

Cattle Market 1 

60



E

When you play this card, return 1 Sheep to the supply and take 1 Cattle.

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

2 **Sack Cart** 2 

Occupations 46



E

Place 1 Grain each on the spaces for rounds 5, 8, 11 and 14. At the start of these rounds, you receive the Grain.

Madonna Statue

Remove 2 played Improvements 38



2 E

The Madonna Statue has no effect. (You must remove Improvements that are on the table in front of you. You may not discard cards from your hand. It is irrelevant whether you remove Major or Minor Improvements.)

Mendicant

133




1* E

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


Lord of the Manor

189



1* E

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.)



Hobby Farmer

180



4* E

When you play this card, take 1 Vegetable that you may Sow immediately if you have an empty plowed field. (You can Sow just this one Vegetable with this extra action.)

Potato Dibber 1 

32



E

Whenever you Sow fields with Vegetables, place 1 additional Vegetable on each field that you Sow.

Builder's Trowel 1 

50



E

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

Plow Driver

194



1+ E

Once you have a Stone house, you can pay 1 Food at the start of each round to Plow (at most) 1 field.

Thatcher

157



3+ E

Pay 1 Reed less to Build each room, for each Renovation, and for each of the Water Mill, Half-timbered House, Chicken Coop, Holiday Home, Mansion and Corn Storehouse.

Academic

148



3+ E

This card counts as 2 Occupations for Minor Improvements and when scoring the "Reeve" Occupation card.

Stone Tongs

56



1 E

Whenever you use one of the "Stone" Action spaces that become available in Stage 2 and Stage 4, you receive 1 additional Stone.

Swincherd

206



4+ E

Whenever you use the "Take 1 Wild Boar" Action space, you receive 1 additional Wild Boar from the supply. (The "Take 1 Wild Boar" Action is added in Stage 3.)

Field Warden

163



4+ E

You can use the "Take 1 Vegetable", "Plow 1 field" and "Plow 1 field and/or Sow" actions even if another player has placed a person on the space.

Private Forest

45



2 E

Place 1 Wood on each remaining even-numbered Round space. At the start of these rounds, you receive the Wood.

Drinking Trough

59



2 1 E

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

Stablehand

207

1+

E

Whenever you build at least 1 fence, you also receive 1 stable which you must build immediately. (This may be built inside or outside the fenced area.) (You do not need to pay any Wood for the stable.)

Braggart

197

3+

E

At the end of the game, you receive 1/3/5/7/9 Bonus points for having 5/6/7/8/9+ Improvements in front of you.

Stone House Extension

55

1

3

E

When you play this card, immediately extend your Stone house by 1 room. (The room does not cost anything, but you must pay the cost shown to play this card.)

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

Mason

191

1+

E

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.

Master Builder

151

1+

E

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.

Feed Pellets

338

E

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.

Shepherd

203

4+

E

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.

Baker's Oven

Return 1 Oven of your choice

14

3

E

Whenever you use the "Bake bread" action, you can use the Baker's Oven to convert up to 2 Grain into 5 Food each. When you play this card, you can also take the "Bake bread" Action.

→ 2x →

Carpenter

218

1+

E

To extend your home, you need only 3 of the appropriate building resource and 2 Reed for each new room. (For example, if you live in a Wooden hut, you need 3 Wood and 2 Reed.)

Quarryman

209

3+

E

You can use the Quarryman at any time to convert Stone to Food. For each Stone you convert, take 2 Food.

Simple Fireplace

20

1

E

At any time, you may convert goods to Food as follows:

Vegetables:	→	→	→	→
Sheep:	→	→	→	→
Wild boar:	→	→	→	→
Cattle:	→	→	→	→

Whenever you use the "Bake bread" action, you may convert:

Grain: → → → →

Guildmaster

341

3+

E

You receive 4 Wood when you acquire the Joinery or play the Cabinetmaker. When you acquire the Pottery or play the Potter, you receive 4 Clay. When you acquire the Basketmaker's Workshop or play the Basketmaker, 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.

Wood-fired Oven

27

3

1

2

E

Whenever you use the "Bake bread" action, you can use the Wood-fired Oven to turn any number of Grain into 3 Food each. When you play this card, you can also take the "Bake bread" action.

→ → → →

Clogs

28

1

1

E

At the end of the game, you receive 1 Bonus point for a Clay hut or 2 Bonus points for a Stone house.

→

Cook

181

4+

E

In the Feeding phase of each Harvest, only 2 of your people eat 2 Food each; all others are satisfied with only 1 Food.

Carp Pond

31

1

E

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

Plow Maker

195

1+

E



Whenever you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action spaces, you can pay 1 Food to Plow 1 additional field.

Reed Collector

205

3+

E



Place 1 Reed on each of the next 4 Round spaces. At the start of these rounds, you receive the Reed.

Quarry

4 Occupations

54

2

E



Whenever you use the "Day Laborer" Action, you receive an additional 3 Stone.

Woodcutter

176

1+

E



You receive 1 additional Wood whenever you use a family member's action to take Wood.

Basket

1

34

E



Whenever you use a person's action to take Wood from an Action space, you can leave 2 of the Wood on the Action space and receive 3 Food in exchange.

Brush Maker

156

3+

E



Whenever you convert Wild boar to Food, you can choose to place the boar on this card. At the end of the game, you receive 1/2/3 Bonus points for 2/3/4 slaughtered Wild boar.

Yeoman Farmer

165

3+

E



At the end of the game, you only lose points for Unused spaces and Begging cards.

Mini Pasture

2

40

E



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

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

Tutor

174



1+

E

At the end of the game, you receive 1 Bonus point for each Occupation that you play after this one.

Storyteller

169



4+

E

Whenever you use the "Traveling Players" action on an Action space, you can leave 1 Food on the space and take 1 Vegetable instead.

Master Brewer

154



1+

E

In the Feeding phase of each Harvest, the Master Brewer can convert up to 1 Grain to 3 Food.

Gypsy's Crock

19



2

1

E

Whenever you convert any 2 goods to Food at one time using a Fireplace, Cooking Hearth or Cooking Corner, you receive 1 additional Food.

Lettuce Patch

3 Occupations

47



1

E

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. (This card does not count as a field when scoring.)



Half-timbered House

21



1

1

1

2

E

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 have played the Mansion, you do not score extra points for having the Half-timbered House.)

Basketmaker

183



4+

E

In each Harvest, the Basketmaker can convert up to 1 Reed to 3 Food.

Fruit Tree

3 Occupations

43



1

E

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

3 Occupations 48

Reed Pond



1 E

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

57

Dovecote

2



2 E

Place 1 Food each on the spaces for rounds 10 to 14. At the start of these rounds, you receive the Food.

1 Occupation 36

Clay Roof



1 E

You can replace 1 or 2 Reed with the same amount of Clay whenever you extend or renovate your home.

164

Master Forester



4+ E

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 must pay you 2 Food.



2 Occupations 18

Beanfield



1 E

When you Sow, you can plant Vegetables on this card as though it were a field. (This card does not count as a field when scoring.)



201

Cattle Whisperer



4+ E

Add 5 and 9 to the current round. Place 1 Cattle on the corresponding Round spaces. At the start of these rounds, you receive the Cattle.

See below 44

Outhouse

1 1 1



2 E

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.)

2 Occupations 30

Canoe



1 E

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

Spindle 1 **I**

51



E

Whenever you have 3/3 Sheep during the Field phase of a Harvest, you receive 1/2 additional Food.

Baker

150



1+ **E**

During each Harvest, you may Bake bread at the start of the Feeding phase if you have an Improvement with the  symbol. When you play this card, you may Bake bread as an additional action.

Head of the Family

159



4+ **E**

You can use any Build room(s) or Family growth Action space, even if another player has already placed a person on it.

Animal Pen 2 **I**

4 Occupations

24



1 **E**

Place 2 Food on each remaining Round space. At the start of each round, you receive the Food.

Turnwrest Plow 3 **I**

2 Occupations

62



E

Once during the game, when you use either the "Plow 1 field" or "Plow 1 field and/or Sow" action, you can Plow 3 fields instead of 1.

Fishing Rod 1 **I**

12



E

Whenever you use the "Fishing" Action space, you receive 1 additional Food. From Round 8, you receive 2 additional Food.

Meat-seller

162



1+ **E**

If you have an Oven, you can change your animals into Food at any time. Take 2 Food for each Sheep, 3 for each Wild boar and 4 for each Cattle.

Writing Desk 1 **I**

2 Occupations

49



1 **E**

Whenever you use an "Occupation" Action, you may play 2 Occupations one after another. The second Occupation costs you 2 Food.

Axe 1 1

13



E

Whenever you add a room to your Wooden hut, you only pay 2 Wood and 2 Reed.

Riding Plow 3 4 1

Occupations 63



E

Twice during the game, when you use either the "Plow 1 field" or "Plow 1 field and/or Sow" action, you can Plow 3 fields instead of 1.

Charcoal Burner

182



3+ E

You receive 1 Food and 1 Wood whenever any player (including you) builds a Baking Improvement with a  symbol.

Merchant

179



1+ E

Whenever you use the "Minor Improvement" or "Minor or Major Improvement" action, you can pay 1 Food to use the action a second time.

Field 1

11



E

When you play this card, immediately Plow 1 field.

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

Ratcatcher

198



3+ E

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

(*) Offspring are a player's 3rd, 4th and 5th Family members.

Shepherd's Pipe

1 Sheep 29



E

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.

Bread Seller

155



3+ E

You receive 1 Food from the supply for each Grain that is baked whenever any player (including you) Bakes bread. (To Bake, you need a Baking Improvement with the  symbol.)

Renovator

199

1+

E

Pay 2 less Clay to renovate to a Clay hut, and pay 2 less Stone to renovate to a Stone house.

Patron

192

4+

E

In the future, whenever you play an Occupation, you receive 2 Food before you pay the costs of the Occupation.

Hut Builder

178

4+

E

Play this card during Stage 1. 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.

Raft

22

2

1

E

Whenever you use the "Fishing" Action space, you receive an additional 1 Food or 1 Reed.

Stonecutter

211

3+

E

All Improvements, Rooms and Renovations cost 1 Stone less.

Stablemaster

208

1+

E

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

Grocer

184

1+

E

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.

Maid

190

1+

E

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)

Ceramics 1 

1 Oven

33



E

When you play this card, you receive 2 Food. From now, the Pottery is a Minor Improvement for you and costs you nothing.

Clay Mixer

188



1+

E

Whenever one of your people's actions gives you only Clay, you receive 2 additional Clay.

Manger 2 

23



E

At the end of the game, if your pastures occupy 6/7/8/9+ farmyard spaces, you receive 1/2/3/4 Bonus points.



Turner

158



3+

E

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

Spices

25



E

Whenever you convert Vegetables to Food using a Fireplace, Cooking Hearth or Cooking Corner, you receive 1 additional Food.

Pastor

193



4+

E

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.

Estate Manager

170



3+

E

At the end of a 3/4/5 player game, if no player has more animals of any type than you, you receive 2/3/4 Bonus points.



Master Baker

149



4+

E

Whenever another player Bakes bread, you can Bake bread if you have a Baking Improvement with the  symbol. If you take a Bake action yourself (not using this card), you receive 1 additional Food.

Chief 172



1+ E

At the end of the game, you receive 1 Bonus point for each room in your Stone house. (In total, you receive 3 points per room instead of 2.) Playing this card costs an additional 2 Food.

Land Agent 147



3+ E

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 supply.

Building Material 16



E

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 HIS/HER HAND.

Millstone 41



E

Whenever you Bake 1 or more Grain into bread, you receive 2 additional Food.

Animal Keeper 216



4+ E

You can keep Sheep, Wild boar and Cattle in the same pasture. This applies to all your pastures (except the Forest Pasture).

Tenant Farmer 215



4+ E

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.

Baking Tray 15



E

Clay Ovens and Stone Ovens are Minor Improvements for you. Clay, Stone and Wood-fired Ovens cost you 1 building resource (of your choice) less.

Dancer 212



4+ E

Whenever you use the "Traveling Players" action on an Action space, you receive at least 4 Food. (If there are 1 to 3 Food are on the space, take Food from the general supply until you total 4 Food.)

Stockman

213

4+

E

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 be entitled to take several animals as well.)

Wooden Hut Builder

177

3+

E

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

Windmill

17

3

1

2

E

At any time, you can convert Grain to 2 Food (without having to Bake bread).

Greengrocer

168

3+

E

Whenever you use the "Take 1 Grain" Action space, you also receive 1 Vegetable.

Potter

214

3+

E

In each Harvest, the Potter can convert up to 1 Clay to 2 Food.

Butter Churn

2

1

E

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.

Plane

26

1

1

E

Whenever you turn 1 Wood into Food using the Joinery, Sawmill or Cabinetmaker, you receive 1 additional Food. You can choose instead to turn a second Wood into exactly 2 Food.

Market Stall

39

1


E

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 HIS/HER HAND.

Dock Worker

171



1+

E

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.

Clay Seller

186



4+

E

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.

Animal Yard

1 Occupation 58 2 1



1

E

On this card you can hold up to 2 animals of your choice. They need not be the same type of animal. (This card does not count as a pasture for scoring.) (This card does not give you animals.)

Chief's Daughter

173



1+

E

If another player plays the "Chief" card, you can play this card immediately at no cost. (You can also play it using an Action space in the usual way.) At the end of the game, you receive 3 Bonus points if you have a Stone house, 1 if you have a Clay hut.

Seasonal Worker

202



1+

E

Whenever you use the "Day Laborer" Action space, you receive 1 additional Grain. From Round 6, you can choose to receive 1 Vegetable instead.

Conjurer

167



4+

E

Whenever you use the "Traveling Players" action on an Action space, you receive 1 Grain in addition to the Food.

Berry Picker

152



3+

E

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

Stable

52 1 1



E

When you play this card, immediately build 1 stable. (The stable does not cost anything, but you must pay the cost shown to play this card.)

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

Clay Deliveryman

187



1+

E

Place 1 Clay on each of the spaces for rounds 6 to 14. At the start of these rounds, you receive the Clay.

Reeve

217



3+

E

Take $\frac{1}{2}/\frac{3}{4}$ Wood if there are still $\frac{1}{3}/\frac{6}{9}$ rounds to play. At the end of the game, all players with the most played Occupation cards receive 3 Bonus points each.

Clay Supports

37



2

1

E

Whenever you add a room to your Clay hut, you can pay 2 Clay, 1 Wood and 1 Reed instead of 3 Clay and 2 Reed.

Clay Firer

185



4+

E

You can use the Clay Firer at any time to convert $\frac{2}{3}$ Clay to $\frac{1}{2}$ Stone.

Master Shepherd

204



4+

E

Place 1 Sheep on each of the next 3 Round spaces. At the start of these rounds, you receive the Sheep.

Mushroom Collector

196



1+

E

Whenever you use a Family member's action to take Wood from an Action space, you can leave 1 of the Wood on the space and take 2 Food in exchange.

Hedge Keeper

175



1+

E

Whenever you build at least 1 fence, you can build 3 additional fences without paying any additional Wood. (You can only place fences if they enclose a complete pasture.)

Conservator

200



1+

E

You can renovate your Wooden hut to a Stone house without first needing to renovate it to a Clay hut.

