This is a complete list of minor improvements and occupations in the game Agricola.
Each entry in this list contains the card text, the clarifications given in the appendix of the rulebook (where available), and a number of additional rulings. Many of these rulings are based on clarifications by Uwe Rosenberg, the game author, and Hanno Girke of Lookout Games. New rulings will be added when they’re posted on BoardGameGeek or the Lookout-Games.de forums.

Some of the rulings have been made up entirely by me. These rulings are entirely unofficial, and can be changed at all times, for example when the game author contradicts them. These unofficial rulings are enclosed in hooks like this and can be accepted or ignored as you wish.

This document is based on the German second edition of the game. The translation is based on (but not the same as) the translation by Melissa Rogerson.

1 Improvements

Fireplace \((1\text{VP. Cost }2\text{C}/3\text{C})\) A1/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 bake bread, 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 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 \((1\text{VP. Cost }4\text{C}/5\text{C or fireplace})\) A3/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 bake bread, 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 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.

Clay Oven \((2\text{VP. Cost }3\text{C }1\text{S})\) A5
Whenever you bake bread, 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.

Stone Oven \((3\text{VP. Cost }3\text{S }1\text{C})\) A6
Whenever you bake bread, 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.

Joinery \((2\text{VP. Cost }2\text{W }2\text{S})\) 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 and Resource Seller K310 does not count.
Pottery  
**A8**  
(2VP. Cost 2C 2S.)  
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.

Basketmaker’s Workshop  
**A9**  
(2VP. Cost 2R 2S.)  
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.

Well  
**A10**  
(4VP. Cost 3S 1W.)  
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.

Field  
**E11**  
(Cost 1F.)  
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 **E68** when you play this card.
⇒ In a solo game, this card is removed from the game after you play it.

Fishing Rod  
**E12**  
(Cost 1W.)  
Whenever you use the “Fishing” action space, you receive 1 additional food. From round 8, you receive 2 additional food.

Ax  
**E13**  
(Cost 1W 1S.)  
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.
⇒ If besides the Axe, you also have the Carpenter **E218**, you may not use both cards for the same room.
⇒ If you build more than one room, you can choose a different card for each room.
⇒ After you’ve used the Axe, you may use the Clay Roof **E36**, Ladder **I91**, Straw-thatched Roof **I99**, Brushwood Roof **K136**, Thatcher **E157**, Brushwood Collector **K294**, and/or Wood Carver **K301** to further change the cost of the room.

Baker’s Oven  
**E14**  
(3VP. Return 1 oven.)  
Whenever you bake bread, 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 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.
⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.

Baking Tray  
**E15**  
(Cost 1W.)  
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.

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, who adds it to their hand.
⇒ In a solo game, this card is removed from the game after you play it.

Windmill  
**E17**  
(2VP. Cost 3W 1S.)  
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.

Bean Field  
**E18**  
(1VP. Req 2 occ.)  
When you sow, you can plant vegetables on this card as though it were a field.
⇒ Does not count as a field when scoring.
⇒ 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.

Gypsy’s Crock  
**E19**  
(1VP. Cost 2C.)  
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.

Simple Fireplace  
**E20**  
(1VP. Cost 1C.)  
At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 1 food; wild boar → 2 food; cattle → 3 food. Whenever you bake bread, you may convert: grain → 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 not an oven.
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⇒ 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.

**Half-timbered House**  (Cost 1W 1C 1B 25.)  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

**Raft**  (1VP. Cost 2W.)  E22
Whenever you use the “Fishing” action space, you receive an additional 1 food or 1 reed.

**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.

**Animal Pen**  (1VP. Cost 2W. Req 4 occ.)  E24
Place 2 food on each remaining round space. At the start of each round, you receive the food.

**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.

**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.

**Wood-fired Oven**  (2VP. Cost 3W 1S.)  E27
Whenever you bake bread, 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 bake bread immediately.
⇒ If you use both cards to leave 3 wood on each wood, you receive an additional 1 food and 1 reed.
⇒ If you also have the Stablemaster E208, the Shepherd’s Pipe has no effect on the unfenced stable for which the Stablemaster is used, but it still affects your other unfenced stables.
⇒ [Also increases the capacity of the Animal Yard E58 and the Wildlife Reserve I102.]

**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.
⇒ If there is less than 2 wood on the action space, you can choose instead to take the Pottery. You cannot take the Pottery if another player already has taken it.

**Canoe**  (1VP. Cost 2W. Req 2 occ.)  E30
Whenever you use the “Fishing” action space, you receive an additional 1 food and 1 reed.

**Carp Pond**  (1VP. Req 2 impr 1 occ.)  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.

**Potato Dibber**  (Cost 1W.)  E32
Whenever you sow fields with vegetables, place 1 additional vegetable from the general supply on each newly sown stack of vegetables.
⇒ Additional vegetables are also placed on Bean Field E18, Turnip Field K137 and Lettuce Patch E47.

**Ceramics**  (Cost 1C. Req 1 occ.)  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.

**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 Piece-worker 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 when you receive additional wood from e.g. the Wood Cart.

**Corn Scoop**  (Cost 1W.)  E35
Whenever you use the “Take 1 Grain” action space, you receive 1 additional grain.

**Clay Roof**  (1VP. Req 1 occ.)  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 reeds and 1 clay instead of the 2 reeds required.
⇒ Can be used for every room you build, if you build more than 1 room.
⇒ If 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 may 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, or, alternatively, you may build some rooms for 5 clay & 2 reeds and other rooms for 2 clay, 1 wood, and 1 reeds.
⇒ If besides the Clay Supports, you also have the Clay Plasterer I241 and/or Carpenter E218, you may use only one of these three cards 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 Supports, you may use the Clay Roof E36, Ladder I91, Straw-thatched Roof I99, Brushwood Roof K136, Thatcher E157, Bricklayer I243, Frame Builder K272, and/or Brushwood Collector K294 to further change the cost of the room.

Madonna Statue (2VP. Return 2 impr.) 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.

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.

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.

Millstone (Cost 1W.) 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 any oven, the Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Baker’s Kitchen I65, or Bakehouse K106 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.

Helpful Neighbours (Cost 1W or 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.

Fruit Tree (1VP. Req 3 occ.) 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.

Outhouse (2VP. Cost 1W 1C.) 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.

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.
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**Sack Cart**

(Cost 2W. Req 2 occ.) E46

Place 1 grain each on the spaces 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.

**Lettuce Patch**

(1VP. Req 3 occ.) 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.

⇒ 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 do this.]

⇒ 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.

**Reed Pond**

(1VP. Req 3 occ.) E48

Place 1 reed each on the next 3 remaining round spaces. At the start of each round, you receive the reed.

**Writing Desk**

(1VP. Cost 1W. Req 2 occ.) 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.

⇒ [It 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.]

**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.]

**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.]

**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.

**Quarry**

(2VP. Req 4 occ.) E54

Whenever you use the “Day Labourer” action space, you receive an additional 3 stone.

**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.

⇒ [You may use the Brushwood Roof K136, Clay Roof E36, Ladder 191, Straw-thatched Roof I99, Brushwood Collector K294, Stonecutter E211, Frame Builder K272 and Thatcher E157 to change the cost of this card.]

⇒ [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 “Stone” action spaces that become available in rounds 5–7 and 10–11, you receive 1 additional stone.

**Dovecote**

(2VP. Cost 2S.) E57

Place 1 food each on the spaces 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.

**Animal Yard**

(1VP. Cost 2W. Req 1 occ.) 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. It is also increased by the Shepherd’s Pipe E29, if at least one of the first 2 animals on this card is a sheep.]

**Drinking Trough**

(1VP. Cost 2W.) E59

Each pasture (with or without a stable) can hold up to 2 more animals.

⇒ [Does not increase the capacity of an unfenced stable.]

⇒ [Also increases the capacity of the Animal Yard E58 and the Wildlife Reserve I102.]

**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 Fireplace A1/A2, Cooking Hearth
A3/A4. Cooking Corner I85, Butcher I247 or Meat Seller E162
⇒ In a solo game, this card is removed from the game after you play it.

Riding Plough  
(Cost 4W. Req 3 occ.) 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.
⇒ Each time you use a ploughing action space, you may only use one card out of the ploughs and the Harrow I68.

Turnwrest Plough  
(Cost 3W. Req 2 occ.) 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.
⇒ 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.
⇒ Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow I68.

Moldboard Plough  
(Cost 2W. Req 1 occ.) 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.
⇒ Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow I68.

Alms  
(Req no occ.) 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.

Baker’s Kitchen  
(4VP. Cost 2W. Return oven.) I65
Whenever you bake bread, 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.
⇒ The Baker’s Kitchen is 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.

Village Well  
(5VP. Return Well.) 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.

Threshing Board  
(1VP. Cost 2W. Req 2 occ.) I67
Whenever you use the “Plough 1 Field” or “Plough Field and Sow” action spaces, you can additionally bake bread.

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 five ploughs.
⇒ You may not deny other players the right to use the Harrow.

Strawberry Patch  
(2VP. Cost 2 veg fields.) 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.

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.

Holiday House  
(8VP. Cost 3W or 3C. 2R.) 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.

Goose Pond  
(1VP. Req 3 occ.)  I72

Place 1 food each on the next 4 remaining round spaces. At the start of these rounds, you receive the food.

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 if you use the guest in the last round.

⇒ In a solo game, this card is removed from the game after you play it.

Grain Cart  
(Cost 2W. Req 2 occ.)  I74

Whenever you use the “Take 1 Grain” action space, you receive 2 additional grain.

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.

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.

⇒ The Bean Field E18, Lettuce Patch E47, Turnip Field K137, and Acreage K105 do not count as fields. 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.

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.

Copse  
(1VP. Cost 2W. Req 1 occ.)  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.

Wood Cart  
(Cost 2W. Req 2 occ.)  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 1253, 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 Card on the action space to use another of those cards.

Spinney  
(1VP. Cost 1W. Req 3 occ.)  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.

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.
You may use the Brushwood Roof K136. Clay Roof E36, Ladder I91, Straw-thatched Roof I99, Brushwood Collector K294, and Thatcher E157 to change the cost of this card.

You can also use the Carpenter E218 or Axe E13 to change the cost of this card; the lower price of the Wooden Hut Extension compared to a regular room building action is not taken into account in the new price. E.g. if you use the Carpenter, you now need 2 reeds.

When using the “Family Growth” 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 Crane (1VP. Cost 3W.) 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 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 be awarded per game (not 2 bonus points per played street).

Chicken Coop (1VP. Cost 2W or 2C, 1R.) 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.

Cooking Corner (2VP. Return 1 cooking hearth.) 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 bake bread, 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 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.

Corn Storehouse (1VP. Cost 2W or 2C, 2R.) 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.

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.

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 in your first turn in the work phase, you may play your third person in your second turn.

⇒ You cannot place more than two people in the same 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.

Clay Path (1VP. Cost 3 C.) 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 be 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.

Planter Box (Req 2 occ.) 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.

Ladder  (Cost 2W.)  191
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.]

Manure  (Req 2 animals.)  192
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 Gardner I226, but not the Cube Cutter Z335.]
⇒ 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 Ö21.]

Milking Shed  (2VP. Cost 3W 2C.)  193
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 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.

Paved Road  (2VP. Cost 5W.)  194
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 be 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.]

Fish Trap  (Cost 1W.)  195
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 turn. 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 games if you take reed.]
⇒ [Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player games and the action space “1 Reed, Stone, and Food” in 4-player games.]
⇒ Is not activated when you play the Reed Exchange I96 or Helpful Neighbours E42, or use the Reed Buyer I251, Reed Collector E205, for 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.]

Reed Exchange  (Cost 2W or 2C.)  196
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 Fisher I248.
⇒ [In a solo game, this card is removed from the game after you play it.]

Slaughterhouse  (2VP. Cost 2S.)  197
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 the current turn order.]

Schnaps Distillery  (2VP. Cost 1 veg 2S.)  198
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.

\[\text{Distilling schnaps does not count as baking and does not activate the Spices E25.}\]

**Straw-thatched Roof**

(1VP. Req 3 grain fields.) 199

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 Straw-thatched Roof for the same action.

**Tavern**

(2VP. Cost 2W 2S.) 1100

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 I121 or as prerequisite for the Carp Pond E31.]

**Animal Feed**

(Req 4 planted fields.) 1101

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.
- 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 178, 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 even before returning the borrowed animals.

**Wildlife Reserve**

(1VP. Cost 2W. Req 2 occ.) 1102

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.

**Water Mill**

(2VP. Cost 1W 2C 1R 2S.) 1103

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.) 1104

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 Pieceworker K268.
- In a solo game, this card is removed from the game after you play it.

**Acreage**

(Req 1 occ.) 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 plant one grain field on this card. [You may then in a later sowing action plant another grain here.]
- 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.

**Bakehouse**

(5VP. Cost 3S. Return 1 oven.) K106

Whenever you bake bread, 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 I15 may not be upgraded to a Bakehouse.
- Is not an oven.
- [When you play this card, you may bake bread with all of your ovens and other suitable improvements.]

**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.]
Beehive  (1VP. Req 2 impr 3 occ.) 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 (because of upgrading or Madonna Statue do not count.)

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.

Brewery  (2VP. Costs 2 grain 2S.) 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.

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.

Bookshelf  (1VP. Cost 1W. Req 3 occ.) 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 E40 to play two occupation cards, the additional 3 food is distributed twice.

Flail  (Cost 1W. Req 1 occ.) K113
Whenever you use the “Plough 1 Field” or “Plough Field and Sow” action spaces, you can additionally bake bread.

Duck Pond  (1VP. Req 2 occ.) K114
Place 1 food on each of the next 3 round spaces. At the start of these rounds, you receive the food.

Swing Plough  (Cost 3W. Req 3 occ.) 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.
⇒ Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow I68.

Granary  (1VP. Cost 3W or 3C.) K116
Place 1 grain each on the spaces 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, Piecemaker 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  (1VP. Cost 2W. Req 1 occ.) 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.

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 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 Smallholder K286.
⇒ 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 Forster K278, you place 1 additional wood for each wood you plant.
⇒ The House Goat K120 and Horse K135 do not count as animals for the requirement to play this card.

Crooked Plough  (Cost 3W. Req 1 occ.) 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.
⇒ Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow 168.

**House Goat** *(1VP) 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 for prerequisites of minor improvements.

**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** *(3VP. Return Joinery.) 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.]

**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 168 that has been played by any player.
⇒ You may choose to plough fewer fields.

**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.

**Landing Net** *(Cost 1L.) 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 turn. 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 games if you take reed.
⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player games and the action space “1 Reed, Stone, and Food” in 4-player games, 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.

**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 178 or the Forester K278.

Cooking Hearth (1 VP. Return 1 fireplace.) 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 bake bread, 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 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.

Herb Garden (1 VP. Req 1 veg field.) 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.

Clay Pit (1 VP. Req 3 occ.) K131
Whenever you use the “Day Labourer” action space, you receive 3 additional clay.

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.

You may use the Brushwood Roof K136, Clay Roof E36, Ladder 191, Straw-thatched Roof 199, Brushwood Collector K294, Frame Builder K272 and/or Thatcher E157 to change the cost of this card.

You can also use the Carpenter E218, Clay Plasterer 1241, or Clay Supports E37 to change the cost of this card; the lower price of the Clay Hut Extension compared to a regular room building action is not taken into account in the new price. E.g. if you use the Carpenter, you now need 2 reeds.

In a solo game, this card is removed from the game after you play it.

Milking Stool (Cost 1W. Req 2 occ.) 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 (1 VP. Cost 3W. Req 2 cattle.) 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.

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.

Brushwood Roof (Req 2 occ.) 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.
Turnip Field

Turnip Field (1VP, Req 3 occ.) 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.
⇒ Does not count as a field when scoring.
⇒ When 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.

Reed Hut

Reed Hut (1VP, Cost 4R 1W.) 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 Acreage.
⇒ The occupant of the Reed Hut does not count as a family growth action.
⇒ The former occupant of the Reed Hut counts as a new family member.
⇒ The wild boar on this card are included when scoring wild boar.
⇒ Does not count as a pasture when scoring.
⇒ The wild boar on this card are included when scoring wild boar.
⇒ The wild boar on this card are included when scoring wild boar.

Sleeping Corner

Sleeping Corner (1VP, Cost 1W, Req 2 grain fields.) 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.
⇒ 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.

Swan Lake

Swan Lake (1VP, Req 4 occ.) K140
Place 1 food each on the next 5 remaining round spaces. At the start of these rounds, you receive the food.

Boar Breeding

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 Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Butcher I247 or Meat Seller E162.
⇒ In a solo game, this card is removed from the game after you play it.

Stone Cart

Stone Cart (Cost 2W or 2C.) K142
Place 1 stone on each remaining even-numbered round spaces. At the start of these rounds, you receive the stone.

Stone Exchange

Stone Exchange (Cost 2W or 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.

Mansion

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.

Forest Pasture

Forest Pasture (1VP, Req 2 occ.) 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.

Loom

Loom (1VP, Cost 2W, Req 2 occ.) 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.

Stump-Jump Plough

Stump-Jump Plough (Cost 2W.) Z313
Once you live in a clay hut or stone house, whenever you use a person’s action to take wood you can pay 1 food to also plow 1 field.
⇒ Is activated when you use an action space on which wood is placed each turn. 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 not activated when you receive wood because of a minor improvement or occupation.

Keg

Once all the people have been placed in this round, you may place a guest marker to carry out an additional action. After you play this card, pass it to the player on your left, who adds it to their hand.

The guest is played after all family members, other guests, and the occupant of the Reed Hut K138, but before the Countryman K289 or Acrobat K269 are used.

The action performed by a guest counts for the Church Warden I227.

The guest does not need to be fed during harvest time.

This card is passed to the left immediately when it has been played. The next player may use the keg the same turn.

In a solo game, this card is removed from the game after you play it.

Brewer’s Copper

During the feeding phase of each harvest, you can use the Brewer’s Copper to convert at most 1 grain to 2 food. At the end of the game, you receive 1 bonus point if you have at least 7 grain.

Using the Brewer’s Copper does not count as baking.

Bust

This card cannot be played once all other players have 2 or more occupations (3 occupations in a 3-player game, 4 occupations in a 2-player game).

In a 1-player game, you can always play this card.

Family Portrait

Pay 2 food for each of your family members, and receive a total of 4 bonus points. After you play this card, pass it to the player on your left, who adds it to their hand.

Write the bonus points on the scoring pad.

You do not have to pay for guests or the occupant of the Reed Hut K138.

In a solo game, this card is removed from the game after you play it.

Barbecue

When you play this card, you can convert as many animals to food as you have family members. For each sheep, you receive 3 food; for each wild boar, 4; and for each cattle, 5. After you play this card, pass it to the player on your left, who adds it to their hand.

You do not need a cooking improvement to convert the animals to food.

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

You may convert fewer animals to food than you have family members.

In a solo game, this card is removed from the game after you play it.

Pumpkin Seed Oil

Three times during the game (but at most once per round), you can place 1 vegetable from your personal supply on this card and receive 3 food in exchange. The vegetables on this card are counted in the scoring at the end of the game.

You do not need a cooking improvement to exchange the vegetable for food.

A harvest counts as part of the preceding round.

Placing a vegetable on this card does not count as sowing.

The Bean Field E18, Lettuce Patch E47, and Turnip Field K137 count as prerequisites for the Pumpkin Seed Oil, if there are vegetable markers on those cards.

The Giant Pumpkin Z323, Seed Trader Z332, and Grocer E184 do not count as prerequisites.

Placing a vegetable on this card does not activate the Spices E25.

Maypole

Play this card before the end of round 4. When you play this card, place one of your unbuilt fences upright on an unused farmyard space. If you have not knocked it over by the end of the game, it is worth 2 bonus points.

The farmyard space counts as used, even if the fence is knocked over, in which case, it remains on the farmyard space.

The farmyard space cannot be used for anything else until the end of the game.

If another player knocks the fence over, you can re-place it.

Placing the Maypole does not count as building fences.

Ranch

For each round that has not yet begun when you play this card, you receive 1 bonus point and 2 food.

Write down the bonus point(s) on the scoring pad immediately.

Dozing Bull

As long as you have at least 1 cattle in your farm, you can knock down your fences and rebuild them at any time, for no cost.

Your animals do not run away.

Fences must always be placed according to the rules.

Rebuilding fences does not activate the Animal Breeder K307, Hedge Keeper E175, Farmer E160, Stablehand E207, and Shepherd’s Crook I77, or another player’s Fencer I264.

When you rebuild the fences, you must use the same number of fences. You may not remove fences from your farm.
Giant Pumpkin Z323
Place 1 vegetable from your own supply on this card. At any time, you can harvest this vegetable and convert it to food. If it is still on the card at the end of the game, you receive 2 bonus points.
⇒ You can count the vegetable in scoring at the end of the game.
⇒ If you have to place the vegetable immediately when you play the Giant Pumpkin; you cannot play this card if you do not have a vegetable.
⇒ You may not place another vegetable on this card after you have harvested the first.
⇒ When you harvest the vegetable, you have to convert it to food immediately. You may not add it to your supply or sow it.
⇒ The Giant Pumpkin does not count as a field, and is not harvested during the field phase of a harvest. You cannot use the Gardener I226 for the Giant Pumpkin.

Scarecrow (Req 2 empty fields) Z324
Whenever you sow, you can pay 1 wood and sow 2 grain instead of 1 on an empty field.
⇒ You can use this card once for every sowing action.
⇒ If you also have the Planter Box I90, Liquid Manure K118, Fieldsman I219, or Smallholder K286, you may add extra grain to both stacks when you sow. The field for which you use the Scarecrow counts as 2 fields for the Fieldsman and Smallholder.
⇒ In each harvest, you take one grain from each of the stacks.
⇒ The Bean Field E18, Lettuce Patch E47, and Turnip Field K137 count as prerequisites for the Scarecrow, if there are no vegetables on them. The Acreage K105 counts as two empty fields if there are no markers on it, and as one empty field if there is one field planted on it.
⇒ The Copse I78, Forester K278, Vineyard Ö21, and Giant Pumpkin Z323 do not count as prerequisites.
⇒ You cannot use the Scarecrow to sow extra grain on the Acreage, or extra goods on the Copse, Forester, or Vineyard.
⇒ Fields that have two stacks of grain on them count as two fields for prerequisites. They count as 1 field during the final scoring.
⇒ When both stacks of grain have been completely harvested, you can only sow 1 grain on the field with your next sowing action, unless you use the Scarecrow again for that field.

Clay Deposit (Req 3 occ.) 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.

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.

Pelts (Req 3 occ.) 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.

Coffee House (2VP. Cost 1W 1C 1S.) Ö13
The Coffee House is an action space for all players. Whenever a player uses the Coffee House, that player and the card’s owner each receive 1 food from the general supply. In the next round, the person from this space can be placed before the starting player places his first person.
⇒ If you use this card yourself, you receive 2 food.
⇒ The person from the Coffee House is placed before using the Taster I260. The taster still pays to the original starting player.
⇒ The Coffee House counts as played improvement, e.g., for the Village Elder I221 or as prerequisite for the Carp Pond E31.

Spielefest (2VP. Cost 2W 3F. Req 3 occ.) Ö14
The Spielefest is an action space for all players. Whenever a player visits the Spielefest, he pays the owner of this card 1 food and receives 2 bonus points.
⇒ You can visit the Spielefest yourself. [If you do, you do not need to have or to pay any food.]
⇒ The Spielefest counts as played improvement, e.g., for the Village Elder I221 or as prerequisite for the Carp Pond E31.

Farmers’ Ball (1VP. Req 3 occ.) Ö15
When this card is played, each player who immediately pays 5 food into the general supply receives 3 bonus points.
⇒ Before paying 5 food, each player has the chance to convert goods to food.

Neutrality (Req 2 occ.) Ö16
In the next round, you can only place your people after the other players have placed all of theirs. For each person that you place late, you receive 1 bonus point.
1. Improvements

⇒ If you would have placed a number of your people after all other player's people anyway, e.g. because you are last in player order or because you have more family members than anyone else, you do not receive bonus points for them.
⇒ You place your people after all guests of other players, including the one from the Keg Z314, but before the Countryman K289 or Acrobat K269 are used.
⇒ You may not use the Taster 1260 next round. If you use the Coffee House Ö13 this round, you may not place that person first.

Guest Worker (1VP. Req more rooms than people.) Ö17
Take a Guest marker. From the next round, you can place this as you would a family member. The guest worker can use the most recent round card even if it has already been taken. He occupies a room in your home and must be fed with 2 food during the feeding phase of each harvest.
⇒ The most recent round card is always the one corresponding to the current round, even if the Chamberlain 1238 has been played.
⇒ The guest worker may also be placed on another available action space, but in that case it has to be unoccupied.
⇒ The guest worker does not count as a family member when scoring or for the Ratcatcher E198, Midwife I232, Barbecue Z318, or Family Portrait Z317, but its action does count for the Church Warden I227.
⇒ Playing the Guest Worker is not a family growth action.
⇒ The guest worker must be placed before the occupant of the Reed Hut K138 and the guest received from the Keg Z314.
⇒ If the most recent round card is “1 Stone”, “1 Sheep”, “1 Wild Boar”, or “1 Cattle”, and there are no goods on the space because another player took them earlier in the round, you can still use that action in this round, but you don’t receive any goods from the action space.

Schnitzel Mallet (12. Req 2 occ.) Ö18
For each cattle that you turn to food using a cooking improvement, you receive 1 additional food and 1 bonus point.

Compulsory Education (Req 1 occ.) Ö19
Whenever you have family growth, you can pay 1 food to immediately play an occupation.
⇒ If you can also play a minor improvement, you must first play the occupation.
⇒ Is activated when you use the Wet Nurse K270, Lover K291, or Village Beauty Z325.

Emergency Housing (Cost 1W 1R. Req 1 stable.) Ö20
Select 1 of your built stables. It is now a room for one of your family members. The stable loses its original function, but it is still worth 1 additional point if fenced.
⇒ You can still keep animals in the pasture, as if the stable did not exist.
⇒ You may not build a second stable on that farmyard space.
⇒ Playing the Emergency Housing does not count as building a room and, for example, does not activate the Wet Nurse K270.
⇒ The stable only counts as a room when you have family growth (including when you use the Wet Nurse or Village Beauty Z325) or when you play the Guest Worker Ö17. It does not count as a room when renovating, scoring, or for other improvements and occupations.

Vineyard (1VP. Cost 1W 1S.) Ö21
Whenever you use the “Sow” action, you can plant up to 3 food on this card. Up to 3 stacks of food may be planted on it in total. These food are treated in the same way as sowed grain and are harvested during the harvest.
⇒ You place up to 3 food from your personal supply next to each other on this card, and pile additional food from the general supply on your own 1–3 food markers.
⇒ In each harvest, you take one food from each of the stacks.
⇒ It is allowed to choose an action space with a sowing action, only to sow food on the Vineyard.
⇒ This card does not count as a field when scoring.
⇒ If you may place 4 grain on a field when sowing, e.g. with an occupation, you also receive 4 food on each stack on the Vineyard; if you would receive 5 grain, you receive 5 food. If you have the Fieldsman I219, you get a total of 5 food on the card if you only plant 1 food on this card (and nothing elsewhere); if you plant 2 food (and nothing else), you receive 4 food on each stack.
⇒ The Smallholder K286 may not be used to plant extra food.
⇒ At the end of the game, the food is not counted as grain.

Unusual Architecture (1VP. Cost 2C.) Ö22
Whenever you extend your home with 1 or more rooms, you receive 2 food for each new room.

Lederhosen (Req 3 occ.) Ö23
For each sheep that you convert to food, place 1 food from the general supply on this card. If, at the end of the game, you have at least as many food on the Lederhosen as you have family members, you receive 2 bonus points; if you have twice as many, you receive 3 bonus points.
⇒ The food on the Lederhosen is not part of your supply. You cannot use it in any way.

Styrian Oak (Req 1 occ.) Ö24
Place 5 food from the general supply on the Styrian Oak. At the start of each round, you can return 1 food to the general supply. Once during the game, at any time, you can pay the number of food (0 to 5) remaining on the Styrian Oak to receive 6 wood from the supply.
⇒ The food on the Styrian Oak is not part of your supply. You cannot use it in any way.
Golden Hands  
(Cost 1F.) Č13
Whenever you play a minor or major improvement, you can replace exactly 1 building resource with another.
⇒ Building resources are wood, clay, reeds, and stone. [You cannot replace anything else (food, grain, vegetables, animals, etc.).]

School  
(1VP. Cost 1W 1C.) Č14
Whenever you can play 1 minor or major improvement, you can play 1 occupation instead. The price of the occupation is 1 food.
⇒ [You can also use the School on “minor improvement” actions.]

Beer Festival  
(Cost 1F. Req 3 persons.) Č15
You can bake bread immediately when you play this card. At the end of the game, you get 1 bonus point for every 3 food you have left, with a maximum of 3 points.

Wagenburg  Č16
You may place 1 fence on any number of your unused farmyard spaces. This costs 1 wood per fence. You may at any time return a fence from a farmyard space to your personal supply. Spaces with fences count as used at the end of the game.
⇒ [If you take fences back from your farm, you don’t get your wood back.]
⇒ [Farmyard spaces with fences also count as used during the game, e.g. for the Rancher Č140.]
⇒ [Does not activate the Hedge Keeper Č140.]

Chapel  
(1VP. Cost 2C.) Č17
The Chapel is an additional action space. Whenever a player uses it, they can discard up to 2 begging cards. Every begging card is paid with 1 stone, which is placed on the Chapel. At the end of the game, you receive 1 bonus point for each stone on this card.
⇒ [The stone on this card is not part of your personal supply.]
⇒ [The Chapel counts as played improvement, e.g. for the Village Elder Č121 or as prerequisite for the Carp Pond Č31.]

Hop Field  
(Req 1 empty field.) Č18
You can immediately pay 1 to 4 wood to place that many fences on one of your empty fields. This field is no longer suitable for sowing, but will be scored as a field at the end of the game. For each fence on the field you receive 1 food immediately and 1 bonus point at the end of the game.
⇒ [You cannot return fences from the field to your supply.]
⇒ [Does not activate the Hedge Keeper Č175.]

Wine Cellar  
(1VP. Cost 2S. Req 1 unfenced stable.) Č19
Immediately convert one of your unfenced stables to a wine cellar by turning it on its side. You can no longer keep animals in it. You receive 2 food from the general supply in the field phase of each harvest. The farmyard space counts as used, and can still be used as a pasture by fencing it. The wine cellar does not count as a stable.

Golem  
(1VP. Cost 2C. Req oven or cooking hearth.) Č20
Place the 2 clay that you paid on this card. At the start of each of the next 2 rounds, return 1 of the clay to the general supply. In these 2 rounds, you use the action space where you place your first person, twice in succession. For accumulating action spaces, this means that for the second action you receive the number of resources or food that is added at the start of each round.
⇒ [The clay on this card is not part of your personal supply.]
⇒ [You use only one person to take the double action.]
⇒ [The person counts only once for the Church Warden Č127.]
⇒ [Taking a double action is not optional. You may only use an action space that you are able to use twice. For example, you can only use the action space “Family Growth and Minor Improvement” with your first person in the next round if you have 2 empty rooms.]
⇒ [If you only pay 1 clay for the Golem, you can only take the double action once, and only in the next round.]
⇒ [If you use e.g. the Golden Hands Č13 to pay 1 clay and 1 other resource for the Golem, you also can take a double action only once, in the next round.]

Venus Figure  
(Cost 2C.) Č21
Whenever you use the action space “Family Growth and Minor Improvement”, you may carry out the family growth action twice in the same turn, using only 1 person.
⇒ This action space is revealed in round 5, 6, or 7.
⇒ You may only play 1 minor improvement.
⇒ [You cannot use the Venus Figure on the action space “Family Growth without Room”, or “1 Occupation or Family Growth” in the 5-player game, or when you carry out family growth because of a card.]
⇒ [The person counts only once for the Church Warden Č127.]

Bible  
(1VP. Cost 1W. Req 1 occ.) Č22
In the feeding phase of each harvest, each family member that has used one of the following action spaces in the preceding round consumes 1 fewer food: “Plough 1 Field”, “Plough Field and Sow”, “Take 1 Grain”, “Take 1 Vegetable”, and “Day Labourer”.
⇒ [If you also have the Cook Č181, it is possible that some of your family members do not consume food at all.]
⇒ [You can use this card to pay less food for the occupant of the Reed Hut Č138 or the Guest...
Worker O17, but you do not receive food if you take any of the actions with another guest.

⇒ You can only receive the discount once for each family member, even if they took one of the actions twice because of Countryman K289 or Golem C20.

⇒ If you use the Acrobat to move a person at the end of the round, you receive the discount for that person.

Hunger Wall (Cost 3C.) C23

In the feeding phase of each harvest, each player can pay 1 clay instead of 2 food to feed exactly 1 family member. Each paid clay is placed on this card. You receive 1 bonus point for every 2 clay on this card at the end of the game.

⇒ The clay on this card is not part of your personal supply.

⇒ If a player has the Bible C22, and all their family members need only 1 food, they can still use the Hunger Wall, but only to replace just 1 food with 1 clay.

⇒ In the solo game, you can replace 3 food with 1 clay.

Five-year Plan (Req 2 occ., 1 empty field) C24

Place a claim marker on an empty field. You cannot sow again on this field. It no longer counts as a field, but only as a used farmyard space. You may immediately sow on all of your other empty fields. Put 2 extra grain or vegetables on each stack that you plant.

⇒ You put extra grain on grain fields, and extra vegetables on vegetable fields.

2 Occupations

Land Agent (3-5 players) 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.

Academic (3-5 players) 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.

Master Baker (4-5 players) E149

Whenever another player bakes bread, you can bake bread if you have an appropriate improvement. If you take a bake action yourself, you receive 1 additional food.

⇒ Is activated when another player uses any oven, the Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Baker’s Kitchen I65, or Bakehouse K106 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.

Baker (1-5 players) 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.

⇒ When you use this card, you may use all of your ovens and other improvements to bake as much bread as you want.

⇒ You can only receive the discount once for each family member, even if they took one of the actions twice because of Countryman K289 or Golem C20.

⇒ If you use the Acrobat to move a person at the end of the round, you receive the discount for that person.

Master Builder (1-5 players) 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.

Berry Picker (3-5 players) 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 turn. 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. It is not activated when you receive wood because of any other minor improvement or an occupation.

Mendicant (1-5 players) E153

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

Master Brewer (1-5 players) 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 food may not be on fields; it must be taken from your personal supply.

**Bread Seller** *(3–5 players)* 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.

⇒ Its activated when another player uses any oven, the Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Baker’s Kitchen I65, or Bakehouse K106 to convert grain to food.

⇒ Is not activated if anybody uses the “Sow and Bake Bread” action space, but does not bake.

**Brush Maker** *(3–5 players)* 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 or Taxidermist Z330 or Brush Maker; you cannot use two of these cards for the same animal.

⇒ If you also have the Basin Maker K273 or 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.

**Thatcher** *(3–5 players)* 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 that you build, if you build more than 1 room.

⇒ 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** *(3–5 players)* E158

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

**Head of the Family** *(4–5 players)* 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.

⇒ You do not have to use the room building action if the action space provides a choice of actions.

⇒ In the 5-player game, you can take the action “Travelling Players” on the action card “Build Room or Travelling Players”, even though another player has used it to build a room.

⇒ 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.

**Farmer** *(4–5 players)* 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 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.

**Fisherman** *(3–5 players)* 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 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.

**Meat Seller** *(1–5 players)* 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.
2. Occupations

Field Warden  
(4–5 players) 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.

Master Forester  
(4–5 players) 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.

Yeoman Farmer  
(3–5 players) 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).

Undergardener  
(4–5 players) E166
Whenever you use the “Day Labourer” action space, you also receive 1 vegetable.

Conjuror  
(4–5 players) E167
Whenever you use the “Travelling 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.

Greengrocer  
(3–5 players) E168
Whenever you use the “Take 1 Grain” action space, you also receive 1 vegetable.

Storyteller  
(4–5 players) E169
Whenever you use the “Travelling 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.

Estate Manager  
(3–5 players) 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.

Dock Worker  
(1–5 players) 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, reeds, and stone.

Chief  
(1–5 players) 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  
(1–5 players) 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.

Tutor  
(1–5 players) 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.

Hedge Keeper  
(1–5 players) 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, for 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.

**Woodcutter** (1–5 players) 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 turn. 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 not activated when you receive wood because of a minor improvement or occupation.

**Wooden Hut Builder** (3–5 players) E177
At the end of the game, you receive 1 bonus point for each room in your wooden hut.

**Hut Builder** (4–5 players) 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.
⇒ If you choose not to build a free room at the start of round 11, you cannot build it later in the game.

**Merchant** (1–5 players) 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 Travelling 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.

**Hobby Farmer** (4–5 players) 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.
⇒ Activates the Fieldman I219, Smallholder K286, Potato Dibber E32, Liquid Manure K118, Planter Box I90 and another player’s Field Worker I224 when used to sow the vegetable.
⇒ Sowing the vegetable is optional.

**Cook** (4–5 players) 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.

**Charcoal Burner** (3–5 players) E182
You receive 1 food and 1 wood whenever any player (including you) builds a Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Baker’s Kitchen I65, Bakehouse K106, or oven.
⇒ 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 one of the mentioned improvements.

**Basketmaker** (4–5 players) E183
In each harvest, the Basketmaker can convert up to 1 reed to 3 food.

**Grocer** (1–5 players) 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.
Clay Firer  (4–5 players) E185
You can use the Clay Firer at any time to convert 2 clay to 1 stone or 3 clay to 2 stone.

Clay Seller  (4–5 players) 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.

Clay Deliveryman  (1–5 players) E187
Place 1 clay on each of the spaces for rounds 6 to 14. At the start of these rounds, you receive the clay.

Clay Mixer  (1–5 players) E188
Whenever you take only clay with one of your people’s actions, you receive 2 additional clay.

Lord of the Manor  (1–5 players) E189
At the end of the game, you receive 1 bonus point for each scoring category where you have scored the maximum 4 points.

Maid  (1–5 players) 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.

Mason  (1–5 players) 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.

Patron  (4–5 players) E192
In future, whenever you play an occupation, you receive 2 food before you pay the costs of the occupation.

Plough Driver  (1–5 players) E194
Once you have a stone house, you can pay 1 food at the start of each round to plough (at most) 1 field.

Plough Maker  (1–5 players) 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.

Mushroom Collector  (1–5 players) 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.

Braggart  (3–5 players) 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.

Ratcatcher *(3–5 players)* 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.

Renovator *(1–5 players)* E199
Pay 2 less clay to renovate to a clay hut, and pay 2 less stone to renovate to a stone house.

Conservator *(1–5 players)* 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 for 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.

Cattle Whisperer *(4–5 players)* 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.

Seasonal Worker *(1–5 players)* E202
Whenever you use the “Day Labourer” action space, you receive 1 additional grain. From round 6, you can choose to receive 1 vegetable instead.

Shepherd *(4–5 players)* 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.

Master Shepherd *(4–5 players)* 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.

Reed Collector *(3–5 players)* E205
Place 1 reed on the next 4 round spaces. At the start of these rounds, you receive the reed.

Swinherd *(4–5 players)* 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 Swinherd is not activated by using this space.

Stablehand *(1–5 players)* 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 *(1–5 players)* 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.

Quarryman *(3–5 players)* E209
You can use the Quarryman at any time to convert stone to food. For each stone you convert, you receive 2 food.

Stone Carrier *(1–5 players)* E210
Whenever you take stone with an 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 games if you take stone.
⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player games and the action space “1 Reed, Stone, and Food” in 4-player games, 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.
2. Occupations

⇒ [Is not activated when you receive stone because of a minor improvement or occupation.]
⇒ Other building resources are wood, clay, and reed.

**Stonecutter** 
(**3–5 players**) **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.]

**Dancer** 
(**4–5 players**) **E212**

Whenever you use the “Travelling 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.

**Stockman** 
(**4–5 players**) **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.]

**Potter** 
(**3–5 players**) **E214**

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

**Tenant Farmer** 
(**4–5 players**) **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.
⇒ 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. You may only repay your loan once.]

**Animal Keeper** 
(**4–5 players**) **E216**

You can keep sheep, wild boar and cattle in the same pasture.
⇒ This applies to all your pastures except the Forest Pasture **K145**.

**Reeve** 
(**3–5 players**) **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.

**Carpenter** 
(**1–5 players**) **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.
⇒ If besides the Carpenter, you also have the Clay Supports **E37**, Axe **E13**, and/or Clay Plasterer **I241**, you may only use one of these four cards 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 use the Clay Roof **E36**, Ladder **I91**, Straw-thatched Roof **I99**, Brushwood Roof **K136**, Thatcher **E157**, Stonecutter **E211**, Bricklayer **I243**, Frame Builder **K272**, Brushwood Collector **K294**, and/or Wood Carver **K301** to further change the cost of the room.]
⇒ 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 use this card to change the costs of the Wooden Hut Extension **I81** and Clay Hut Extension **K132**, but this will increase the number of required reeds to 2.]

**Fieldsman** 
(**1–5 players**) **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** and Acreage **K105**.
⇒ 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**.]
Well Builder (1–5 players) I220
For you, the Well A10 is not a major but 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.

Village Elder (3–5 players) 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.

Social Climber (4–5 players) 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 small improvement.

Harvest Helper (3–5 players) 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’ field to take the grain from.

Field Worker (3–5 players) I224
Whenever another player sows one or more fields, you receive 1 grain in a 3-player game or 1 food in a 4 or 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.

Field Watchman (1–5 players) 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.

Gardener (1–5 players) 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.

Church Warden (1–5 players) 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 the Countryman K289 or Acrobat K209 is not.
⇒ 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 turn because of the Adoptive Parents K267.
⇒ A player who has built the Holiday House I71 does not receive bonus points for the Church Warden.

Businessman (3–5 players) 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 Travelling 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.

Sycophant (4–5 players) 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.

Clay Digger (4–5 players) 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.

**Manservant** *(1–5 players)*

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.

**Midwife** *(4–5 players)*

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 and the occupant of the Reed Hut are not counted in the size of the families.

**Farm Steward** *(1–5 players)*

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.

**Wood Buyer** *(3–5 players)*

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.
⇒ 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 games. [and the action space “Take 1 Building Resource” in 3-player games 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** *(1–5 players)*

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

**Hide Farmer** *(3–5 players)*

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** *(4–5 players)*

Whenever you use the “Travelling 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 take 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.

**Chamberlain** *(1–5 players)*

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.

**Corn Profiteer** *(4–5 players)* 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** *(3–5 players)* 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.

**Clay Plasterer** *(1–5 players)* I241
Renovating your wooden hut to a clay hut costs you only 1 clay and 1 reed. Each room of your clay hut costs you 3 clay and 2 reeds.
⇒ If besides the Clay Plasterer, you also have the Clay Supports E37 and/or Carpenter E218, you may still only use one of these three cards at the same time. [If you build more than one room, you can choose the same or a different card for each room.]
⇒ [*You may use this card to change the costs of the room.*]
⇒ [*If after using the Clay Plasterer you also use the Frame Builder K272, the Bricklayer reduces the cost to 0.*]
⇒ [*The cost of the Clay Hut Extension K132 is also lowered by 2 clay.*]

**Bricklayer** *(1–5 players)* 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; for 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 also lowered by 2 clay.*]

**Net Fisherman** *(1–5 players)* 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 K196 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.

Puppeteer
(4–5 players) I249
Whenever another player chooses the “Travelling 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 “Travelling 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.

Sheep Whisperer
(4–5 players) 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.

Reed Buyer
(4–5 players) 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 turn, the action space “1 Reed, Stone, and Food” in 4-player games.
⇒ 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.

Pig Breeder
(4–5 players) 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
(4–5 players) 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.

Groom
(4–5 players) 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.

Stone Buyer
(4–5 players) 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 turn, the action space “1 Reed, Stone, and Food” in 4-player games, 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, Piecemaking 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** *(1–5 players)* I256

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

**Street Musician** *(4–5 players)* I257

You receive 1 grain whenever another player takes the “Travelling Players” action on an action space.

⇒ If the player who takes the “Travelling players” action uses the Juggler I237, he pays you 1 food.

**Cabinetmaker** *(3–5 players)* I258

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

**Animal Dealer** *(3–5 players)* 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 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.

**Taster** *(4–5 players)* 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.

**Outrider** *(4–5 players)* 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.

**Water Carrier** *(1–5 players)* 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.

**Fence Builder** *(1–5 players)* 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 also place the fence on an action space of a future round, but you cannot use the additional fence building action until you are able to use a regular action on that action space.

⇒ 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 empty because of the Wood Distributor K284, you may still use the action space just to build fences.

**Fencer** *(4–5 players)* 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.

**Fence Deliveryman** *(1–5 players)* 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 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.

**Serf**  
(4–5 players) 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.

**Adoptive Parents**  
(1–5 players) 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.
⇒ It 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.

**Pieceworker**  
(1–5 players) 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 (phase 3) — 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 Pieceworker. The Pieceworker 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.
⇒ It 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 wood 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.

**Acrobat**  
(4–5 players) 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 another player has the Countryman K289, the Acrobat is used after the Countryman. If the same player has both Acrobat and Countryman, he may choose to use both cards in any order.
⇒ 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.

**Wet Nurse**  
(1–5 players) 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.
⇒ It is activated when you use the Hut Builder K178 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.

**Educator** (4-5 players) 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.
⇒ 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.

**Frame Builder** (1-5 players) 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.

**Basin Maker** (4-5 players) 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, and does not count for the Joinery A7, Storehouse Clerk K287, or Sawmill K122.

**Organic Farmer** (1-5 players) 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 Trough E59.

**Perpetual Student** (4-5 players) K275

Whenever you can play an occupation card, you can ask another 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 Chief E172, you have to take begging cards to make up the difference.
⇒ Can also be used if you have only 1 occupation card left.

**Constable** (3-5 players) 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.

**Manufacturer** (3-5 players) 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.

**Forester** (1-5 players) 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.
⇒ 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 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.
At the end of the game, the wood is not counted as grain, of course.

**Scholar** *(1–5 players) 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 Bookshef 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. If any 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.

**Tanner** *(3–5 players) 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.

**Travelling Salesman** *(1–5 players) 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 Travelling 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 Travelling 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.

**House Steward** *(3–5 players) 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.

**Wood Deliverman** *(1–5 players) K283*

Place 1 wood on each remaining spaces 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** *(1–5 players) 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, for 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.
⇒ If there is no wood on the “3 Wood” action space after using the Wood Distributor, players may use that action space in this round, but they won’t receive any goods from the action space.

**Tinsmith** *(3–5 players) K285*

You can convert clay into food at any time. You receive 1 food per clay. If any player has built a Well K307, 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.

**Smallholder** *(1–5 players) 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.
Does not increase the capacity of the Animal Yard E58.

You 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.

Storehouse Clerk (4–5 players) 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 178 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 (4–5 players) 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 games, and the action space “1 Reed, Stone, and Food” in 4-player games.

Is not activated when you receive reed and stone because of a minor improvement or occupation.

Countryman (4–5 players) 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 another player has the Acrobat K269, the player with the Countryman decide first if he wants to use it. If the same player has both Acrobat and Countryman, he may choose to use both cards in any order.

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 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.

Clay Worker (1–5 players) 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 turn. 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 occupations or minor improvements.

You get a maximum of 1 clay from the Clay Worker per action.

Lover (3–5 players) 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.

Market Woman (1–5 players) 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.

Ploughman (1–5 players) 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.

Brushwood Collector (3–5 players) 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 (4–5 players) 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.

Seed Seller (3–5 players) K296
Whenever you use the “Take 1 Grain” action space, you receive 1 additional grain. When you play this card, you receive 1 grain.

Sheep Farmer (3–5 players) 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 (4–5 players) 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 (3–5 players) 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 Slaughterman, the Slaughterman are on the table, the owners of these two cards feed their families in the current turn order.

Schnaps Distiller (1–5 players) 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 fields; it must be taken from your personal supply.

Wood Carver (1–5 players) 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.
⇒ You may 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.

Pig Whisperer (4–5 players) 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.

Stone Breaker (4–5 players) 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.

Veterinarian (4–5 players) 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.

**Animal Handler** *(4–5 players) 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** *(1–5 players) 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 Breeder** *(4–5 players) 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 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.

**Foreman** *(4–5 players) 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.

**Weaver** *(4–5 players) 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.

**Resource Seller** *(1–5 players) 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 take 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.

**Magician** *(4–5 players) 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 have the Countryman K289 or Acrobat K269, and move a person at the end of a turn, that does not count as your last person placed.

**Fence Overseer** *(1–5 players) 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.
⇒ 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, Farmer E160 and Animal Breeder K307 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.

Village Beauty
(1–5 players) Z325
At any time, you can pay 3 food to take a family growth action without placing one of your people. You must have room in your home. You can use the newborn to take actions from the following round.
⇒ [Activates the Farm Steward I233, Mother of Twins Z336, and Adoptive Parents K267 when used.]
⇒ [Does not activate the Clapper K127.]
⇒ [If you use the Village Beauty during the harvest after feeding your family, the new family member remains a newborn for the entire following round.]

Gentleman
(4–5 players) Z326
Whenever you manage to be the very last player to place a person in any round, you receive 1 food after you take the final action. If you play this occupation with the last person to be placed during the current round, you receive 2 food.
⇒ [If a player plays the Keg Z314, that guest counts as the last person placed in the round.]
⇒ [If a player has the Countryman K289 or Acrobat K269, and moves a person at the end of a turn, that does not count as the last person placed.]

Herald
(3–5 players) Z327
At any time, you may look at all the remaining unplaced round cards and re-sort them. When you play this card, you receive 2 wood.
⇒ When re-sorting, the round cards must remain in the appropriate game stage.
⇒ [If round cards are outside their appropriate game stage because of the Fortune Teller C06, you have to correct this when you use the Herald.]

Cooper
(4–5 players) Z328
Whenever you or another player receives 3 food or more on an action space, you receive 1 food from the general supply.
⇒ [The amount of food is counted without taking any improvements or occupations into account. The Cooper can only be activated by an action space that has at least 3 food on it: only the action space “Fishing”, an action space with “Traveling players”, or an action on which the Foreman K308 has placed enough food.]
⇒ [Is not activated by using the Net Fisherman I248.]
⇒ [“Goods” includes wood, clay, reed, stone, vegetables, grain, and animals.]
⇒ [When another player places a family member that would give him goods, the action has no immediate effect. Improvements and occupations that are activated by choosing an action are activated at this time; improvements and occupations activated by the receipt of goods are activated when the family members return home.]
⇒ [If you perform an action that would give another player goods or food, e.g. because of the Fencer I264 or the Spinney I80, he only receives them in the returning home phase. If you give goods or food to another player, e.g. because of the Juggler I237 or the Harrow I68, you lose them immediately, but the other player receives them later.]
⇒ [In the returning home phase, each of the other players decides the order in which they receive their goods and food. Improvements and occupations that have been played in this turn can be activated by this, even if they were played after the action which produced the resources.]

Mail Coach Driver (English)
(3–5 players) Z329*
From now until the end of the game, the other players only receive goods from action spaces when they return their people to their home.
⇒ This card applies to goods that are on action spaces as well as goods that are taken from the supply, but not to goods that are received from cards.
⇒ [“Goods” includes wood, clay, reed, stone, vegetables, grain, and animals.]

Taxidermist
(4–5 players) Z330
When you convert animals to food, you can place some or all of them on this card instead of returning them to the general supply. The card can hold a maximum of 1 sheep, 1 wild boar and 1 cattle. These animals are counted in scoring.
⇒ [If you place a converted animal on the Taxidermist, you may not use the Basin Maker K273, Tanner K280, or Brush Maker E156 for the same animal.]
⇒ [If you also have the Pelts K339, you may use that card as well as the Taxidermist for each converted animal.]
⇒ [Animals on this card count for the Loom K146, Milking Stool K133, Estate Manager E170 and Milking Hand I246.]
→ [Activates the Fieldsman I219 when used. If you get several grain at once, and you want to sow more than 1, you have to sow them at the same time.]

→ [Activates the Smallholder K286, Liquid Manure K118, Planter Box I90, and another player’s Field Worker I224 when used to sow the vegetable.]

Sower (English) (1–5 players) Z331*
You may immediately sow each vegetable that you receive outside the harvest phase and would otherwise place in your supply.

⇒ Its also activated when you receive vegetables from occupations and improvements, e.g. Weekly Market I104, Undergardener E166, and Seed Trader Z332.

⇒ [Activates the Fieldsman I219 when used. If you get several vegetable at once, and you want to sow more than 1, you have to sow them at the same time.]

⇒ [Activates the Smallholder K286, Liquid Manure K118, Planter Box I90, Potato Dibber E32, and another player’s Field Worker I224 when used to sow the vegetable.]

Seed Trader (1–5 players) Z332
Place 2 grain and 2 vegetables on this card. You may buy them at any time. Each grain costs 2 food, each vegetable costs 3 food.
⇒ [Pay the food before receiving the grain or vegetable.]

Game Designer (1–5 players) Z333
You can exchange 1 wood, 1 clay, 1 reed and 1 stone for 2 food and 1 bonus point at any time and as often as you like.
⇒ Write down the bonus points on the scoring pad immediately.
⇒ [You cannot use the Wood Carver K301, Stonecutter E211, or Bricklayer I243 to reduce the costs.]

Dance Instructor (3–5 players) Z334
You receive 4 food before you pay the costs of playing this occupation. You may immediately return this card to your hand after you have played it.
⇒ [When you play this card, you have to decide immediately if you want to take it back. If you leave it on the table, you may not change your mind later.]

⇒ [If you return this card to your hand, it does not count as a played occupation for minor improvements, when scoring the Reeve E217 or Tutor E174, or when determining the costs of playing a subsequent occupation.]

⇒ [If you return this card to your hand, you may play it again later. If you also have the Writing Desk E49, you may play the Dance Instructor two times in the same action.]

Cube Cutter (1–5 players) Z335
During the field phase of each harvest, you can exchange 1 wood and 1 food for 1 bonus point.
⇒ Write down the bonus points on the scoring pad immediately.
⇒ [You can only use this card once per harvest.]

Mother of Twins (1–5 players) Z336
When you have family growth, you can pay 3 food to bring 2 new family members instead of 1 into the game. You do not need to have space in your home for the second new family member.
⇒ [Using the Wet Nurse K270, Lover K291 or Village Beauty Z325 activates the Mother of Twins.]

Rancher (4–5 players) 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.]

Guildmaster (3–5 players) 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.

Animal Trainer (4–5 players) K342
Whenever you take food from a “Travelling 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.]

⇒ 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.

Big Backer (3–5 players) Ö01
Whenever another player receives 2 or more animals of one type, you can buy one from him. A sheep costs 2 food, a wild boar 3 food, a cattle 4 food.
⇒ The other player cannot refuse to sell the animal.
⇒ [It is not activated when another player uses the Clay Seller E186 or Sheep Farmer K297 (to get cattle and wild boar), not even if he uses the card multiple times in succession.]
⇒ If another player receives multiple occupations at one time because of the Swineherd E206, Stockman E213, Animal Dealer I259, Sheep Farmer K297 (only sheep), Animal Trainer K342, Animal Breeder K307, Shepherd E203, Cowherd I240, or Shepherd’s Crook I177.

⇒ If another player receives multiple animals at the start of a round, including those from the Veterinarian K304.

**Action Artist** (4–5 players) Œ02
Whenever you use the “Traveling Players” action on an action space, you can return 1 animal of your choice to the general supply and receive 4 food in exchange.
⇒ You do not need a cooking improvement.

**Therapist** (3–5 players) Œ03
When you play this card, you can pay 2 food to immediately play 1 further occupation. Whenever another player plays an occupation, you can pay him 1 food. He must then, if possible, play a different occupation card instead.
⇒ When the other player chooses another occupation card, you cannot make him play another one again.
⇒ If the other player has only one occupation, he can play it as usual, even if you pay him 1 food.
⇒ If the other player cannot afford to play his other occupation cards (for example Lover K291 or Chief E172), he has to take begging cards to make up the difference.
⇒ If you force another player to play a different occupation card, that does not count as playing a second occupation, so e.g. it does not activate the Educator K271 twice.
⇒ If the other player has the Perpetual Student K275, he may use that card for his second occupation as well; the occupation that was initially played (or drawn from his hand) cannot be drawn again.

**Ski Instructor** (4–5 players) Œ04
Whenever another player has family growth, he must pay you 1 food (or beg the food, if necessary). You must immediately turn the Ski Instructor face-down when you grow your family. You no longer receive its benefits, but it still counts as a played occupation.
⇒ You can use the Ski Instructor even if you already had family growth before you played this card. You receive the benefits of the Ski Instructor until your next family growth.

**Lovable Vagabond** (1–5 players) Œ05
Whenever you have no more food during the feeding phase of a harvest and should take one or more begging cards, you receive one fewer begging card.

**Opinion Leader** (3–5 players) Œ06
At the start of each round, you can mark one action space of your choice with an arrow (claim) marker. Each player can use this action space during this round. (This cannot be used on action spaces on which goods are placed). Remove the arrow marker at the end of each round.
⇒ If the start player action is used more than once in a round, the last player to use it will be the start payer next turn.
⇒ You are not allowed to use an action space on which resources are placed each turn if you don’t receive resources directly from the action space.

**Building Tycoon** (3–5 players) Œ07
Whenever another player builds at least one room, you can give him 1 food and immediately build exactly one room yourself.
⇒ You must pay the building costs for the room.
⇒ You may use your improvements and occupations to lower the cost of the new room.

**Environmentalist** (1–5 players) Œ08
Whenever you play or buy an improvement, you can replace 1 building resource of your choice with 1 wood.
⇒ You can replace either 1 clay, 1 reed, or 1 stone.
⇒ There is no discount for renovations and room building, but only for minor and major improvements.
⇒ You may use other cards that change the costs of an improvement together with the Environmentalist for the same action.

**Family Singers** (1–5 players) Œ09
During the action phase, you can place any number of people on the family singers space instead of on an action space. For each person you place on the space, you receive 1 bonus point.
⇒ This is not an action space.
⇒ Family members placed on this card in round 14 do not count for the Church Warden I227.

**Waltzer** (3–5 players) Œ10
You can place 2 people one after another, as long as both action spaces are on the same board and adjoin one another (not diagonally).

**Magnate** (3–5 players) Œ11
When you play this card, you immediately receive 2 stone. At the end of the game, the player(s) with the most building resources receive(s) 3 bonus points.

**Child Prodigy** (1–5 players) Œ12
Whenever you have family growth, you can immediately pay 1 wood for 1 bonus point, or 2 wood for 2 bonus points.

**Governor** (1–5 players) Č01
Immediately take the top 4 occupations from the face-down deck, and choose 2 of them. You may play one of them immediately (taking into account the requirements on the card) without cost, and add the other one to your hand. If you don’t want to play any, add both occupations to your hand.
⇒ If you play one of the cards you drew, that again activates the Bread Paddle K111, Bookshelf K112, Patron E192, Perpetual Student K275, and another player’s Educator K271.
If another player has the Therapist Œ03, he can use that to force you to play the other card that you selected to keep, even if he already used it to force you to play the Governor.

**Weekend Worker**  
(1–5 players) Č02  
Whenever you renovate your home, you may at the same time build 1 room. This costs you 1 reed, 1 of the old construction material of your home before renovating (wood or clay), and 2 of the new construction material (clay or stone).

⇒ You may use cards such as the Ladder I91, Straw-thatched Roof I99, and Frame Builder K272 to change the cost of the new room.

**Jack-of-all-trades**  
(4–5 players) Č03  
Immediately discard all the occupations that you have played. In every round, you can pay 1 food to use an occupation played by another player. You receive all benefits, except for those for playing the card and those at the end of the game. Discard the Jack-of-all-trades when you play another occupation.

⇒ You lose all effects of your old occupations when you play this card.

⇒ Discarded occupations do not count for determining future occupation costs or for requirements of improvements.

⇒ You pay the food to the general supply.

⇒ If you use the Jack-of-all-trades during your own or another player’s turn, the effect of the occupation you choose lasts from the moment you pay the food until the end of that turn.

⇒ You may use the Jack-of-all-trades in another player’s turn as a reaction to the placement of a person on an action space. For example, when someone places a person on the “3 Wood” action space, you may use another player’s Wood Buyer I234 to buy wood from him. If the current player takes an action space with 2 actions, you have to activate the Jack-of-all-trades before he chooses which actions to perform. For example, when he uses the “Sow and Bake Bread” action space, you have to choose to use the Field Worker I224 or Master Baker E149 before he chooses if he wants to sow or bake.

⇒ If the owner of an occupation and you both want to use the same occupation at the same time, the owner is the first to benefit. For example, if someone takes 1 stone, and you use another player’s Stone Buyer I255, that player may buy the stone first; and if you use another player’s Taster I260, your first turn is after the Taster’s owner’s first turn.

⇒ If you use the Jack-of-all-trades during the harvest, the effect of the occupation you choose lasts until the end of the current harvest phase. The harvest counts as part of the preceding round.

⇒ You may use another player’s Pig Breeder I252, Cattle Breeder K295, Acrobat K269, or Countryman K289 at the end of a turn.

⇒ If another player has an occupation that places goods, food, fences, or fields on action spaces of future rounds, you cannot use that occupation to also get those goods. However, you can use all other occupations at the start of a turn, including another player’s Hut Builder E178 if it was played before round 5.

⇒ If another player has an occupation that can be used only once, e.g. the Farm Steward I233, you don’t receive the benefits of this occupation when you use it for the second time either. Also, if you use another player’s Farmer E160 and build fences for the second time, you receive 1 cattle. Your use of the occupation does not affect the original owner in any way: he can still use a one-use occupation even after you have used it.

⇒ If you place goods on the Jack-of-all-trades, e.g. if you use another player’s Brush Maker E156 or Forester K278, they are discarded when the effect of that occupation ends.

⇒ You may use another player’s Herald Z327 to look at the round card deck at all times. You may also use it to change the order of the deck, but the original owner of the Herald finally decides the order.

⇒ You cannot use another player’s Ratcatcher E198, Layabout I244, Net Fisherman I248, Grocer E184, Seed Trader Z332, Opinion Leader Œ06, Bureaucrat Č07.

⇒ You may use another player’s Family Singers Œ09 for 1 bonus point.

⇒ You cannot use another player’s Chamberlain I238 to reveal cards at the start of round 11; however, you can use it to use an action space of a later round.

⇒ When a player uses the Juggler I237, you may use the Jack-of-all-trades to use another player’s artist to receive 1 food from the owner of the Juggler.

**Teacher of Nations**  
(4–5 players) Č04  
All players can pay 1 food less whenever they play an occupation. Whenever one of the other players uses this discount, you receive 1 food from the general supply.

⇒ Does not lower the extra food cost of the Lover K291 and Chief E172.

**Hero**  
(1–5 players) Č05  
You receive 3 food immediately. Once during the game, you can pay 1 wild boar to carry out a family growth action without placing one of your people. You must have room in your home. The newborn can start taking actions in the next round.

⇒ Activates the Farm Steward I233, Mother of Twins Z336, and Adoptive Parents K267 when used.

⇒ Does not activate the Clapper K127.

⇒ You may pay for this with a wild boar that you receive from an action space or card, without having placed it in your farm.
If you use the Hero during the harvest after feeding your family, the new family member remains a newborn for the entire following round.

**Fortune Teller**

*(1–5 players) C06*

You immediately receive 1 stone from the general supply. Immediately look at the top 3 cards of the round card deck, and return them face down to the top of the deck, in any order you choose. You may look at the action card of the next round at any time in the game.

⇒ When returning the cards to the deck, you need not return the cards to their own stage.

**Bureaucrat**

*(4–5 players) C07*

Place up to 3 food from your personal supply on this card. Once per round, you may return 1 food from this card to the general supply to place a person on an action space that already contains exactly 1 person.

⇒ You can use an action space containing your own or another player’s person.

⇒ You cannot use an action space already containing 2 persons, for example a family growth space containing a parent and child, or because of the Field Warden E163.

⇒ You may return food from this card to your personal supply at any time.

⇒ You cannot use an action space containing a parent and child, or because of the Field Warden E163.

⇒ You may return food from this card to your personal supply at any time.

⇒ If the start player action is used more than once in a round, the last player to use it will be the start payer next turn.

⇒ You are not allowed to use an action space on which resources are placed each turn if you don’t receive resources directly from the action space.

**Bagpiper**

*(3–5 players) C08*

You receive 2 food immediately. The person who took the occupation action immediately returns home, as if he has not been used this round. The action space “Occupation” is now unoccupied, and can be used again.

⇒ Use the returned family member again as soon as it’s your turn again.

⇒ You can only return a person home if you use an action space with an “occupation” action. If you play the Bagpiper in another way, e.g. by using the Puppeteer I249 or the School Č14, you cannot return your family member home, but you do receive 2 food.

⇒ The person counts only once for the Church Warden I227.

**Only Child**

*(3–5 players) C09*

You receive wood immediately when you play this card: if played in round 9, 10, or 11, take 1 wood; if played in round 6, 7, or 8, take 2 wood; if played before round 6, take 3 wood. At the end of the game, you receive 3 bonus points if you have exactly 3 family members.

⇒ For the occupant of the Reed Hut K138 do not count as family member.

**Informer**

*(1–5 players) Č10*

Immediately turn 1 of your occupations before you face down. You receive your choice of 5 food or 1 cattle from the general supply. You lose all effects of the face down occupation.

⇒ The face down card still counts as played for determining future occupation costs and for requirements of improvements.

⇒ You cannot choose to turn the Informer itself face down.

**Robber**

*(4–5 players) Č11*

Once per round, you can skip placing a family member when it’s your turn. Instead, you take your choice of 1 food or 1 wood from the general supply. You can only skip your turn if at least one other player still has at least one person left to place.

⇒ You can still place the person that you would have placed this turn, in a later turn.

**Nicholas**

*(3–5 players) Č12*

Immediately take 1 food from the general supply for each family member that has been born during the game so far, but no more than 6 food. All players with the least number of offspring (possibly including you) get 1 vegetable each.

⇒ Newborns that are still on an action space “family growth” already count as family members.

⇒ Guests and the occupant of the Reed Hut K138 are not offspring and do not count.

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### 3 Action spaces

#### 3.1 Fixed action spaces

**Build room(s) and/or Build Stable(s)**

You may build rooms, or build stables, or both (in any order). You have to perform at least one of these actions.

⇒ You may build multiple rooms and stables in one action.

⇒ *Build Rooms* Each room costs 2 reeds and 5 wood/clay/stone, depending on the type of your hut or house. New rooms must be of the same material as your existing hut or house.

⇒ Each new room must be orthogonally adjacent to at least one existing room.

⇒ You may never move a room, nor remove one from your board.

⇒ *Build Stables* Each stable costs 2 wood, and must be placed immediately on a farmyard space.

⇒ A stable can be placed on an unfenced empty farmyard space, or in a pasture. Each farmyard...
space can hold 1 stable.
⇒ A pasture can have as many stables as it has farmyard spaces. Each stable doubles the capacity of the pasture (so a pasture with 3 stables can store 16 animals per farmyard space).
⇒ You may never move a stable, nor remove one from your board.

Starting Player and/or 1 Minor Improvement
You can become the starting player, or play one minor improvement, or do both. You have to perform at least one of these actions.
⇒ If you choose to become the new starting player, the playing order will change at the start of the next round.
⇒ You can use this action space to become the new starting player even if you already are, without playing a minor improvement.

Take 1 Grain
Take 1 grain from the general supply and place it in your own supply.
⇒ No grain is placed on this action space; it does not accumulate from round to round.
⇒ You may not sow the grain immediately, even if you have empty fields.

Plough 1 Field
Place 1 field tile on an unfenced, unused farmyard space of your choice.
⇒ You may only place 1 tile per action.
⇒ If you already have fields, the new field must be orthogonally adjacent to at least one of the existing fields.
⇒ You may never move a field tile, nor remove one from your board.

1 Occupation
Play 1 occupation card from your hand. If you do not yet have any occupations in front of you, this one is free; each additional occupation costs 1 food.
⇒ You may only play 1 occupation per action.
⇒ In a solo game, if you have kept occupations from previous games, the first occupation played in the current game costs 1 food as well.

Day Labourer
Take 2 food from the general supply.
⇒ No food is placed on this action space; it does not accumulate from round to round.

3 Wood
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 3 wood to this action space from the general supply.
⇒ You can still use this action space if there are no resources on it, e.g. because of the Wood Distributor K284. In this case, you don’t receive any resources.
⇒ In the solo game, add only 2 wood to this action space every round.

1 Clay
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 1 clay to this action space from the general supply.

1 Reed
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 1 reed to this action space from the general supply.

Fishing
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 1 food to this action space from the general supply.

3.2 Stage 1 action spaces

Fences
Build as many fences as you want, for 1 wood per fence.
⇒ A fence that has been built may not be moved or demolished.
⇒ At the end of any turn, there may not be any unfinished pastures.
⇒ Huts do not create a natural border for a pasture; a pasture must be surrounded by fences even along the side(s) of a hut. This also applies to the edges of the game board, fields and stables.
⇒ If you already have pastures, a new pasture must be orthogonally adjacent to at least one of the existing pastures.
⇒ An existing pasture may be divided into several pastures by adding fences.

1 Major or Minor Improvement
You may play a minor improvement from your hand, or buy a major improvement.

1 Sheep
Take all sheep from this action card. Place them in your farm, convert them to food, or return them to the general supply.
⇒ Sheep can be converted to food with a Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Butcher I247, or Meat Seller E162, without having to make room for it in your farmyard.
⇒ You can take this action even if you have to return all of the animals to the general supply.
⇒ At the start of each round, add 1 sheep to this action space from the general supply.
Sow and/or Bake Bread
You may sow, bake bread, or both (in any order). You have to perform at least one of these actions.

⇒ **Sowing** Take grain and/or vegetables from your supply and place them on empty fields in your farmyard. Place 2 grain from the general supply on each sown grain, and 1 vegetable from the general supply on each sown vegetable.

⇒ You may sow as few or as many grain or vegetables in one action as you want, but only one per empty field.

⇒ You need not sow all your empty fields, some may be left empty.

⇒ You may sow both grain and vegetables in the same turn.

⇒ **Baking Bread** Take grain from your supply and use an appropriate improvement to convert it to food.

⇒ You cannot use grain that is on one of your fields.

⇒ You may convert as many grain into food as you want, unless the used improvement states a limitation.

⇒ You may use multiple improvements in the same baking action.

3.3 Stage 2 action spaces

After Renovation also 1 Major or Minor Improvement
Renovate your home, and optionally play a minor improvement from your hand or buy a major improvement.

⇒ If you use this action space, the renovation is mandatory. Playing or buying an improvement is optional, and follows the renovation.

⇒ **Renovate** Turn a wooden hut into a clay hut for 1 clay per room and 1 reeds in total, or a clay hut into a stone hut for 1 stone per room and 1 reeds in total.

⇒ You may not undertake both renovations (renovating to clay to stone) in one action.

1 Stone
Take all resources from this action card and put them in your supply.

⇒ At the start of each round, add 1 stone to this action space from the general supply.

After Family Growth also 1 Minor Improvement
Grow your family, and optionally play a minor improvement from your hand.

⇒ If you use this action space, the family growth is mandatory. Playing an improvement is optional, and follows the family growth.

⇒ You can only use this action space if the number of your rooms is, at the moment of using the action, at least one higher than the number of your family members.

⇒ **Family Growth** Take a new family member marker, and put it on top of the marker that took this action.

⇒ The new family member can be used to take actions starting next turn. In this turn, it is a “newborn”; if there is a harvest after this round, you pay only 1 food to feed it.

⇒ You can have no more than 5 family members.

⇒ Guests and the occupant of the Reed Hut do not count as a family member.

3.4 Stage 3 action spaces

1 Wild Boar
Take all wild boar from this action card. Place them in your farm, convert them to food, or return them to the general supply.

⇒ Wild boar can be converted to food with a Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Butcher I247, or Meat Seller E162, without having to make room for it in your farmyard.

⇒ You can take this action even if you have to return all of the animals to the general supply.

⇒ At the start of each round, add 1 wild boar to this action space from the general supply.

Take 1 Vegetable
Take 1 vegetable from the general supply and place it in your own supply.

⇒ No vegetables are placed on this action space; it does not accumulate from round to round.

⇒ You may not sow the vegetable immediately, even if you have empty fields.

3.5 Stage 4 action spaces
1 Cattle
Take all cattle from this action card. Place them in your farm, convert them to food, or return them to the general supply.
⇒ Cattle can be converted to food with a Fireplace A1/A2, Cooking Hearth A3/A4, Cooking Corner I85, Butcher I247, or Meat Seller E162, without having to make room for it in your farm-yard.
⇒ You can take this action even if you have to return all of the animals to the general supply.
⇒ At the start of each round, add 1 cattle to this action space from the general supply.

1 Stone
See the “1 Stone” action space in stage 2.

3.6 Stage 5 action spaces

Plough 1 Field and/or Sow
You may plough 1 field, sow any number of fields, or both (in any order). You have to perform at least one of these actions.
⇒ Plough See the “Plough 1 Field” action space.
⇒ Sowing See the “Sow and Bake Bread” action space.

Family Growth even without space in your home
Grow your family, even if the number of your rooms is lower than, or equal to, the number of your family members.
⇒ If you have more rooms than family members, the newborn is considered to occupy a room immediately when it is born. If you only had one free room before you turn, you may not use this action space and a normal family growth in that order, unless you build more rooms first.
⇒ Family Growth See the “Family Growth and Minor Improvement” (stage 2) action space.

3.7 Stage 6 action spaces

After Renovation also Fences
Renovate your home, and optionally build fences.
⇒ Renovation See the “Renovation and Improvement” (stage 2) action space.
⇒ Building Fences See the “Fences” (stage 1) action space.

3.8 3 player action spaces

1 Occupation (2 food)
Play 1 occupation card from your hand. This occupation costs 2 food.

2 Wood
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 2 wood to this action space from the general supply.

1 Clay
See the “1 Clay” fixed action space.

Take 1 Building Resource
Take 1 Building Resource of your choice from the general supply, and place it in your personal supply.
⇒ Building resources are wood, clay, reed, and stone.

3.9 4 player action spaces

1 Occupation (1 or 2 food)
Play 1 occupation card from your hand. If you have 0 or 1 occupations in front of you, this one costs 1 food; you pay 2 food if you already have more than one occupation.
⇒ You may only play 1 occupation per action.
⇒ To determine the costs of the occupation, count all of the occupations in front of you, regardless of which action space you used to play them.

Take 1 Reed, 1 Stone and 1 Food
Take 1 reed, 1 stone and 1 food from the general supply, and place them in your personal supply.
⇒ No resources or food are placed on this action space; they do not accumulate from round to round.

Traveling Players
Take all food from this action card and put them in your supply.
At the start of each round, add 1 food to this action space from the general supply.

1 Wood
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 1 wood to this action space from the general supply.

2 Wood
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 2 wood to this action space from the general supply.

⇒ At the start of each round, add 1 food to this action space from the general supply.

1 Reed, and Take 1 Stone and 1 Wood
Take all reed from this action card, and 1 stone and 1 wood from the general supply, and put them in your personal supply.
⇒ At the start of each round, add 1 reed to this action space from the general supply.
⇒ Stone and wood are not placed on this action space; they do not accumulate from round to round.

Build 1 Room or Traveling Players
Either you may build 1 room, or you may take all food from this action card and put them into your personal supply. You may not do both in the same turn.
⇒ At the start of each round, add 1 food to this action space from the general supply.
⇒ Like all other action spaces, this one can be used only once per round. If one player chooses to play an occupation, another player cannot choose family growth on this action space.
⇒ Occupation You may only play 1 occupation per action.
⇒ To determine the costs of the occupation, count all of the occupations in front of you, regardless of which action space you used to play them.
⇒ Family Growth See the “Family Growth and Minor Improvement” (stage 2) action space.
⇒ You can only choose the family growth action if the number of your rooms is, at the moment of using the action, at least one higher than the number of your family members.
⇒ You may not play a minor improvement after the family growth.

3 Clay
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 3 clay to this action space from the general supply.

4 Wood
Take all resources from this action card and put them in your supply.
⇒ At the start of each round, add 4 wood to this action space from the general supply.

4 Through the Seasons

Winter
In the replenishment phase, add 1 fewer clay and 1 fewer reed to every space that you add these resources to.
You have to pay 1 food for every field you plough.
⇒ This includes fields from Field Watchman I225, ploughs, the Harrow I68, etc. If you have the
⇒ You can’t use the Net Fisherman I248 either.
Winter action space
Pay 2 wood and 3 food to grow your family with 1 member, even if the number of your rooms is lower than or equal to the number of your family members.
⇒ See the “Family Growth without Room” (stage 5) action space.

Spring
In the replenishment phase, add 1 fewer wood and 1 more stone to every space that you add these resources to.
Whenever you build at least 1 fence, you may build an additional 2 fences for free.
⇒ You get free fences only once per turn.
⇒ You also receive free fences when you use Fence Overseer K312, Fence Builder I263, and Mini Pasture E40.
⇒ The free fences are built in the same fence building action as all other fences, and in an order of your choosing. However, you may not use one of the free fences as the first fence you build in a turn.
⇒ The free fences are built after all other fences, at the same time as the free fences from the Hedge Keeper E175.
⇒ 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 2 extra fences; however, you cannot save the free fences to build them in other turns.

Spring action space
You may carry out a breeding phase, or sow any number of fields, or both (in any order). You have to perform at least one of these actions.
⇒ Sowing See the “Sow and Bake Bread” action space.
⇒ Breeding phase You have to receive at least one animal and have room for it in your farm to be able to take this action.
⇒ You cannot convert animals into food during this breeding phase. You can convert animals into food between sowing and breeding, if you take both actions.
⇒ Activates the Shepherd E203.

Summer
In the replenishment phase, add 1 more clay and 1 fewer stone to every space that you add these resources to, and 1 more food to “Fishing”.
You receive an additional grain if you use the “Day Labourer” action space.
You may build 1 free stable for every room you build, including when you use a card to do so.
⇒ Building the free stable activates the Stockman E213 and Fence Overseer K312.
Summer action space
You receive 1 bonus point for each person that you have already placed in the current round, including the person you place on this action space.
⇒ Only your own persons are counted.
⇒ You also receive bonus points for guests and the occupant of the Reed Hut K138.
⇒ The number of placed family members is counted, not the number of actions (which may be different because of e.g. the Bagpiper Ç08).
⇒ If you had family growth this round, you do not receive a bonus point for the newborn that was placed on the person who took that action.

Autumn
In the replenishment phase, add 1 more wood and 1 more reed to every space that you add these resources to.
Every major improvement costs 1 building resource of your choice less.
⇒ You do not benefit from the season if you upgrade a Fireplace A1/A2 to a Cooking Hearth A3/A4 without paying, or when you use the Well Builder I220 or Ceramics E33 to build a major improvement as a minor one.

Autumn action space
You may carry out a field phase, or take 1 vegetable, or both (in any order). You have to perform at least one of these actions.
⇒ Field phase Take 1 resource from each of your fields and put them in your personal supply.
⇒ Activates the Corn Storehouse I86, Water Mill I103 (only for you), and Gardener I226, but not the Milking Shed I93, Spindle E51, Butter Churn E53, Milking Stool K133, Loom K146, Milking Hand I246, and Cube Cutter Z335.
⇒ You also harvest the Copse I78, Forester K278, and Vineyard Ö21.