

The Unofficial Agricola Compendium

Version 7.1 (2010-01-03)

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 (1VP. Cost 2C/3C.) **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 (1VP. Cost 4C/5C 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 (2VP. Cost 3C 1S.) **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 (3VP. Cost 3S 1C.) **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 (2VP. Cost 2W 2S.) **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 Cope **I78** and the Forester **K278** counts.] Wood on the Basin Maker **K273** [and Resource Seller **K310**] does not count.

Pottery (2VP. Cost 2C 2S.) **A8**

In each harvest, you can use the Pottery to convert exactly 1 clay to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 clay.

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

In each harvest, you can use the Basketmaker's Workshop to convert exactly 1 reed to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 reed.

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

Place 1 food from the general supply on each of the next 5 round spaces. At the start of these rounds, you receive the food.

Field (Cost 1F.) **E11**

When you play this card, immediately plough 1 field. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ You may not use a plough or the Harrow **I68** when you play this card.

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

Fishing Rod (Cost 1W.) **E12**

Whenever you use the "Fishing" action space, you receive 1 additional food. From round 8, you receive 2 additional food.

Axe (Cost 1W 1S.) **E13**

Whenever you add a room to your wooden hut, you only pay 2 wood and 2 reed.

⇒ [If you build more than one room, you can use the Axe for each room.]

⇒ 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 (3VP. Return 1 oven.) **E14**

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 (Cost 1W.) **E15**

The Clay Oven **A5** and Stone Oven **A6** are minor improvements for you. The Clay Oven, Stone Oven and Wood-fired Oven **E27** cost you 1 building resource (of your choice) less.

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

At any time, you can convert grain to 2 food (without having to bake bread).

⇒ Using the Windmill does not count as baking.

⇒ [The grain that you want to convert into 2 food may not be on fields; it must be taken from your personal supply.]

Bean Field (1VP. Req 2 occ.) **E18**

When you sow, you can plant vegetables on this card as though it were a field.

⇒ Does not count as a field when scoring.

⇒ 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 (1VP. Cost 2C.) **E19**

Whenever you convert any 2 goods to food at one time using a Fireplace **A1/A2**, Cooking Hearth **A3/A4** or Cooking Corner **I85**, you receive 1 additional food.

⇒ If you convert 4 goods at once, you receive 2 additional food; for 6 goods, 3 additional food, etc.

⇒ Goods includes animals.

⇒ Baking bread counts as converting goods to food.

⇒ [Is also activated if you convert two different types of goods, or use two different improvements at the same time. You may bake 1 bread and convert 1 other good at the same time; this also activates the Gypsy's Crock.]

Simple Fireplace (1VP. Cost 1C.) **E20**

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.]

- ⇒ 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 1R 2S.) **E21**

At the end of the game, you receive 1 bonus point for each room in your stone house.

- ⇒ In total, you receive 3 points instead of 2 per room.
- ⇒ If you do not renovate to a stone house, or if you have also played the Mansion **K144**, there is no advantage.
- ⇒ The Half-timbered House's bonus points are in addition to the extra points from the Chief **E172**

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.

- ⇒ [When you play this card, you may bake bread with all of your ovens and other suitable improvements.]

Clogs (Cost 1W.) **E28**

At the end of the game, you receive 1 bonus point for a clay hut, or 2 bonus points for a stone house.

- ⇒ This card is worth 2 points even if you receive bonus points for the Half-timbered House **E21** or the Mansion **K144**.
- ⇒ If you have the Chief's Daughter **E173** as well, you get points for both cards.

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, [but it still affects your other unfenced stables.]
- ⇒ [Also increases the capacity of the Animal Yard **E58** and the Wildlife Reserve **I102**.]

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 oven.) **E33**

When you play this card, you receive 2 food. From now, the Pottery **A8** is a minor improvement for you and costs you nothing.

- ⇒ [You still have to take a minor improvement action to take the Pottery. You cannot take the Pottery if another player already has taken it.]

Basket (Cost 1R.) **E34**

Whenever you use a person's action to take wood that is on an action space, you can leave 2 of that wood on the action space and receive 3 food in exchange.

- ⇒ [If you also have the Mushroom Collector **E196**, you can use both cards to leave 3 wood to receive 5 food.]
- ⇒ [You may use this card only once per action.]
- ⇒ [You can use an action space with only 2 wood on it, and only take 3 food (and no wood). This still counts as taking wood, and activates e.g. the Berry Picker **E152**, Wood Cart **I79**, and Pieceworker **K268**.]
- ⇒ [If there is less than 2 wood on the action space, for example because of the Wood Distributor **K284**, you may not use the Basket; not even 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.
- ⇒ [You may use other cards that change the costs of a room or a renovation together with the Clay Roof for the same action. These cards may even affect the clay cost introduced by the Clay Roof; e.g. with Clay Roof and Frame Builder **K272** you can add a room to your wooden hut for 6 wood.]

Clay Supports

(Cost 2W.) **E37**

Whenever you add a room to your clay hut, you can pay 2 clay, 1 wood and 1 reed instead of 5 clay and 2 reed.

- ⇒ [If you build more than one room at the same time, you may use the Clay Supports for all of the rooms, 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.

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.
- ⇒ [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 **I91**, 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.

⇒ You may choose to plough only 2 fields instead of 3 at once.

⇒ You can place 1 field tile on this card when you play it, to show that you may use the plough 1 more time.

⇒ Each time you use a ploughing 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 2S. 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. Req 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 3W. Req 3 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 **I253**, you still receive the wood from the Wood Cart, but (if you have more than one of those cards) you cannot leave wood received from the Wood Cart on the action space to use another of those cards.]

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 (3VP. 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.) **I91**

You need 1 less reed to extend or renovate your home or to build the Water Mill **I103**, Half-timbered House **E21**, Chicken Coop **I84**, Holiday House **I71**, Mansion **K144**, or Corn Storehouse **I86**.

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ [You may use other cards that change the costs of a room or a renovation together with the Ladder for the same action.]
- ⇒ [The Ladder has no effect if the number of reeds required is already lowered to 0, e.g. by using both Clay Roof **E36** and Frame Builder **K272** when building a new room.]

Manure

(Req 2 animals.) **I92**

At the end of each round that does not end with a harvest, you can take 1 grain or vegetable from each of your fields and place it in your personal supply.

- ⇒ The effect of the Manure is optional, but if you harvest, you must harvest all of your fields.
- ⇒ You have a field phase (harvest phase 1) after each round, except that outside a regular harvest the Milking Shed **I93**, Spindle **E51**, Butter Churn **E53**, Milking Stool **K133**, Loom **K146**, [and Milking Hand **I246**] do not earn any additional food.
- ⇒ [Using the Manure activates the Corn Storehouse **I86**, Water Mill **I103** (only for you), and Gardener **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 3S 2C.) **I93**

In each harvest, at the beginning of the field phase, count the total number of sheep and cattle in all the players' farms. You receive 1 food for each fifth sheep and for each third cattle.

- ⇒ The total number of sheep and cattle is counted.
- ⇒ Pets and live animals on improvement cards 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 5S.) **I94**

The player with the most valuable street receives 2 Bonus points when scoring.

⇒ This Paved Road is more valuable than the Clay Path **I89**, which is more valuable than the Wooden Path **I83**.

⇒ This card always scores 2 bonus points. Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).

⇒ [The bonus points are in addition to the 2 normal points you get for playing this card.]

Fish Trap

(Cost 1W.) **I95**

Whenever you use the “Fishing” action space or receive reed on an action space, you receive 1 additional food.

- ⇒ [Is activated when you use an action space on which reed is placed each 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 **Č07**.)]
- ⇒ [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**, [or any other occupation or improvement to get reed.]
- ⇒ [Is not activated when you use the Net Fisherman **I248** to collect the food from the “Fishing” action space.]

Reed Exchange

(Cost 2W or 2C.) **I96**

When you play this card, you receive 2 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You may not exchange 1 wood or 1 clay for only 1 reed, or exchange 1 wood and 1 clay for 2 reeds.
- ⇒ Playing the Reed Exchange does not activate the Net Fisherman **I248**.
- ⇒ [In a solo game, this card is removed from the game after you play it.]

Slaughterhouse

(2VP. Cost 2S 2C.) **I97**

Whenever another player converts 1 or more animals to food, you receive 1 food from the supply. During the feeding phase of the harvest, you are the last player to take a turn.

- ⇒ If you convert an animal yourself, you receive no advantage.
- ⇒ [If both the Slaughterhouse and the Slaughterman **K299** are on the table, the owners of these two cards feed their families in the current turn order.]

Schnaps Distillery

(2VP. Cost 1 veg 2S.) **I98**

During the feeding phase of the harvest, you can use the Schnaps Distillery to convert at most 1 vegetable into 4 food. At the end of the game, you receive 1 bonus point each for your 5th and 6th vegetables.

⇒ The vegetable that is used to buy the Schnaps Distillery and vegetables that you want to convert into 4 food may not be on fields; they must be taken from your personal supply.

⇒ [Distilling schnaps does not count as baking and does not activate the Spices **E25**.]

Straw-thatched Roof (1VP. Req 3 grain fields.) **I99**

You no longer need reed when you extend or renovate your home.

⇒ Grain fields are fields or improvement cards on which there is at least 1 grain marker. An empty, harvested field does not count as a grain field.

⇒ [You may use other cards that change the costs of a room or a renovation together with the Straw-thatched Roof for the same action.]

Tavern (2VP. Cost 2W 2S.) **I100**

The Tavern is an additional action space. Whenever another player uses it, they receive 3 food. Whenever you use it, you can choose either to take 3 food or to score 2 bonus points.

⇒ If another player uses the Tavern, you yourself do not receive anything from it.

⇒ As on every other action space, at most one person may use the Tavern in each round.

⇒ If you take this action yourself and you choose the bonus points, write them on the scoring pad.

⇒ [The Tavern counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.]

Animal Feed (Req 4 planted fields.) **I101**

Immediately before scoring, you receive 1 additional animal of each type that you already have.

⇒ This does not apply to the House Goat **K120** and the Horse **K135**.

⇒ For the prerequisites, it does not matter whether the fields are planted with grain or vegetables.

⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Animal Feed, if there are vegetable markers on those cards. [The Acreage **K105** counts for the number of fields planted on it.]

⇒ The Copse **I78**, [Giant Pumpkin **Z323**, and Forester **K278**] do not count as prerequisites.

⇒ You may return animals to the general supply in order to make room for the new arrivals.

⇒ As the game is over at this point, you may not convert the new animal to food, for example to pay for the Hide Farmer **I236**.

⇒ [If you also have played the Tenant Farmer **E215**, Animal Feed is used before returning the borrowed animals.]

Wildlife Reserve (1VP. Cost 2W. Req 2 occ.) **I102**

This card can hold up to 1 sheep, 1 wild boar and 1 cattle.

⇒ Does not count as a pasture when scoring.

⇒ [The capacity of the Wildlife Reserve is increased by the Shepherd's Pipe **E29** and the Drinking Trough **E59**.]

Water Mill (2VP. Cost 1W 2C 1R 2S.) **I103**

After the field phase of a harvest, each player can use the Water Mill to convert up to 1 grain to 3 food. Each player that uses the Water Mill must give you 1 of the food.

⇒ [Using the Water Mill does not count as baking.]

⇒ [You may use the Water Mill yourself for free.]

⇒ [The grain that is to be converted into 3 food may not be on fields; it must be taken from the player's personal supply.]

Weekly Market (Cost 3 grain.) **I104**

When you play this card, you receive 2 vegetables. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ The grain that you pay for the vegetables may not come from a field.

⇒ Activates the Market Woman **K292** when played, but not the Piecemaker **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 **I65** 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 **E38**) 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 **E49** 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**, Pieceworker **K268**, Sycophant **I229**, Seed Seller **K296**, Greengrocer **E168**, Market Crier **I245** or Field Watchman **I225**.
- ⇒ You do not receive grain for the current round, or any of the earlier rounds.

Greenhouse(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 Forester **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 **I68**.

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 **I68** 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 1R.) **K126**

Whenever you receive reed on an action space, you receive an additional 2 food. This is reduced to 1 food if you receive other building resources as well as reed.

- ⇒ [Is activated when you use an action space on which reed is placed each 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 **I78** or the Forester **K278**.]

Cooking Hearth (1VP. 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 (1VP. 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 (1VP. 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 **I91**, Straw-thatched Roof **I99**, 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 **I241**, 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 (1VP. 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(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(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 **I73** minor improvement, but before the guest received from the Keg **Z314**.]
- ⇒ [Playing the Reed Hut does not count as a family growth action.]
- ⇒ The person in the Reed Hut is not counted when checking if family growth is allowed. They do not count as part of the family.
- ⇒ You can move this person into your home with a family growth action later. That family growth action must be taken by another family member. [The former occupant of the Reed Hut counts as newborn, and may not take an action that round, unless you use the Adoptive Parents **K267**.]

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(2VP. 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(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(Cost 2W. Req 2 occ.) **K142**

Place 1 stone on each remaining even-numbered round spaces. At the start of these rounds, you receive the stone.

Stone Exchange(Cost 2W 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(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(1VP. Req 3 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(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(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 (Cost 1W.) **Z314**

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 (1VP. Cost 1 grain 1S.) **Z315**

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 (2VP. Cost 1S.) **Z316**

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 **Z317**

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 **Z318**

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 (Req 1 veg field.) **Z319**

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 (Cost 1W.) **Z320**

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 (Req no unused spaces.) **Z321**

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 **Z322**

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.
- ⇒ [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.

- ⇒ [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 **I260** 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 **I238** 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 (1S. 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 **I340**.]
- ⇒ [Does not activate the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207**, or another player's Fencer **I264**.]

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 **I221** or as prerequisite for the Carp Pond **E31**.]

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 **E175**, Farmer **E160**, Stablehand **E207**, or another player's Fencer **I264**.]

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 **I227**.]
- ⇒ [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 **I227**.]

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 **E181**, 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 **K138** or the Guest

Worker **Ö17**, 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 **Č20**.]

⇒ [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.) **Č23**

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 **Č22**, 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.) **Č24**

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.]

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**. [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 3 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.

⇒ [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 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**, [Taxidermist **Z330**], or Brush Maker; you cannot use two of these cards for the same animal.

⇒ If you also have the Basin Maker **K273** [and/or the Pelts **K339**], you may use those cards as well as the Brush Maker for each converted wild boar.

⇒ [Wild boar markers on this card do not count in the scoring at the end of the game.]

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 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 [per turn], even if several pastures are created with the same action.

⇒ Is activated when you use the Fence Overseer **K312**, or when you play the Mini Pasture **E40**.

⇒ [You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.]

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.]

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.

Conjurer (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 **Ö03**.]

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

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 Fieldsman **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.

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

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.

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

Clay Mixer (1–5 players) **E188**

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

- ⇒ [Is activated when you use an action space on which clay is placed each turn. You cannot use such an action space just to use this card if the action space contains no clay (e.g. when you have the Bureaucrat **Č07**).]
- ⇒ [Is also activated by the action space "Take 1 Building Resource" in 3-player games if you take clay.]
- ⇒ [Is not activated when you receive clay because of a minor improvement or occupation.]
- ⇒ [Is activated when you take clay from an action space, and at the same time receive other goods because of a minor improvement or occupation.]

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.

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

Maid (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.

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

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.

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

Patron (4–5 players) **E192**

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

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

Pastor (4–5 players) **E193**

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

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

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.

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

Plough Maker (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.

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

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.

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

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** [or the Conservator and the Builder's Trowel **E50**] to renovate your wooden hut to a stone house out of turn.

⇒ The renovation is paid, as usual, with 1 stone per room plus 1 reed, [and you still have to take a "Renovate" action to use the Conservator.]

⇒ [Activates the Clay Hut Builder **I242** when used.]

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.

Swineherd (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 Swineherd 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 of a person, you can also take 1 additional stone. If you also receive other building resources, this costs you 1 food.

⇒ [Is activated when you use an action space on which stone is placed each turn. You cannot use such an action space just to use this card if the action space contains no stone (e.g. when you have the Bureaucrat **C07**.)]

⇒ [Is activated by the action space "Take 1 Building Resource" in 3-player 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.]

- ⇒ [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 **K269** 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) **I231**

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

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

Midwife (4–5 players) **I232**

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

⇒ The food is taken from the general supply, not from the other player.

⇒ [Is activated when another player uses the Wet Nurse **K270**, Lover **K291**, or Village Beauty **Z325**.]

⇒ [This card is not activated when another player gets a guest or plays the Reed Hut **K138**.]

⇒ Guests [and the occupant of the Reed Hut] are not counted in the size of the families.

Farm Steward (1–5 players) **I233**

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

⇒ The next family growth is performed as if the round card from stage 5 was used. All future family growth is carried out as normal.

⇒ Allows at most 1 family growth without space in the hut.

⇒ If a room is built later, the offspring occupies it immediately.

⇒ [If you already live in a clay hut or stone house, you use the Farm Steward for the first family growth action after you’ve played it.]

⇒ If your next family growth is the “Family Growth and Minor Improvement” action space, you can play a minor improvement as usual.

⇒ [If your next family growth action is “Family Growth without Room”, or when playing the Lover **K291**, this card has no effect.]

⇒ [Using the Wet Nurse **K270** or Village Beauty **Z325** counts as a family growth action.]

Wood Buyer (3–5 players) **I234**

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

⇒ [You may buy only 1 wood each turn.]

⇒ [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) **I235**

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) **I236**

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

⇒ [Negative points that are compensated by the Hide Farmer are not counted as negative for the Constable **K276**.]

Juggler (4–5 players) **I237**

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) **I238**

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

⇒ The order in which the “Plough Field and Sow” and “Family Growth without Room” action spaces enter the game is determined by the chamberlain immediately when they are turned over.

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 reeds. 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 Clay Hut Extension **K132**, but this will increase the number of required reeds to 2.]

⇒ [After you’ve used the Clay Plasterer, 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.]

⇒ For example, if you have the Bricklayer **I243** as well, you can use both to renovate to a clay hut for 1 reed and to build new clay rooms for 1 clay and 2 reeds.

Clay Hut Builder (1–5 players) I242

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

⇒ If you already live in a clay hut or a stone house when you play this card, place the clay on the round spaces immediately.

⇒ [Is activated when you use the Conservator **E200** to renovate to a stone house.]

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; [or you can use both the Clay Supports **E37** and the Bricklayer to build rooms for 1 wood and 1 reed.]

⇒ [You may use other cards that change the costs of an improvement, room or renovation together with the Bricklayer for the same action.]

⇒ [If a new room costs only 1 clay, e.g. after using the Clay Plasterer and the Frame Builder **K272**, the Bricklayer reduces the cost to 0.]

⇒ [The cost of the Clay Hut Extension **K132** is also lowered by 2 clay.]

Layabout (1–5 players) I244

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

⇒ You do not perform the actions of either the field phase or the breeding phase of the next harvest. Neither may you use cards that have effects at harvest time.

⇒ On the other hand, you do not need to feed your family during that harvest.

⇒ [Other players may use your Water Mill **I103** during the next harvest.]

⇒ [Using the Manure **I92** does not count as a harvest.]

Market Crier (3–5 players) I245

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

Milking Hand (4–5 players) I246

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

Butcher (1–5 players) I247

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

⇒ [You do not need a cooking improvement to use the Butcher.]

⇒ [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.]

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 **I96** [or Helpful Neighbours **E42**, or use any other improvement to receive reeds, or when you use an occupation to get reeds.]
- ⇒ Collecting the food does not count as taking the “Fishing” action, and does not activate the Fisherman **E161**, Fishing Rod **E12**, Fish Trap **I95**, Raft **E22**, or Canoe **E30**.
- ⇒ [You can not take other resources that may be on the “Fishing” action space, e.g. because of the Wood Distributor **K284**.]
- ⇒ [In the round in which you play this card, you may only claim the food on “Fishing” if you take reed *after* you play the Net Fisherman.]

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, Piecemaker **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 Piecemaker **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**, Pieceworker **K268**, etc., even if you buy the only stone that they take this turn. However, they cannot use their Resource Seller **K310**, because they do not “receive” the stone.]

Stone Carver (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 additional animal of that type.

⇒ The “1 Sheep”, “1 Wild Boar” and “1 Cattle” cards are added in Rounds 1–4, 8–9 and 10–11.

⇒ In the 5-player game, there is an action space that gives players 1 animal of their choice. The Animal Dealer is not activated by using this space.

⇒ After you’ve paid the 1 food, you may immediately convert the animal into food with an appropriate improvement. However, you must pay the 1 food beforehand; you may not subtract it from the proceeds.

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 ac-

tion, 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 to pay for the fences immediately.]
- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You can build the fences in round 6 and 10.

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

Acrobat

(4–5 players) **K269**

Whenever you use the “Travelling 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 “Travelling 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 “Travelling 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.
- ⇒ [Is activated when you use the Hut Builder **E178** or Mason **E191**, or when you play the Wooden Hut Extension **I81**, Clay Hut Extension **K132**, or Stone House Extension **E55**.]
- ⇒ [Using the Wet Nurse counts as a family growth action. If you use the Farm Steward **I233** for this family growth action, you do not need an empty room for one of the new family members.]
- ⇒ [Does not activate the Clapper **K127**.]

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 Bookshelf **K112**, Perpetual Student **K275**, and Patron **E192** when used to play an occupation card.
- ⇒ Each round, the Scholar allows you to play up to 1 additional card.
- ⇒ [You may play major improvements with the Scholar.]
- ⇒ [Activates the Merchant **E179** when used to play an improvement.]
- ⇒ Food that you receive at the start of a round can be used to pay for an occupation, [and food or goods received at the start of a round may be used to pay for an improvement.]
- ⇒ [If the occupation or improvement that you play with the Scholar has an effect at the start of a round, you may choose to use it immediately in the round it is played.]

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 Deliveryman (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**, [or in the solo game_] there may be wood on the wood space that cannot be distributed evenly — in this case, 1 or 2 wood are left on the action space.
- ⇒ The Wood Distributor, Foreman **K308** and Taster **I260** may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.
- ⇒ [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 **A10**, you receive 3 food for each 2 clay instead.

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

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.]

- ⇒ Copse **I78** and Forester **K278** do not count towards the indicated maximum of 2 fields, and the Smallholder may not be used when you plant on those cards.
- ⇒ [Does not increase the capacity of the Animal Yard **E58**.]
- ⇒ [You 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 **I78** or the Resource Seller **K310**, do not count.]
- ⇒ [If you receive resources at the start of the round because of occupations or minor improvements, you may take them before you use the Storehouse Clerk.]

Storehouse Keeper (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 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 or clay.]
- ⇒ [Is not activated when you receive wood because of a minor improvement or occupation.]
- ⇒ [You get a maximum of 1 clay from the Clay Worker per action.]

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 Slaughterhouse **I97** 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.
- ⇒ [If you build several rooms in one action, you can only use the Wood Carver for one of them.]
- ⇒ [You may use other cards that change the costs of a room or a renovation together with the Wood Carver for the same action.]
- ⇒ [May not be used when you build a new room for a clay hut or a stone house, not even if you have the Clay Supports **E37**, Brushwood Roof **K136**, Frame Builder **K272**, or Brushwood Collector **K294**.]

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 “Travelling 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 **Č06**, 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**.]

Mail Coach Driver (German) (3–5 players) Z329

From now until the end of the game, the other players do not receive goods and food during the work phase, but only when they return their people to their home.

- ⇒ [“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**.]

Sower (German) (1–5 players) Z331

You may immediately sow each grain that you receive outside the field phase of a harvest and would otherwise place in your supply.

- ⇒ [Is also activated when you receive grain from occupations and improvements, e.g. Corn Sheaf **K129**, Conjuror **E167**, Grocer **E184**, and Harvest Helper **I223**.]
- ⇒ [Is not activated in an extra field phase because of the Manure **I92**.]

⇒ [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.

⇒ [Is 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.

⇒ [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.]

- ⇒ [Is activated when another player receives multiple animals 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 **I77**.]
- ⇒ [Is activated when another player receives multiple animals at the start of a round, including those from the Veterinarian **K304**.]

Action Artist (4–5 players) **Ö02**

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) **Ö03**

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) **Ö04**

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 play this card. You receive the benefits of the Ski Instructor until your next family growth.]

Lovable Vagabond (1–5 players) **Ö05**

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) **Ö06**

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) **Ö07**

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) **Ö08**

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) **Ö09**

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) **Ö10**

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) **Ö11**

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) **Ö12**

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 **Ö03**, 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 **Ö06**, Bureaucrat **Č07**.]

⇒ [You may use another player's Family Singers **Ö09** 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) Č06

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) Č07

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.

⇒ [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) Č08

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) Č09

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.

⇒ Guests [or 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.]

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 Improve-**ment**

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 “new-born”; 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 **K138** 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 re-

turn 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 Improve-

ment” (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.

2 Clay

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

⇒ At the start of each round, add 2 clay to this action space from the general supply.

3.10 5 player action spaces

1 Occupation or Family Growth

Either you may play 1 occupation from your hand, or (starting from round 5) you may grow your family. You have to do one of these actions if you use this space; you may not do both in the same turn.

⇒ 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.

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 build a room, another player cannot choose traveling players on this action space.

⇒ You may not build more than 1 room in one action when you use this action space.

⇒ *Build Room* See the “Build Rooms and Stables” action space.

Take 1 Sheep or 1 Wild Boar or 1 Cattle

Either take 1 sheep and 1 food from the general supply, or take 1 wild boar, or pay 1 food and take 1 cattle. You may only take 1 animal in one turn.

⇒ Place the animal in your farm, convert it to food, or return it to the general supply immediately.

⇒ The animal 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.

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.

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 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

Stump-Jump Plough **Z313**, Plough Maker **E195**, Ploughman **K293** or Plough Driver **E194**, or play the Field **E11**, you pay 2 food in total.]

You cannot use the “Fishing” action space during winter until round 11.

⇒ 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**, Fence Deliveryman **I265**, 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 **C08**).]

⇒ [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 **O21**.]