 4 or more Clay on it, you may move all of the Clay to your personal supply.*

- You may not return clay to the general supply for no reason.

## **Camembert**

(Req. 2 Occupations, 1 VP, FR012)

*Place 1 Food each on 3 Action spaces (unoccupied or occupied) from the general supply. The next player to use the Action space receives the Food.*

- Revealed action spaces only.

## **Chameleon**

(Cost 1 Sheep, FR013)

*When you play this card, you receive 1 Wild boar. You may keep 1 Wild boar in each of your pastures that hold Sheep. (Pastures can still only hold the normal amount of animals).*

- A pasture that can hold two animals can only hold two animals, not two sheep and a boar.

## **Chocolate**

(Req. 1 Major Improvement, FR014)

*Place 4 Food from the supply on this card. This food can only be used to pay for Occupations.*

- You may not use food from this card to pay for any extra occupation costs (Chief E172).

## **Coffee Break**

(Cost 1C, 1 VP, FR015)

*Place 1 Food on the next 5 Round spaces. At the start of these rounds, you receive the Food. If you play an Occupation before receiving the Food, immediately remove this cards remaining Food from future Round spaces.*

### **Cornrick**

(Cost 1F, Req. 1 field, FR016)

*Place 1 Grain each on the spaces for rounds 7 and 9. At the start of these rounds, you receive the Grain.*

### **Diary**

(Req. 2 Occupations, FR017)

*Whenever you play an Occupation, you receive 1 Wood.*

### **Encircling Wall**

(Cost 4S, 2 VP, FR018)

*When you play this card, you may immediately fence 1 space in your farmyard. (You do not need to pay Wood for the fences).*

- This counts as "Building fences" but not a fence action.
- You cannot build more than 15 fences using this card.
- You must still follow fencing rules (connect to existing pastures).

### **Evening Prayer**

(Req. No Occupations, FR019)

*If you have 1/2 plowed fields, immediately pay 1/2 Food to play 1/2 Occupations.*

### **Five Rings**

(Cost 1W / 1S, FR020)

*Whenever you play an Improvement, pay 1 Wood/Stone less if you chose Wood/Stone as the cost of this card. (Mark this card with 1 Wood/ Stone from the supply.)*

### **Flat Hill**

(Req. 4 planted fields, FR021)

*When you play this card, immediately Renovate your Wooden hut to a Clay hut for free.*

- A planted card which has goods you harvest during the field phase counts (Forester K278, Copse I78).
- A field with goods on it you do not harvest does not count (Apple Tree WM58, Vineyard O21).

### **Full-bottomed Wig**

(Req. 3 Sheep, 1 VP, FR022)

*You no longer need Reed when you renovate your home.*

### **Goblet**

(Cost 1W, FR023)

*The Well is a Minor Improvement for you. When you build the Well, place 2 Food on the next 5 Round spaces instead of 1 Food. (If you have already built the Well, then this card has no effect.)*

- Goblet does not work if you have already built Village Well I66.

### **Golden Rose**

(Req. 1 planted field, 1 VP, FR024)

*Whenever you pay Food to play an Occupation or a Minor Improvement, you may pay up to 2 Food less.*

- You must still pay any additional food costs specified by the card.

### **Grain Mill Oven**

(Cost 1C 1S, FR025)

*You can't Bake bread with the Grain Mill Oven. Clay and Stone Ovens are Minor Improvements for you. You may discard this instead of paying an Oven's cost. When you play this card, you can immediately take the "Bake bread" action.*

- Grain Mill Oven is not an oven, it can not be upgraded to any oven upgrade (Baker's kitchen I65, Baker's Oven E14).
- Does not have a bake symbol so does not activate Charcoal Burner E182.

- Can only bake when playing if you have another card which allows you to bake.

### **Grotto**

(Req. 2 Occupations, FR026)

*Place 3 Clay and 2 Stone from the supply on this card. At the end of each round, you may pay 2 Food to receive 1 of these resources. Once this card is empty, it provides room for 1 Family member.*

- Any extra family members in your house move into and occupy the Grotto when it is emptied.
- If the Grotto is removed (or in any way turned down) then a peep living in it is moved into the rest of your house.
- Grotto does not count as a room in your house.

### **Ground Pickaxe Plow**

(Cost 1W, FR027)

*Once during the game, when you use either the "Plow 1 field" or the "Plow 1 field and/or Sow" Action space, you can place 1 Wood from your supply on 1/2 orthogonally adjacent (revealed or unrevealed) Action spaces (to the used plow space) to Plow 1/2 additional fields.*

- Can be combined with other plows on the same action due to the word "additional".

### **Hammock**

(Cost 2W 1 Sheep, Req. 4 rooms, 1 VP, FR028)

*One of your rooms can hold 1 additional Family member.*

### **Hay Rake**

(Cost 1W, FR029)

*Each Work phase, the third person you place can use the "Plow 1 field" Action space even if it is occupied.*

- You may use the Hay Rake even if you occupy the space and/or multiple other players occupy the space.
- If you have played the Acrobat K269 and you use your third person to take "Travelling Players", you can then move to Plow 1 Field even if it is occupied.

### **Haystack**

(Cost 1W, Req. 6 animals, FR030)

*Place 3 Food on each remaining Round space. At the start of these rounds, you receive the Food.*

### **Heatwave**

(Cost 1S, Req. Clay hut / Stone house, FR031)

*Immediately build a Fireplace for free or upgrade a Fireplace to a Cooking Hearth.*

### **Homework**

(Cost 2R 2F, 1 VP, FR032)

*When you play this card, you may immediately play up to 2 Occupations. (You must still pay any additional costs of the Occupations.)*

- You do not need to pay food for those occupations (unless they have an additional cost).

### **Kid's Corner**

(Cost 1R, 1 VP, FR033)

*Your home may hold 1 additional animal. You may keep more than 1 type of animal in your home.*

- If you have played the House Goat K120, you may not hold any animals in your home.

## **Kitchen Table**

(FR034)

*For you, all "Bake Bread" actions now read "Bake Bread or place 1 Food from your supply on Kitchen Table." At any time, you may return 1 Food from this card to your supply and take a "Bake Bread" Action.*

- The bread symbol on this card is an error.

## **Lighthouse**

(Cost 2S 1W, Req. exactly 2 stone rooms, 2 VP, FR035)

*The Lighthouse provides room for 1 Family member.*

- Any extra family members in your house move into and occupy the Lighthouse when it is emptied.

## **March**

(FR036)

*When you play this card, you may return 2 different animals to the general supply to Plow 2 fields.*

- The returned animals come from your farm.

## **Necklace**

(Cost 1S, Req. 1 Occupation, FR037)

*Whenever at the end of a Work phase, you have at least 2 Family members occupying 2 orthogonally adjacent Action spaces, you receive 1 Food.*

- Action spaces do not need to be the same dimensions.

## **Orchard**

(Req. 1 planted field, 1 VP, FR038)

*Place 1 Food on each of the next Round spaces up to the number of planted fields in your farmyard. At the start of these rounds, you receive the Food.*

## Par Force Hunting

(Cost 2W, 1 VP, FR039)

*Add 4 and 7 to the current round and place 1 Wild boar on each corresponding Round space. At the start of these rounds, you can pay 1 Food to take the Wild boar.*

- The placed Wild boar comes from the general supply.

## Park Cemetary

(FR040)

*Place 3 Stone on the "Plow 1 field" Action space from the general supply. Any player who uses that space may also receive 1 Stone from it. If there is no Stone on that space, you may discard this card and Plow 1 field.*

- The stone may be bought with Stone Buyer I255.
- If stone is placed on the "Plow 1 Field" space for other reasons (Mailman WM35) then you may not discard this card to plow.

## Peasants Boutique

(Req. Return Basket Maker's Workshop, 3 VP, FR041)

*Every harvest you may convert 1 Reed into 4 Food. At the end of the game, you receive 1/2/3 Bonus points for having 1/3/4 Reed. You do not receive additional Bonus points from the Basket Maker's Workshop.*

## Rock Pyramid

(FR042)

*Whenever you build a Stone room, you can Plow up to 1 field. If you paid at least 1 Stone for that room, you may Plow up to 2 fields instead.*

- If you build a stone room using Stone House Extension E55, Mason E191, etc, you may plow one field.
- If you build more than 1 stone room at the same time, you can plow more than 2 fields.

### **Sofa**

(Cost 1R, FR043)

*At the end of the game, you receive 4/2 Bonus points if your home has at most 2/3 rooms.*

### **Star Classification Meal**

(Req. Stone house, 1 VP, FR044)

*Place 1 Food on each remaining Round space. At the start of these rounds, you receive the Food.*

### **Stone House Reconstruction**

(Cost 1S, 1 VP, FR045)

*You can Renovate your Clay hut to a Stone house at any time without using the "Renovate" action. (You must still pay for the Renovation.)*

### **Straw-Thatched Hut**

(Req. 2 plowed fields, FR046)

*Whenever you add a room to your Clay hut, you can pay 2 Clay, 1 Grain and 1 Food instead of 5 Clay and 2 Reed.*

- Sets a new optional base cost for clay rooms.
- Can be combined with Bricklayer I243, a clay room costs 1F 1G.

### **Sunday School**

(Cost 2F, FR047)

*Place a marker on the next round. During that round, you place 1 fewer Family member. At the end of that round, remove the marker and play 2 Occupations for free.*

- You must still pay any additional costs of the occupation.

### **Swimming Studio**

(Cost 1R, 1 VP, FR048)

*Whenever you use the "Fishing" Action space, you may also convert up to 1 Wood to 3 Food.*



### **The Port Le Havre**

(Req. 1 Oven, 1 VP, FR049)

*Whenever you use the "Bake Bread" Action, you may convert 1/2 Clay into 1/2 Stone.*

### **Threshing Machine Plow**

(Cost 1W, FR050)

*Once during the game, when you use the "Plow 1 field" Action space, you may Plow all 3 middle spaces on your farmyard instead of Plowing 1 field. (The middle 3 spaces are those surrounded by exactly 8 other spaces.)*

- The three spaces are the three farmyard spaces that do not touch the edge of the farmyard in any way.
- You may only use the effect of this card if all three spaces are able to be plowed.
- You must plow all three spaces with this plow.

### **Timetable**

(Req. 1 Major Improvement, FR051)

*Place 1 building resource of each type on this card. These building resources can only be used to pay for Minor Improvements.*

- These resources are not "in your supply" and therefore cannot be used in combination with Storehouse Clerk K287 or contribute to the Joinery/Pottery/Basketmaker's Workshop bonuses.
- A major improvement played "as a minor" or that "is a minor to you" satisfies the prerequisite.

### **Trees for the Citizens**

(Cost 3W, Req. 1 Occupation, 1 VP, FR052)

*If you have the Joinery or Sawmill, you do not have to pay the Wood cost for this card. At the end of the game, you receive 1 Bonus point for every 2 Improvements in front of you that have a printed Wood cost.*

### **Trip to the Lake**

(Cost 1R, Req. 2 Occupations, FR053)

*Whenever you use the "Fishing" Action space, you receive an additional 1 Food and 1 Wood.*

### **Tuileries Garden**

(Cost 1W 3S, Req. 4 Occupations, 1 VP, FR054)

*Whenever you use the "Plow 1 field" Action space, you may immediately afterward take 1 Grain or 1 Vegetable from the general supply and Sow it.*

- You receive the Grain or Vegetable from the supply before sowing it (so therefore it triggers cards like Market Woman K292).

### **Vegetable Harvest**

(FR055)

*If you have an Oven, you can convert Vegetables into Food at any time. Take 4 Food for each Vegetable.*

### **Watering Can**

(Cost 1F, FR056)

*Immediately add 1 Grain from the supply to each of your planted Grain fields and 1 Vegetable to each of your planted Vegetable fields.*

- This card has no effect on fields with other resources planted on them.

### **Wild Game**

(Cost 1 Wild Boar, FR057)

*You immediately receive 5 Food.*

### **Winter Deadwood**

(FR058)

*When you play this card, you may either pay 1 Wood for 1 Bonus point or receive 1 Wood and pass this card to the player on your left who adds it to his/her hand.*

- The wood comes from the supply.

### **Witches' Dance Ground**

(Req. 3 Occupations, FR059)

*Place this card on or beside your farm. If you place it beside your farm, you gain 2 extra farmyard spaces (to be scored as normal) and you receive 1 Bonus point. If you place it on your farm, cover two orthogonally adjacent unused spaces which no longer count as part of your farm.*

- If you extend your farm with this card, you do not receive any additional points for the Cloister Dweller WM10.
- If you cover part your farm with this card, Cloister Dweller WM10 scores as if those two spaces were not a part of your farm.

### **Wood Saw**

(Cost 1W, FR060)

*Whenever every other player has more Family members than you, you may immediately build 1 or more rooms by paying their cost.*

- You may activate the Wood Saw at any time, provided every other player has more family members than you.
- This card has no effect in solo games.

## **G4**

### **Alms Basket**

(Req. No Occupations, G45375)

*When you play this card, take 1 Grain for every 2 completed rounds of the game.*

### **Animal Trap**

(Cost 1S, Req. The Well, G45300)

*Place 1 cattle, 1 grain, and 1 cattle on the next 3 round spaces (in that order). At the start of these rounds, you receive the good.*

### **Bamboo**

(Req. 2 planted fields, G44784)

*Your next 5 fences cost you nothing.*

### **Barn**

(G44845)

*At the start of Rounds 8, 10, 12, and 14, you may pay 1 Wood to build a stable if you have more fields than stables.*

### **Black Swan Lake**

(Req. 1 Occupation, 1 VP, G44697)

*Place 1 Food on each of the next Round spaces, up to the number of your played Occupations. At the start of these rounds, you receive the Food.*

### **Bonus**

(Req. Family member on "Day Laborer", 2 VP, G45718)

*(This card has no effect.)*

### **Carpet**

(Cost 1 Sheep, Req. 4 Sheep, 1 VP, G45151)

*You can use any "Family growth" Action space, even if it is occupied by another player.*

### **Cheese Fondue**

(Cost 1C, 1 VP, G45007)

*Whenever you Bake 1 or more Grain into bread, you receive 1 additional Food if you have at least 1 Sheep and 1 additional Food if you have at least 1 Cattle.*

### **Child's Toy**

(Cost 1W / 1C, Req. Exactly 2 adults, 2 VP, G44767)

*During the Feeding phase of each Harvest, your newborns require 2 Food (instead of 1).*

### **Chimney**

(Cost 1C, Req. Clay Hut or Stone House, G45583)

*Whenever you build an Oven or a Cooking Hearth, you pay up to 2 building resources less of your choice.*

### **Coke Stove**

(Req. Return Fireplace, 2 VP, G45165)

*Each Harvest, you may convert up to 1 Wood to 3 Food. (The Coke Stove cannot cook animals.)*

### **Corn on the Cob**

(Cost 1 Grain, G44385)

*When you play this card, you receive 4 Food. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Cornucopia**

(Cost 1 Grain / 1 Vegetable 1R, G44492)

*During the Feeding phase of the Harvest, you receive 1 Grain/Vegetable if you chose Grain/Vegetable as the cost of this card. (Mark this card with 1 Grain/Vegetable from the supply.)*

### **Cotton Field**

(Req. 3 Occupations, G45142)

*You may immediately Plow 1 field.*

### **Country Silo**

(Cost 3W, Req. 3 Occupations, G45039)

*Whenever another player (or, in Solo game, you) uses the "3 Wood" Action space, you receive 1 Grain.*

### **Cow Chips**

(Req. 1 Cattle, 1 VP, G45339)

*Whenever you Sow a field that is orthogonally adjacent to a pasture, you may place extra good from the supply on it.*

### **Dinghy**

(Cost 1W, G44240)

*Immediately take all the food from the "Fishing" accumulation space and place an equal amount of wood from the general supply on the space afterward. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Dragonfly Pond**

(Req. Exactly 2 Occupations, 1 VP, G44390)

*Place 1 Food on each of the next 2 Round spaces. At the start of these rounds, you receive the Food.*

### **Fruit Tree House**

(Cost 2W 1R, 1 VP, G44296)

*Whenever you extend your home, you may place 1 Food from the supply on this card for each new room. During the Feeding phase of the Harvest, you receive 1 Food from the supply for each Food on this card.*

### **Guest Room**

(Cost 4W 1R, G44225)

*Immediately place as much Food as you choose from your personal supply on this card. At the start of each round, you may discard 1 Food from this card for a Guest token which you place that round as you would a Family member.*

### **Guild Hall**

(Cost 2W 2C, 1 VP, G45000)

*Whenever you build a Major Improvement, you may play 1 Occupation for free.*

### **Hermit's Stick**

(Cost 1W, G45017)

*At the end of the game, you receive 1/2/4 Bonus points for having exactly 4/3/2 Family members.*

### **Huntsman's Rifle**

(Cost 1S 1W, 1 VP, G44315)

*Whenever you receive Wild boar outside the Breeding phase of a Harvest, you may immediately convert them into 4 Food each.*

### **Interior Design**

(Cost 1F, G45437)

*Whenever you play another Improvement, you may pay 1 additional building resource of a type in the printed cost to receive 3 Food.*

### **Kudzu**

(Cost 1R, Req. 1 unused space, G44359)

*Place 1 Reed from the supply on 1 of your unused farmyard spaces. At the start of each round, you must place 1 Reed from the supply on another unused space orthogonally adjacent to a previously placed Reed (if able). These spaces count as used. (You may not remove the Reed or use the spaces.)*

### **Large Sunhat**

(Cost 1R, G45371)

*At the start of the returning home phases of rounds 3 and 6, you can move your person from the "Plow 1 field" action space to an unoccupied action space and take that action. If you do not occupy "Plow 1 field", you receive 1 food.*

### **Lumber Pile**

(G44280)

*When you play this card, you can return up to 3 stables from your farmyard to your supply and receive 3 Wood for each.*

### **Machete**

(Cost 1W, G44926)

*During the Field phase of each Harvest you may harvest all the goods planted in 1 of your fields.*

### **Meadow**

(Req. 1 animal of each type, G45602)

*The edge of your farm now forms a natural border for pastures. (This does not count as building fences or taking a "Fences" action.)*

### **Muddy Land**

(Req. 2 Occupations, G44982)

*Whenever you use the "Plow 1 field" Action space, you receive 2 Clay for each field you Plow.*

### **Night Bazaar**

(Cost 2F, G45037)

*Immediately take 1 building resource from 2 Accumulation spaces. The resources taken must be different types. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Paintbrush**

(Cost 1W, Req. 1 Wild Boar, G44355)

*Each Harvest, you may convert 1 Clay into 2 Food or 1 Bonus point.*

### **Panda**

(Req. 1 fenced stable, 1 VP, G44901)

*From now on, one of your pastures containing a stable may not hold animals. Whenever you take Reed from an Action space, you receive 1 Bonus point.*



## **Pastureland**

(Req. 3 Occupations, G45656)

*Place 1 Sheep, 1 Wild boar and 1 Cattle on the next 3 Round spaces in this order. At the start of these rounds' Work phase, place the animal on an Action space of your choice. (The next player to use this space receives the animal.)*

## **Pet Door**

(Cost 1W, G45424)

*As long as you have a pasture orthogonally adjacent to your home, you may keep animals of any type on this card up to the number of rooms in your home.*

## **Piggy Bank**

(G45616)

*At the end of each Work Phase, you may place 1 Food from your supply on Piggy Bank. You cannot use this Food anymore. At any time, you may discard 6 Food on Piggy Bank to build a Major Improvement for free.*

## **Popcorn**

(Cost 1W, G44829)

*At any time, you may convert 1 Reed into 1 Grain.*

## **Powder Keg**

(Cost 1W, G45278)

*Place 3 Stone from the supply on this card. You may use this Stone only for renovations and only before the end of Round 11.*

## **Prized Squash**

(Req. 1 Vegetable Field, G45112)

*For each Vegetable you convert to Food, you may place 1 of the Food on this card. You may not have more Food on this card than your number of plowed fields. At the end of the game, you receive 1 Bonus point for each Food on this card.*

### **Public Forest**

(Cost 2W, 1 VP, G44531)

*Place 1 Food on each remaining even-numbered Round space. At the start of these rounds, you receive the Food.*

### **Rock Garden**

(G45470)

*When you Sow, you can plant up to 3 Stone on this card. The Stone is treated the same as sown Vegetables and is harvested during the Field phase. (This card does not count as a Field when scoring.)*

### **Rotten Plow**

(Cost 1W, G44834)

*Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you can Plow 2 fields instead of 1. Whenever you Sow, place 1 fewer resource from the general supply on each field you Sow.*

### **Rum Distillery**

(Cost 2W 1S, G44408)

*During the Feeding phase of each Harvest, you may use the Rum Distillery to convert at most 1 Grain into 3 Food and 1 Bonus point.*

### **Shears**

(Cost 1W, G45393)

*Whenever you use the "Day Laborer" Action space, you may receive 1 additional Food for each Sheep on the Sheep Accumulation space up to a maximum of 4 additional Food.*

### **Simple Oven**

(Cost 2C, 1 VP, G44654)

*Whenever you use the "Bake bread" Action, you may convert up to 1 Grain into 3 Food with this Oven. When you play this card, you can also take the "Bake bread" Action.*

### **Spare Fence Posts**

(Cost 1W, G44253)

*Once during the game, each player may build 3 fences at no cost when taking a "Build fences" action. Each other player that does this must pay you 2 Food.*

### **Stone Chimney**

(Req. Stone House, 1 VP, G45643)

*At the end of the game, you receive 1 Bonus point for each Improvement with a baking symbol you have in front of you.*

### **Stone Giant**

(Cost 3S, 2 VP, G45689)

*Your 1st/2nd/3rd/4th/5th Family member may use an occupied Action space that is orthogonally adjacent to an Accumulation space containing exactly 1/2/3/4/5 Stone.*

### **Sundial**

(Cost 1W, G46179)

*At the end of the Work phases in Rounds 7 and 9, you may take a "Sow" action without placing a family member.*

### **Supply Exchange**

(Cost 2W, G44356)

*When you play this card, you receive 1 Reed, 1 Stone, and 1 Food. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Syrup Tap**

(Cost 1S 1W, 1 VP, G45186)

*Whenever you receive Wood from an Action space, place 1 Food on the next Round space. At the start of this round, you receive the Food.*

### **Town Hall**

(Cost 2W 2C, 2 VP, G45120)

*In the Feeding phase of each Harvest, you receive 1/2 Food if you live in a Clay hut/Stone house.*

### **Treasure Map**

(Cost 1R, G45442)

*Whenever you play a Minor Improvement, you may pay 1 Food to Plow 1 field afterward.*

### **Whale Oil**

(Cost 1W, G44435)

*Whenever you use the "Fishing" Action space, you may place 1 Food from the general supply on this card. Whenever you play an Occupation, you receive Food equal to the number of Food on this card before you pay the cost of the Occupation.*

### **Whistle**

(Cost 1W, G44907)

*At the beginning of the Breeding phase of each Harvest, you receive 1 Sheep if you have at least 1 unfenced stable on your farm that is not housing an animal. (You may not convert animals to Food during the Breeding phase of the Harvest).*

### **Wild Greens**

(G44642)

*Whenever you Sow, you receive 1 Food for every different type of good that you Sow.*

### **Working Gloves**

(G45253)

*If you have no Occupation in play when you play this card, you receive 1 Food. Whenever you play an Occupation, you may pay any 1 building resource instead of up to 2 of the required Food.*

## **G5**

### **Alchemist's Lab**

(Req. 3 Occupations, 1 VP, G56163)

*This card is an additional Action space for all players. Any player who uses this Action space must pay you 1 Food to receive 1 building resource of every type that they already have in their supply.*

### **Alternative Materials**

(Req. Pottery, G55624)

*Once during the Feeding phase of each Harvest you may convert 1 Wood to 2 Food and/or 1 Stone to 2 Food.*

### **Apiary**

(Req. 4 Occupations, G56427)

*At the end of each Work phase, you may Sow 1 field.*

### **Artichoke field**

(Cost 1W, Req. 2 Occupations, 1 VP, G56318)

*When you Sow, you may Sow on this card as if it were 1 field. Whenever you harvest 1 or more goods from this card during the Field phase of Harvest, you receive 1 Food.*

### **Baby Sling**

(Cost 1R / 1 Sheep, G56057)

*Once per round when you take the "Family growth" action on an Action space, you can move the newborn(s) to Baby Sling. If you do, return the adult who took "Family growth" to your home.*

### **Bakery**

(Cost 2S 2C, Req. 2 Grain Fields, 1 VP, G56174)

*You receive 4 Food at the start of each Harvest.*

### **Boarding School**

(Cost 2W, 1 VP, G56066)

*The next time you use "Family growth", you may add 3 to the current round and place your newborn on the corresponding Round space. If you do, at the start of that round, place the offspring as an adult in your home even without room and play up to 2 Occupations for free.*

### **Bread Machine**

(Req. 3 Occupations and 1 Baking Improvement, 1 VP, G56323)

*Once each round, you may skip placing a Family member and receive a "Bake bread" action instead. You place the person later. You may only do this if every player has at least 1 person still to place.*

### **Carrots**

(Req. 3 Plowed Fields, 1 VP, G56404)

*Place 1 Food on each remaining even-numbered Round space. At the start of these rounds, you receive the Food.*

### **Cherry Orchard**

(G54867)

*When you Sow, you may plant up to 1 Wood on this card as if it were Grain. Whenever you Harvest the last Wood from this card, you also receive 1 Vegetable. (This card does not count as a field when scoring.)*

### **Children's Playground**

(Cost 1W, Req. 1 Pasture, 2 VP, G52466)

*From now on, one of your pastures can not contain animals.*

### **Cloister**

(Cost 2S 1R, G56482)

*At the end of the game, you receive 1 Bonus point for each of the 5 columns of your farmyard that contains a room.*

### **Collar and Chain**

(Cost 1S, 1 VP, G55335)

*You may keep two animals of the same type on Collar and Chain.*

### **Cook Pot**

(Cost 1S, Req. 1 Cooking Improvement, 1 VP, G5267)

*Place 1 Food on the next 3 Round spaces. At the start of these rounds, you receive the Food.*

### **Costermonger's Barrow**

(Cost 2W, 1 VP, G54495)

*During the Feeding phase of each Harvest, you may convert up to 1 Vegetable to 1 Bonus point and 2 Food.*

### **Crop Rotation Field**

(Req. 1 Occupation, G54389)

*When you Sow, you may Sow on this card as if it were 1 field. Whenever you remove the last Grain/Vegetable from this card, you may immediately Sow 1 Vegetable/Grain on this card from your supply.*

### **Dolly's Mother**

(Req. 1 Sheep, 1 VP, G55310)

*You only require 1 Sheep to breed during the Breeding phase of a Harvest. This card can hold Sheep.*

### **Dough**

(Cost 1F, 1 VP, G55197)

*When you use a "Bake bread" action, you may discard this card for 5 Food.*

### **Driftwood**

(Req. 3 Occupations, 1 VP, G5235)

*Place 1 Wood each on the next 2 Round spaces. At the start of the round, you receive the Wood.*

### **Farm Name Sign**

(Cost 1W, G53492)

*At the end of the game, you receive 2 Bonus points, if your farm has no unused spaces.*

### **Farm Stable**

(Req. 1 stable, 1 VP, G56379)

*Place 1 Food each on the next 2/3/4/5 remaining Round spaces if you have 1/2/3/4 stables. At the start of these rounds, you receive the Food.*

### **Farmer's Straw Hat**

(Req. 2 Grain Fields, 1 VP, G53286)

*When you play this card, immediately take the Field phase of a Harvest on your farmyard.*

### **Flamingo Lake**

(Cost 1C, 1 VP, G55372)

*Place 4 Food on this a from the general supply. At the start of each Work Phase, if you are the last player in turn order, move 1 Food from this card to your supply.*

### **Flea Market**

(G56115)

*Place 1 Wood/Clay/Reed from your supply on an unoccupied Action space of your choice to receive 2/2/3 Food. The next player to use this Action space receives the resource. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*



## **Foraging**

(Req. 1 planted field, 1 VP, G55379)

*Once per round you may return any number of sown Grain and/or Vegetables to the general supply. For each good returned, you receive 1 Food.*

## **Grain Bag**

(Cost 1R, 1 VP, G55242)

*Whenever you use the "Take 1 Grain" Action space, you receive 1 additional Grain for each baking Improvement you have.*

## **Heavy Plow**

(Cost 2W, G53178)

*Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional field for every 2 Cattle you have.*

## **Hoe**

(Cost 1W, G55207)

*At the end of each Work phase, if you occupy both the "Take 1 Grain" and "Take 1 Vegetable" Action spaces, you may immediately Plow 1 field.*

## **Iron Oven**

(Cost 3S, 2 VP, G56600)

*Whenever you use the "Bake bread" action, you can use the Iron Oven to convert 1 Grain into 6 Food. When you play this card, you may immediately take a "Bake bread" action.*

## **Kitchen Cabinet**

(Req. 2 Occupations, G55553)

*Whenever you select the "Minor Improvement" action on an Action space, you can play a Major instead of a Minor Improvement.*

### **Melon Patch**

(Req. 2 Occupations, G56468)

*When you Sow, you can plant Vegetables on this card as though it were field. When you harvest the last Vegetable on this card, you may Plow 1 field. (This card does not count as field when scoring.)*

### **Menagerie**

(Req. 3 Occupations, 1 VP, G56298)

*Whenever you receive an animal of a type you don't have on your farm, you receive 1 Food.*

### **Milkcan**

(G55050)

*You immediately receive 2 Food for each different type of animal on your farmyard. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Muddy Waters**

(Req. 5 played cards, 1 VP, G54970)

*Alternate placing 1 Food and 1 Clay on each remaining even-numbered Round space starting with Food. At the start of these Rounds, you receive the item.*

### **Nail Basket**

(Cost 1R, 1 VP, G55511)

*Whenever you use a Wood Accumulation space, you may place 1 Stone from your supply on the space to take a "Fences" Action. The next player to use the space takes the Stone.*

### **Open Fields**

(G55965)

*At the end of the game, you receive 2 Bonus points if you have 4 or fewer built fences.*

### **Ox Goad**

(Cost 1W, Req. 3 Occupations, 1 VP, G54814)

*Whenever you receive Cattle from an Action space, you may pay 2 Food to Plow 1 field.*

### **Ox Skull**

(Req. 1 Cattle, G54316)

*At the end of the game, you receive 3 Bonus points if you have no Cattle.*

### **Parchment**

(Cost 1 Sheep, G54738)

*At the start of each round, you may pay 1 Sheep to play 1 Occupation.*

### **Pole Barns**

(Cost 2W, Req. 15 built fences, G56210)

*When you play this card, immediately build up to 3 stables at No cost. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Probiotic Food**

(Cost 2F, 1 VP, G56447)

*When paying a cost, you may discard this card and pay 2 less Building resources of your choice.*

### **Pumpkin Trellis**

(Cost 3W, Req. 2 Vegetable Fields, 1 VP, G56507)

*You may immediately take a "Build fences" action. If there are 1/2/3+ complete rounds left to be played, you may build 3/6/9 fences at no cost.*

### **Renovation Materials**

(Cost 3C 1R, Req. Wooden Hut, G55187)

*Immediately renovate to Clay for free. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Rooster**

(G56118)

*You may play this card immediately before the Round 1 Work phase without taking an action. If you do, pay 1 Food to the player with the starting player token in exchange for it. At the end of the game, the player with the starting player token receives 1 Bonus point.*

### **Rope Fences**

(Cost 2W, G54298)

*Once during the game, when you build at least 1 fence, you may pay 2 Reed to build up to 8 additional fences at no cost.*

### **Salary**

(G56316)

*Whenever you use the "Day Laborer" Action space, you may pay any 1 building resource to receive 1 building resource of your choice. When you play this card, you receive 1 Food.*

### **Seal**

(Cost 1W, G55180)

*Whenever you play an Occupation, you receive 1 Clay.*

### **Shipyard**

(Req. 3 Occupations, 1 VP, G56098)

*Whenever you use the "Fishing" Action space, you can place up to 2 Wood from your supply on this card. At the end of the game, you receive Bonus point for each Wood on this card except for the 1st, 4th, 7th, and 10th.*

### **Snack Time**

(G5507)

*At the start of each Harvest, you may choose to skip the Field and Breeding phase and receive 1 Food instead.*

### **Spade**

(Cost 1W, G53838)

*Whenever you Sow, you receive 1 Stone.*

### **Stone Axe**

(Cost 1W 1C, Req. 2 Occupations, 1 VP, G55093)

*Whenever you use a Wood Accumulation space, you may pay 1 Stone for an additional 3 Wood.*

### **Stone Weir**

(Cost 1S, Req. 2 Occupations, 1 VP, G52738)

*Whenever you use the "Fishing" Action space, you receive at least 4 Food. (If there are 1 to 3 Food are on the space, take Food from the general supply until you total 4 Food.)*

### **Straw**

(Req. 1 Grain Field, 1 VP, G52578)

*Each of your unfenced stables can hold 1 extra animal. Each of your pastures with stables can hold 2 extra animals.*

### **Tea**

(Cost 1F, Req. Family member on "Sow and/or Bake", G54637)

*Immediately bring your Family member on the "Sow and/or Bake" Action space back home. It can take another action this round. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Thunderbolt**

(Req. 1 Grain Field, G56171)

*Immediately convert each Grain in one of your fields to 2 Wood each, and move them to your supply. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Twibil and Twivel**

(Cost 1S, 1 VP, G55169)

*After any player, including you, builds at least 1 Wooden room, you receive 1 Food.*

### **Unwanted Goods**

(G54954)

*You may immediately discard 1 card from your hand for 1 building resource. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Upholstery**

(G55048)

*Whenever you play an Improvement, you may place 1 Reed from your supply on a room in your home. You may have a maximum of 1 Reed in each room. You cannot use these Reed any more, but each is worth 1 Bonus point at the end of the game.*

### **Winter Pond**

(Req. 3 Occupations, 1 VP, G56488)

*Place 1 Food on the next 3 Harvests. At the start of these Harvests, you receive the Food.*

### **Wishing Fountain**

(Req. Return the Well, 4 VP, G5786)

*At the start of each round, you may pay 1 Food to receive Building resource of your choice.*

## **G6**

### **Allegory**

(Cost 5W, 1 VP, G67243)

*When you play this card, you receive 1 Sheep, 1 Wild Boar and 1 Cattle.*

### **Aquavit**

(Req. 2 Occupations, G68501)

*When you play this card, you receive 4 Food and 1 Begging card. At any time, you may pay 3 Food to discard that Begging card.*

### **Archangel**

(G69140)

*Place 2 Reed on the "Take 1 Grain" Action space from the general supply. Any player who uses that space may also receive 1 Reed from it. Once there is no Reed on that space, you receive 1 Vegetable.*

### **Banana Tree**

(Cost 1W 1C, G69141)

*Place 1 Food each on the next 7 remaining Round spaces. At the start of these rounds, you receive the Food.*

### **Bark Breads**

(Cost 1W, G65063)

*When you play this card you receive 2 Food. In addition, you may convert up to 2 Wood into 1 Food each. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Bartering Shack**

(Req. 1 Animal, G67052)

*When you play this card, convert 1 Sheep/1 Wild Boar/1 Cattle into 2/3/4 Building resources of your choice. AFTER YOU PLAY THIS CARD,*

*PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Bean Hole**

(Cost 1S, 1 VP, G67227)

*You may use the Bean Hole to convert Vegetables to 5 Food each. Place the Food on the next Rounds action space. At the start of that Round you receive the Food.*

### **Birth Well**

(Cost 1C, Req. Return The Well, G68482)

*If you play this card in Round 5 or after, you may immediately take a "Family Growth" action even without room. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Boar Trap**

(Cost 2W, G68582)

*Whenever you use the "Take 1 Grain" Action space, you receive 1 Wild Boar.*

### **Bonanza**

(Req. 3 Occupations, G66481)

*Whenever you use a "Take Stone" accumulation space, you also receive 1 Grain.*

### **Bonus Room**

(Cost 1W 1C 1R, Req. 2 animals, 1 pasture, 1 planted field, G68266)

*This card provides room for 1 Family member.*

### **Borrowed Plow**

(Cost 3F, Req. 3 Occupations and 1 Wood, G65430)



*Immediately plow 2 Fields and pay 1 Wood to the player on your right. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Bounty**

(Cost 2W, 1 VP, G67087)

*Whenever you play a card with a Bonus point symbol, you may pay 1 Food to receive a Vegetable.*

### **Candy Room**

(Cost 1F, Req. Stone House, G68389)

*Whenever you receive Food from an Action space, you receive 1 Bonus Point.*

### **Carrot Harvester**

(Cost 1S 1C, Req. 2 Occupations, 1 VP, G68677)

*Whenever you harvest 2 or more Vegetables, you receive 1 Bonus point.*

### **Clay Exchange**

(Cost 1R / 1S, G66905)

*When you play this card, immediately receive 3 Clay. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Clay Worker's Shop**

(Cost 1W 1C 2S, 1 VP, G64276)

*Each Harvest you may convert 1 Wood plus 1 Clay to 4 Food. At the end of the game you may return 2/4/5 pairs of 1 Wood and 1 Clay for 1/2/3 Bonus points.*

### **Claytablet**

(Cost 1C, G66909)

*At the start of each Round, before Work phase, you may pay 2 Clay to immediately play 1 Occupation.*

### **Coarse Grain**

(Cost 2W / 2C, Req. 1 Grain, 1 VP, G67004)

*You can convert 2 Wood/2 Clay into 3 Food at any time if you chose Wood/Clay as the cost of this card. (Mark this card with 1 Wood/Clay from the supply.)*

### **Crystal Ball**

(Cost 1C / 1S, Req. 2 Occupations, 1 VP, G66250)

*Whenever any player plays an Occupation or Improvement which allows placement of one or more Building resources, Food, Grain and/or Vegetables on future round spaces, you receive 1 Food.*

### **Custom Improvements**

(Req. 2 Occupations, G64274)

*You receive 1 Bonus point any time you play a Minor Improvement with an action that could have allowed you to play a Major Improvement instead (including this one).*

### **Dairy Supply**

(Cost 1F, G66104)

*When you play this card, you immediately receive 1 Sheep if the "Fishing" action space is occupied and 1 Cattle if the "Take 1 Sheep" action space is occupied. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Dictionary**

(Cost 1W / 1R, G64888)

*You may use the "Occupation" Action on an Action space even if it is occupied. At the end of the game, you receive 1 Bonus point if you have 7 played Occupations.*

### **Dormer**

(Req. 1 Vegetable Field, 1 VP, G68410)

*Pay 1 Reed less to build each room, for each Renovation, and for each Improvement.*

### **Dovetail Joints**

(Req. 2 stables, G63102)

*When you play this card, you receive 2 Food. From now on, the Joinery is a Minor Improvement for you and costs you nothing.*

### **Dray**

(Req. 3 Occupations, 1 VP, G68967)

*Whenever you use a Person to take exactly 1 resource from a Building resource Accumulation space, you receive an additional 1 Building resource of your choice and 1 Food.*

### **Dual Field**

(Req. 2 Occupations, G65938)

*On this card, you can plant 1 Grain and/or 1 Vegetables as you would on a field. (This card does not count as a field when scoring.)*

### **Educated Sheep**

(Cost 1 Sheep, G69013)

*Choose two - receive 1 Grain; or receive 2 Food; or build 1 stable for 1 Wood; or receive 1 Building Resource of your choice. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Eel Farm**

(Cost 1C, Req. 1 Occupation, G68983)

*Whenever you take the "Fishing" action space, you may place 1 Clay from the general supply on an unused farmyard space. This space is now considered used, can hold up to 1 Animal, and forms a natural border for pastures.*

### **Engineering**

(Req. No Occupations, G67810)

*When you play this card, you may immediately take a "Renovation" action. Pay 1 Building resource less for each completed Round of the game.*

### **Executive Boar**

(Cost 1 Boar, G69014)

*Choose two - receive 1 Vegetable; or receive 3 Food; or build up to 6 fences for 4 Wood; or receive a 'Family Growth with Room' action. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Expansion Plans**

(Req. Exactly 2 Stone Rooms, G66333)

*Add 4 to the round number and place 1 Stone Room on that Action space. At the start of that Round, you may expand your Stone House by 1 Room for free.*

### **Extensive Resume**

(Req. No Occupations, G64275)

*At the end of the game you receive 1/2/3 Bonus points for 5/6/7 played Occupations.*

### **Fleece Factory**

(Cost 2S 2W, Req. 2 Occupations, 1 VP, G65568)

*Whenever you breed a Sheep, you receive 1 Bonus point.*

### **Food Bank**

(Cost 2W, Req. 1 Occupation, G68571)

*Place 1 of your unbuilt stables on an Action space of your choice. You cannot build that stable anymore. Whenever another player uses that Action space, you receive 1 Food from the general supply.*

### **Food Storehouse**

(Cost 3W / 3C, 1 VP, G66969)

*Place 2 Food on each of the spaces for Rounds 8, 10, 12 and 14. At the start of these Rounds, you receive the Food.*

### **Foreign Labor**

(Cost 2F, Req. Stone House, G65916)

*Place 1 Guest token on each of the next 3 even Round spaces. At the start of these Rounds, you receive the Guest (which you may place as you would a person).*

### **Foresight**

(Req. 2 Occupations, G66253)

*The next Improvement you play costs 2 Building resources less.*

### **Fruit Tart**

(Cost 2F, Req. Oven, 1 VP, G64657)

*When you take the "Take 1 Grain" or "Take 1 Vegetable" action, you may also take the "Bake bread" action.*

### **Giant Scarecrow**

(Cost 2W, 1 VP, G65842)

*Take Grain from the supply and not your Grain field whenever you harvest them - you keep the Grain on the fields.*

### **Grain Shrine**

(Cost 1W 1C 1S, 2 VP, G69020)

*At the end of rounds 8, and 10, you receive 1 Sheep for each Grain field that you have, and you may convert up to 3 Grain in your supply to Wood at a 1:2 ratio.*

### **Guest Plow**

(Cost 1W, G66967)

*Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional Field for each of your empty Rooms.*

### **Harvest Totem**

(Cost 1W, Req. 1 Grain Field, 1 VP, G67324)

*Whenever you play an Occupation, you receive 1 Wild Boar afterward.*

### **Heavy Cart**

(Cost 2W, Req. 2 Animals, G66284)

*Whenever you take Building resources from an Action space, you receive 1 additional resource of 1 of the taken types.*

### **Ice Cooler**

(Cost 1C, Req. Wood Hut, G66201)

*When you play this card, you receive 3 food. After playing this card, the next player to have a Stone house (who currently doesn't have a Stone house) receives 2 Bonus points.*

### **Imported Timber**

(Cost 1W, Req. No Occupations, G67184)

*When you play this card, you may immediately take a "Fences" action and pay 1 Wood less for each completed Round of the game.*

### **Leftovers**

(Req. 3 Occupations, G66489)

*After the Feeding phase, you may put 1 Food from your supply to a farm-yard space within a pasture. You can have a maximum of 1 Food for each pasture. At the end of the game, each Food is worth 1 Bonus point.*

### **Lorelei**

(Cost 1S, 1 VP, G66186)

*Whenever any player uses the "Fishing" Action space, you may pay that player 1 Food to receive 1 Grain.*

### **Magnet**

(Cost 1S, 1 VP, G64915)

*At the end of each round, if you have no Stone in your supply, you may take 1 Stone from an accumulating Stone Action space.*

### **Mangrove Tree**

(Cost 1W, Req. 1 Occupation, G67867)

*Whenever you use a Person to take either the Take 1 Reed" accumulation action space or the "Fishing" action space, you receive 1 Wood from the supply.*

### **Market**

(Cost 2W 2C, G68562)

*When you play this card, you receive 1 Grain, 1 Vegetable and 2 Food.*

### **Master Oven**

(Cost 2C 2S, Req. 4 Occupations, 3 VP, G68998)

*Whenever you use a Bread baking action, you can use the Master Oven to convert up to 2 Grain into 5 Food each. When you play this card, you can immediately take the "Bake bread" action.*

### **Overgrown Pond**

(Req. 3 Occupations, G62433)

*Alternate placing 1 Wood and 1 Food on the next 4 Round spaces. Start with the item of your choice. At the start of these rounds, you receive the item.*

### **Oyster Recipe**

(Req. 3 Occupations, G66341)

*Whenever you take the "Fishing" Action space, you may have one pair of animals on your farmyard breed.*

### **Paper Oven**

(Cost 2C, 1 VP, G68331)

*Whenever you take the "Bake bread" action, you can pay 1 Reed to use the Paper Oven to turn exactly 1 Grain into 6 food. When you play this card, you can immediately take the "Bake bread" action.*

### **Plow Feast**

(Req. 3 Occupations, 1 VP, G68857)

*When you play this card, each player may immediately pay 1 Food to the general supply and place 1 Food on the "1 Grain" action space, to Plow 1 Field.*

### **Plowman's Lunch**

(Cost 1 Vegetable / 2 Grain, 1 VP, G65880)

*Whenever you use the "Bake Bread" Action, you may pay 1 Food to Plow 1 Field.*

### **Potatoes**

(Req. 2 Plowed Fields, G6509)

*Place 1 Food on the next 3 Round spaces. At the start of these Rounds, you receive the Food.*

### **Private Oven**

(Cost 2C 1S, Req. 1 Stable, 2 VP, G68287)

*Whenever you take the "Bake bread" action, you can use the Private Oven to turn exactly 1 grain into 5 food. When you play this card, you can immediately take the "Bake bread" action.*



### **River Mill**

(Cost 1W 2C 1R 2S, 2 VP, G68832)

*After the Field phase of a Harvest, each player may place 1 Grain from their supply on the River Mill to gain 4 Food. You cannot use these Grain, but you receive 1 Bonus point for every 2 Grain on the card at the end of the game.*

### **Runestone**

(Cost 2S, 1 VP, G66479)

*At the end of Round 10 and 12 you may take a Field phase and a Breeding phase on your farm. This does not count as a Harvest.*

### **Sapling**

(Cost 2W, G68496)

*Add 5 to the current Round number and place 6 Wood on the corresponding Round space. At the start of that Round you receive the Wood.*

### **Scrapyard Plow**

(Cost 1W, Req. 1 Occupation, G66045)

*Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action spaces, you may discard 1 Minor Improvement from your hand to Plow 1 additional field.*

### **Self Pasture**

(G66157)

*For each Sheep in your farmyard, this card can hold 1 Wild Boar or 1 Cattle.*

### **Shepherd's Kitchen**

(Cost 1C, Req. 1 Sheep, 1 VP, G62511)

*At any time, you can convert 1 Sheep to 2 Food.*

### **Story Books**

(Cost 1W 1R, G67012)

*At the end of any Work phase in which you have taken a "Family Growth" action, you may receive 1 Animal of your choice.*

### **Sunflower Farm**

(Cost 1 Grain, Req. 2 empty fields, G68678)

*At the end of game, if you harvest at least 4 Grain during the final Harvest, you receive 1 Bonus Point per harvested Grain.*

### **Tide Mill**

(Cost 3C, 2 VP, G64776)

*Once in a Round, you may return 1 Grain to the supply and place 3 Food on the next Round space. At the start of this Round, you receive the Food.*

### **Underground Shed**

(Cost 1W, Req. Return The Well, G68682)

*You may immediately build up to 4 stables for free.*

### **Wild Fruit**

(Req. 2 Occupations, 1 VP, G6609)

*Place 3 Food on this card from the general supply. Whenever you receive Grain or Vegetables outside of a Harvest, take 1 Food from this card.*

### **Woodwork**

(Cost 1W, G6337)

*Whenever you use the "Build stable(s)" action or the "Build fences" action on an Action space, you can take both the "Build stable(s)" and "Build fences" action.*

## **G7**

### **Art**

(Cost 2W 1R, Req. Stone house, 3 VP, G74398)  
*(This card has no effect.)*

### **Cabbage**

(Cost 1C, Req. Pottery, 1 VP, G86960)  
*Place 1 Vegetable on each of the next 2 Round spaces. At the start of these rounds, you receive the Vegetable.*

### **Pepper Patch**

(Cost 1W, tmp2)  
*On this card, you can plant Vegetables as you would on a Field. If you do so, place 1 additional Vegetable on it. (This card does not count as a field when scoring.)*

### **Tunnel**

(Cost 1S, Req. 2 Occupations, G75957)  
*You can place exactly 2 people immediately after one another, if at least one of them uses a Stone accumulation space.*

### **Viking Ship**

(Cost 2W, Req. 2 Occupations, G75958)  
*Whenever you use the "Fishing" Action space, you can pay 2 Food from the space to the Supply and receive 1 Building resource of your choice and a Guest token that can be used in the following round.*

## **G8**

### **Coal Pit**

(Req. 2 Occupations, 1 VP, G89900)  
*Whenever you use the "Day Laborer" Action space, you receive 1 Building resource of your choice.*

## **Postbox**

(G810975)

*Whenever you play a passing card you receive 1 Bonus point.*

## **Unassigned**

### **Bookmark**

(Cost 1W, U001)

*Add 3 to the current round and place a marker on the corresponding Round space. At the start of that round, you may play 1 Occupation for free.*

### **Caravan**

(Req. All farmyard spaces are used, U002)

*This card provides room for 1 Family member.*

### **Consolation Prize**

(Cost 1F, U003)

*You receive 1 building resource of each type in which all the revealed respective Accumulation spaces are occupied. (To receive Stone, at least 1 Stone Accumulation space must be revealed.) AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

### **Garden Statue**

(Cost 2C, U004)

*Pile (from bottom to top) 1 Vegetable, Stone, Grain, Stone, Grain on this card. You receive the top item when you use the "Day Laborer" Action space.*

### **Investments**

(U005)

*You immediately receive 1 building resource of each type in which you have 5 or more building resources of that type in your supply. AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND*

## **Jungle**

(Req. 2 Occupations, 1 VP, U006)

*At the start of each Round, add 1 Food to one of the Wood accumulation spaces with the fewest Wood.*

## **Mattock**

(Cost 1W, U007)

*Whenever you receive Reed or Stone from an Action space, you receive 1 additional Clay.*

## **Muddy Bog**

(Req. 2 Occupations, 1 VP, U008)

*Place 1 Clay each on the next 2 Round spaces. At the start of each round, you receive the Clay.*

## **Sleight of Hand**

(Req. 3 Occupations, U009)

*When you play this card, you may return up to 4 building resources in exchange for the same amount of building resources of your choice.*

## **Writing Chamber**

(Cost 2W, U010)

*During scoring, you get a number of Bonus points equal to the number of negative points you have, to a maximum of 3 Bonus points.*

# **Major Improvements**

## **A**

### **Basketmaker's Workshop**

(Cost 2R 2S, 2 VP, A9)

*In each harvest, you can use the Basketmaker's Workshop to convert exactly 1 reed to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 reed.*

## Clay Oven

(Cost 3C 1S, 2 VP, A5)

*Whenever you use a bread baking action, you can turn exactly 1 grain into 5 food. When you take this card, you can also bake bread immediately.*

- When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- Is an oven.

## Cooking Hearth

(Cost 4C / Fireplace, 1 VP, A3)

*At any time, you may convert goods to food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.*

- If you upgrade the Fireplace A1/A2 major improvement, the card is returned to the major improvements board. If the minor improvement Simple FireplaceE20 is upgraded, it is removed from the game.
- You can own more than one Cooking Hearth.
- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

## Cooking Hearth

(Cost 5C / Fireplace, 1 VP, A4)

*At any time, you may convert goods to food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.*

- If you upgrade the Fireplace A1/A2 major improvement, the card is returned to the major improvements board. If the minor improvement Simple FireplaceE20 is upgraded, it is removed from the game.
- You can own more than one Cooking Hearth.
- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

## Fireplace

(Cost 2C, 1 VP, A1)

*At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 2 food; wild boar → 2 food; cattle → 3 food. Whenever you use a bread baking action, you may convert: grain → 2 food.*

- You can own more than one Fireplace.
- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.

- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

### **Fireplace**

(Cost 3C, 1 VP, A2)

*At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 2 food; wild boar → 2 food; cattle → 3 food. Whenever you use a bread baking action, you may convert: grain → 2 food.*

- You can own more than one Fireplace.
- With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock E19.
- Is a cooking improvement and a baking improvement, but not an oven.
- You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

### **Joinery**

(Cost 2W 2S, 2 VP, A7)

*In each harvest, you can use the Joinery to convert exactly 1 wood to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 wood.*



- At the end of the game, wood on the Copse I78 and the Forester K278 counts.
- Wood on the Basin Maker K273 does not count.
- Wood on the Resource Seller K310 does not count.

### **Pottery**

(Cost 2C 2S, 2 VP, A8)

*In each harvest, you can use the Pottery to convert exactly 1 clay to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 clay.*

### **Stone Oven**

(Cost 3S 1C, 3 VP, A6)

*Whenever you use a bread baking action, you can turn up to 2 grain into 4 food each. When you take this card, you can bake bread immediately.*

- When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- Is an oven.

### **Well**

(Cost 3S 1W, 4 VP, A10)

*Place 1 food from the general supply on each of the next 5 round spaces. At the start of these rounds, you receive the food.*