

**Mastermind**  
 Jean-Paul Sartre  
 FR093



Image: Public Domain, Wikimedia

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

1

**Art Director**  
 Jean-Auguste-Dominique Ingres  
 FR063



Painting: JEAN-AUGUSTE-DOMINIQUE INGRES

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

**Kitchen Table**  
 Pauline Toudouze Lauragu  
 FR034



For you, all "Bake Bread" actions now read "Bake Bread or place 1 Food from your supply on Kitchen Table." At any time, you may return 1 Food from this card to your supply and take a "Bake Bread" Action.

**Star Classification Meal**  
 Stone house  
 Pauline Toudouze Lauragu  
 FR044



Place 1 Food on each remaining Round space. At the start of these rounds, you receive the Food.

**Breakfast Outdoors**  
 Pauline Toudouze Lauragu  
 FR010



1

2

In each Feeding phase, you receive 1 Food.

**Coffee Break**  
 Pauline Toudouze Lauragu  
 FR015



1

Place 1 Food on the next 5 Round spaces. At the start of these rounds, you receive the Food. If you play an Occupation before receiving the last Food, immediately remove this card's remaining Food from future Round spaces.

**Hammock**  
 Pauline Toudouze Lauragu  
 FR025



4 ROOMS

2

1

One of your rooms can hold 1 additional Family member.

**Oceanographer**  
 Pauline Toudouze Lauragu  
 FR096



1

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



Village Druid

Picture: Public Domain, wikipedia

FR116



FR

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

Full-bottomed Wig

3 Sheep

Painting: Nicolas de Largillière

FR022



FR

You no longer need Reed when you renovate your home.

Boatswain

Painting: Edouard Manet

FR066



FR

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

Grain Speculator

Honoré de Balzac

FR084



FR

Image: Louis-Auguste Bligny

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

Ground Pickaxe Plow

1

Painting: Jean-François Millet

FR027



FR

Once during the game, when you use either the "Plow 1 field" or the "Plow 1 field and/or Sow" Action space, you can place 1 Wood from your supply on 1/2 orthogonally adjacent (revealed or unrevealed) Action spaces (to the used plow space) to Plow 1/2 additional fields.

Fiddler

Painting: Delmar Brannetter

FR081




FR

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

Award Winner

Maria Skłodowska-Curie

FR064



Picture: Public Domain, wikipedia

FR

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

Prosecutor

Emile Zola

FR103



Painting: Edouard Manet

FR

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



**Sunday School** 2

Painting: THOMAS-AUGUSTE REYNAUD

FR047



FR

Place a marker on the next round. During that round, you place 1 fewer Family member. At the end of that round, remove the marker and play 2 Occupations for free.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Lemon Trader**

Painting: PIERRE-ALBERTO COY

FR090



FR


3+

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

**Landscape Gardener**

Claude Monet

FR089



FR


1+

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

**Benefactor**

Painting: JEAN-BAPTISTE GRENOU

FR065



FR

3+

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

**Drawing Genius**

Illustration: GILBERT DREY

FR076



FR

1+

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

**Parquet Setter**

Painting: GILBERT CARLHOFER

FR097



FR

1+

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

**Cattle Dealer**

Painting: JEAN TULLOT

FR070



FR

4+

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

**Threshing Machine Plow** 1

Painting: CAMILLE PISSARRO

FR050



FR

Once during the game, when you use the "Plow 1 field" Action space, you may Plow all 3 middle spaces on your farmyard instead of Plowing 1 field. (The middle 3 spaces are those surrounded by exactly 8 other spaces.)



**Miser**

Painting: Pierre Mignard

FR094

3+

FR

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

**Amusement Park**

1 pasture

Painting: Public Domain, wikipedia

FR003

1

FR

Place 1 Food each on the next 2/3/4/5 remaining Round spaces if you have 1/2/3/4 pastures. At the start of these rounds, you receive the Food.

**Convict Number 24601**

Painting: Etienne Jaquet

FR073

1+

FR

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

**Goblet**

1

Painting: Jean Simeon Chardin

FR023

FR

The Well is a Minor Improvement for you. When you build the Well, place 2 Food on the next 5 Round spaces instead of 1 Food. (If you already have the Well, then this card has no effect.)

**Watering Can**

1

Painting: Tobias-Alexander Rother

FR056

FR

Immediately add 1 Grain from the supply to each of your planted Grain fields and 1 Vegetable to each of your planted Vegetable fields.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Camembert**

2 Occupations

Painting: Jean-Baptiste Oudry

FR012

1

FR

Place 1 Food each on 3 Action spaces (unoccupied or occupied) from the general supply. The next player to use the Action space receives the Food.

**Martial Artist**

Painting: Elsie Delacroix

FR092

4+

FR

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

**Encircling Wall**

4

Painting: Paul Cézanne

FR018

2

FR

When you play this card, you may immediately fence 1 space in your farmyard. (You do not need to pay Wood for the fences).



**Debt Collector**  
Painting: Gaspard de la Tour

FR076

4+

FR

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

**Trees for the Citizens**  
Painting: Alphonse Stey

1 Occupation

FR052

3 1

1

FR

If you have the Joinery or Sawmill, you do not have to pay the Wood cost for this card. At the end of the game, you receive 1 Bonus point for every 2 Improvements in front of you that have a printed Wood cost.

**Head Of The Revolution**  
Painting: Maximilien de Robespierre

FR085

3+

FR

Painting: Pierre-Roch Vigneron

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

**Orchard**  
Painting: Camille Bonnard

FR035

1 planted field

1

FR

Place 1 Food on each of the next Round spaces up to the number of planted fields in your farmyard. At the start of these rounds, you receive the Food.

**Gardening Enthusiast**  
Painting: Giovanni Segantini

FR082

3+

FR

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

**Powerhouse**  
Painting: Edoardo Divo

FR101

4+

FR

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

**Animal Welfarist**  
Painting: Franz Marc

FR062

4+

FR

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

**Swimming Studio**  
Painting: Edoardo Maffei

FR046

1

FR

Whenever you use the "Fishing" Action space, you may also convert up to 1 Wood to 3 Food.



**Hay Rake** 1 1

Painting: Jean-François Millet

FR029



FR

Each Work phase, the third person you place can use the "Plow 1 field" Action space even if it is occupied.

**Journeyman**

Painting: Gustave Courbet

FR088



3+

FR

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

**Artists Garden**

3 Occupations

Painting: Claude Monet

FR005



1

FR

In the Returning home phase of each round, you may harvest 1 field.

**Sailboat Constructor**

Painting: Claude-Jean Vernet

FR106



1+

FR

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

**Witches' Dance Ground**

3 Occupations

Painting: Camille Corot

FR079



FR

Place this card on or beside your farm. If you place it beside your farm, you gain 2 extra farmyard spaces (to be scored as normal) and you receive 1 Bonus point. If you place it on your farm, cover two orthogonally adjacent unused spaces which no longer count as part of your farm.

**Peasants Boutique**

Return Basket Maker's Workshop

Painting: Louis Moreau

FR041



3

FR

Every harvest you may convert 1 Reed into 4 Food. At the end of the game, you receive 1/2/3 Bonus points for having 1/3/4 Reed. You do not receive additional Bonus points from the Basket Maker's Workshop.

**Par Force Hunting** 2 1

Painting: Jean-Baptiste Oudry

FR039



1

FR

Add 4 and 7 to the current round and place 1 Wild boar on each corresponding Round space. At the start of these rounds, you can pay 1 Food to take the Wild boar.

**Trailblazer**

Paul Cézanne

FR113



1+

FR

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



2 Occupations

**Trip to the Lake**

Painting: Giovanni Sestini

FR033

FR

Whenever you use the "Fishing" Action space, you receive an additional 1 Food and 1 Wood.

Agrarian

Painting: Giovanni Sestini

FR061

FR

3+

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

4 planted fields

**Flat Hill**

Montparnasse

FR021

FR

Illustration: Public Domain, wikimedia

When you play this card, immediately Renovate your Wooden hut to a Clay hut for free.

1 Occupation

**Necklace**

Anne d'Autriche

FR037

FR

Whenever at the end of a Work phase, you have at least 2 Family members occupying 2 orthogonally adjacent Action spaces, you receive 1 Food.

**Pasteurization Expert**

Louis Pasteur

FR095

FR

3+

Image: Public Domain, wikimedia

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

Clay hut or Stone house

**Heatwave**

Painting: Jean-François Heu

FR031

FR

Immediately build a Fireplace for free or upgrade a Fireplace to a Cooking Hearth.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Musketeer**

Alexandre Dumas

FR095

FR

4+

Image: Public Domain, wikimedia

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

**Tower Builder**

Gustave Eiffel

FR112

FR

4+

Image: Public Domain, wikimedia

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



**Wealthiest European**  
Painting: Jacques-Louis David  
 FR117



4+

FR

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

**Kids Corner** 1  
Debussy-composition  
 FR033



1

FR

Your home may hold 1 additional animal. You may keep more than 1 type of animal in your home.

**Writing Maniac**  
Painting: Eliza Dacre  
 FR120



3+

FR

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

**Fencing Master**  
Image: Public Domain, wikimedia  
 FR080



3+

FR

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

**Shovel Worker**  
Painting: Jean-François Millet  
 FR106



4+

FR

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

**Abandoned Willow**  
 1 empty field  
Painting: Camille Pissarro  
 FR001



4+

FR

Immediately remove 1 empty field from your farmyard and receive 4 Wood. (That space now counts as unused).

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Cabbage Lover**  
Painting: Camille Pissarro  
 FR067



4+

FR

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

**Wild Game** 1  
Painting: Gustave Courbet  
 FR037



4+

FR

You immediately receive 5 Food.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.



**Stroller**  
Edouard Manet  
FR110




Image: Public Domain, wikipedia

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

**Workaholic**  
Painting: Gustave Courbet  
FR119



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

**Sculptors Son**  
Painting: Francois Chaignon  
FR107



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

**Cornrick**  
1 field  
Painting: Claude Monet  
FR016



Place 1 Grain each on the spaces for rounds 7 and 9. At the start of these rounds, you receive the Grain.

**Unicycle Driver**  
Image: Public Domain, wikipedia  
FR115



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

**Pipe Smoker**  
Painting: Paul Cézanne  
FR100



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

**Grain Mill Oven**  
1  
1  
Painting: Jean-Baptiste-C. Greve  
FR025



You can't Bake bread with the Grain Mill Oven. Clay and Stone Ovens are Minor Improvements for you. You may discard this instead of paying an Oven's cost. When you play this card, you can immediately take the "Bake bread" action.

**Good Friend**  
Guy de Maupassant  
FR083




Image: Public Domain, wikipedia

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



**Wood Gatherers**

Painting: Jean-François Millet

FR118

FR

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

**Racing Stable Manager**

Painting: Horacio Dalmonte

FR104

FR

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

**Absinthe**

Painting: Edouard Manet

3 Occupations

FR002

FR

1

Place 1 Food on the next 5 remaining Round spaces. At the start of these rounds' Work phase, place the Food on an Action space of your choice. (The next player to use this space receives the Food.)

**Child Care Worker**

Painting: Théo-Alexandre Rancin

FR071

FR

4+

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

**Barber Shop**

3 1

Maitre

FR008

FR

Painting: Charles-Alexandre Clouet

For every Harvest remaining when you play this card, you receive 1 Bonus point.

**Cowboy And Mother**

Painting: Camille Corot

FR075

FR

1+

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

**Five Rings**

1 1

Pierre de Coubertin

FR020

FR

1

Whenever you play an Improvement, pay 1 Wood/Stone less if you chose Wood/Stone as the cost of this card. (Mark this card with 1 Wood/Stone from the supply.)

**Immigrants Son**

Painting: Lucie A. Lemaire

FR087

FR

1+

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



**Baguette**  
Painting: PAUL CÉZANNE

FR007



FR

During each Harvest, you may pay 1 Wood to Bake bread at the start of the Feeding phase if you have an Improvement with the bread symbol.

**Chameleon** 1

Painting: Public Domain, wikipedia

FR013



FR

When you play this card, you receive 1 Wild boar. You may keep 1 Wild boar in each of your pastures that hold Sheep. (Pastures can still hold the normal amount of animals).

\* Les sources d'Auvergne, Paris, 1910.

**Straw-Thatched Hut**  
Painting: PAUL GAGNAY

2 plowed fields

FR046



FR

Whenever you add a room to your Clay hut, you can pay 2 Clay, 1 Grain and 1 Food instead of 5 Clay and 2 Reed.

**Tuileries Garden** 1 3

Painting: EDOUARD MANET

FR054



FR

Whenever you use the "Plow 1 field" Action space, you may immediately afterward take 1 Grain or 1 Vegetable from the general supply and Sow it.

**Sofa** 1

Painting: TOULOUSE-LAUTREC

FR043



FR

At the end of the game, you receive 4/2 Bonus points if your home has at most 2/3 rooms.

**Vegetable Harvest**

Painting: CAMILLE PISSARRO

FR055



FR

If you have an Oven, you can convert Vegetables into Food at any time. Take 4 Food for each Vegetable.

**Pear Peeler**

Painting: EDOUARD MANET

FR099



FR

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

**Sun Farmer**

Ludwig XIV.

FR111



FR

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







**Rock Pyramid**  
Painting: Claude Monet

FR042



FR

Whenever you build a Stone room, you can Plow up to 1 field. If you paid at least 1 Stone for that room, you may Plow up to 2 fields instead.

**Grotto**  
Painting: Gustave Courbet

2 Occupations

FR026



FR

Place 3 Clay and 2 Stone from the supply on this card. At the end of each round, you may pay 2 Food to receive 1 of these resources. Once this card is empty, it provides room for 1 Family member.

**Cocotte**  
Painting: Edouard Manet

FR072



FR

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

**The Port Le Havre**  
Painting: Claude Monet

1 Oven

FR049



FR

Whenever you use the "Bake Bread" Action, you may convert 1/2 Clay into 1/2 Stone.

**Wood Saw** 1

Painting: Jean-François Millet

FR060



FR

Whenever every other player has more Family members than you, you may immediately build 1 or more rooms by paying their cost.

**Evening Prayer**  
Painting: Jean-François Millet

no Occupations

FR019



FR

If you have 1/2 plowed fields, immediately pay 1/2 Food to play 1/2 Occupations.

**Cat Lover**  
Painting: Jean-Baptiste Oudry

FR069



FR

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

**Badger** 1

FR006



FR

Immediately place a marker on an Action space of your choice. At the start of each round, you must move it to an orthogonally adjacent revealed Action space. Any player that uses that space also receives 1 Food.

\* from the french book Illustrations de Histoire naturelle générale et particulière avec la Description du Cabinet du Roy



**Turkey Breeder**  
 Painting: Jean-François Millet

FR114



FR

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

**Apple Garden**  
 Painting: Camille Pissarro

FR004



FR

You receive 2 Bonus points for either Grain or Vegetables missing from your farm at the end of the game. (The Apple Garden replaces this type of good.) (You still lose the points for the missing good.)

**Park Cemetery**  
 Painting: Louise Jostene Saraghen de Belachon

FR040



FR

Place 3 Stone on the "Plow 1 field" Action space from the general supply. Any player who uses that space may also receive 1 Stone from it. If there is no Stone on that space, you may discard this card and Plow 1 field.

**Chocolade**  
 Painting: Jean-Etienne Lattard

1 Major Improvement  
 FR014



FR

Place 4 Food from the supply on this card. This Food can only be used to pay for Occupations.

**Timetable**  
 Painting: François Boucher

1 Major Improvement  
 FR051



FR

Place 1 building resource of each type on this card. These building resources can only be used to pay for Minor Improvements.

**Country Doctor**  
 Gustave Flaubert

FR074




Image: Public Domain, wikipedia

FR

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

**Bathroom**  
 Painting: Théodore Laurent

1 plowed field  
 FR009



FR

Each time you convert a Grain or Vegetable into Food, you may place it on this card. For each field you Sow, you may take 1 Good of the same type from this card and add it to that field. (Goods on this card do not count for points when scoring.)

**Haystack**  
 Painting: Jean-François Millet

6 animals  
 1  
 FR030



FR

Place 3 Food on each remaining Round space. At the start of these rounds, you receive the Food.



Reformer

Jean Jaurès

FR105



Image: Public Domain, Wikimedia

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

2 Occupations

Brickyard

Painting: PAUL CLOUET

FR011



FR

At the start of each round, if you have no Clay in your supply, place 1 Clay on this card. At any time when this card has 4 or more Clay on it, you may move all of the Clay to your personal supply.

Dove Hunter

Painting: GUSTAVE COURMET

FR077



FR

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

Card Player

Painting: PAUL CLOUET

FR068



FR

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

Stone House Reconstruction

Painting: GUSTAVE MENDEL

FR045



1

FR

You can Renovate your Clay hut to a Stone house at any time without using the "Renovate" action. (You must still pay for the Renovation.)

Prefect

Image: Public Domain, Wikimedia

FR102



3+

FR

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

Stage Star

Adrienne Lecouvreur

FR109



4+

FR

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

1 planted field

Golden Rose

Painting: JEAN BENOIST

FR024



1

FR

Whenever you pay Food to play an Occupation or a Minor Improvement, you may pay up to 2 Food less.