Shared Wall

2 Occupations

1

G106

Your home now creates a natural border for pasture(s). You may not extend your home into pastures created in this way. You may still build all 15 fences.

Hired Helpers

1

G082

Each round, you may place 1 Guest token as you would a Family member. If you do this, you must place 1 fewer person next round. You can not use this ability in consecutive rounds nor in Round 14.

Inventor

G034

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

Pulley

2

G097

Whenever you use the "Day Laborer" Action space you may immediately afterward build one room. *(Pay costs for the room normally.)*

Harvest Feast

3 Occupations

G080

When you play this card, each player may immediately move any amount of their planted resources to their personal supply. *(This does not count as a harvest).*

Animal Farm

1

2 Animal Types

G062

Once per round, you may return 1 of your animals to the supply for a Guest token, which you place this round as you would a Family member. *(The Guest represents the animal.)*

Sheep Market

1

1 Occupation

G107

At the beginning of each Harvest, you may exchange 1 Grain or Vegetable for 1 Sheep. Alternatively, you may exchange 1 Sheep for 1 Grain or Vegetable.

Mathematician

G039

From Round 6, if there are Wood Action spaces with the same amount of Wood after refilling each round *(at the end of phase 2)*, you can take 1 Wood from one of those spaces. This also applies to Clay Action spaces. In 5 player games, this also applies to Stone Action spaces. You can take only 1 resource per round.

Apprentice

G004

3+

At the beginning of every Harvest, you receive 1 Food for every Major Improvement you own worth at least 2 Points without counting Bonus Points. *(If you have purchased a Major Improvement as a Minor Improvement, that Improvement still counts for this card.)*

Pine Forest

G092

At the start of each round, you may place 1 Wood on this card if you have zero Wood in your supply. When this card has 5 Wood, move the Wood from this card to your supply. *(You may not give Wood to the general supply for nothing.)*

Understudy

G056

1+

Whenever an Action space is occupied by exactly one of your Family members, you may use that Action space again with a second Family member. *(Newborns count as Family members).*

Auctioneer

G008

4+

Place 2 Reed, 3 Wood, 3 Clay, and 2 Stone on Rounds 7, 9, 11 and 13, respectively. At the start of these rounds, all players simultaneously bid Food for the resources (players secretly place Food in their hands, then reveal). The highest bidder gets the resources and you get the Food. If you win, pay your Food to the supply. Ties are broken by this round's player order.

Master Baker's Apprentice

G038

1+

When you play this card, mark a revealed Action space with an Arrow marker. This Action space now has the added text "and/or Bake Bread." Whenever another player Bakes bread using this space, you receive 1 Food from the general supply. When you play this card, you may also take the "Bake bread" action.

Freeloader

G020

3+

Each round, your first Family member may use an occupied Action space. Your first Family member can never take the "Starting Player" Action space. *(Even if it is unoccupied).*

Sickle

1

G111

At the end of the game, you receive 3 Bonus points if you have at least 5 plowed fields, 8 Grain and 4 Vegetables. *(Planted Grain and Vegetables count).*

Errant Oven

G073

When you play this card, immediately take the "Bake bread" action.

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

Resource Collector

G047

1+

Place 1 Wood, 1 Clay, 1 Reed, and 1 Stone on the next 4 Round spaces in any order you choose. At the start of those rounds, you receive the resource.

Alternative Designer

G001

1+

Whenever you build stables or fences, you may replace Wood with the same amount of Clay or Stone. Whenever you build rooms, you may replace Wood with the same amount of Clay or Stone, to a maximum of 2 Clay and 2 Stone.

Extra Effort

1

G074

When you play this card, immediately build a Major Improvement. *(Pay costs for the Improvement normally).*

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Carrot Cake Baker

G011

1+

Whenever you convert Vegetables into Food, you may additionally take the "Bake bread" Action. The Carrot Cake Baker can also convert 1 Vegetable into 2 Food at any time.

Tax Collector

G054

3+

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

Sheepskin Rug

1

G109

At the end of the game, if you own a Fireplace, you receive 2 Bonus points.

Harbor Master

G029

3+

Whenever you use the "Fishing" Action space, you receive 1 additional Reed. Whenever another player uses the "Fishing" Action space, you receive 1 Reed and 1 Food from the supply.

Baking Field

2 Occupations & 1 Baking Improvement

G063

When you Sow, you can plant Grain on this card as you would on a field. When harvesting, you must immediately Bake this field's harvested Grain. *(This card does not count as a field when scoring.)*

Astronomer

G007

3+

When you play this card, you receive 2 Food. Whenever 3/4/5 of your Family members (or Guests) use 3/4/5 adjacent Action spaces (forming a vertical or horizontal line), you receive 1/3/5 Bonus points. The Action spaces must have the same dimensions.

Ringmaster

G048

4+

Whenever you use the "Traveling Players" Action space, you may either play a Minor Improvement or you may pay 1 Grain to build a Major Improvement immediately afterward. *(Pay costs for the Improvement normally.)*

Irrigation Canal

1 1

G085

1

Whenever you Plow a field that is orthogonally adjacent to a planted field, you may take 1 Grain or Vegetable from that field and Sow it immediately on the newly plowed field. Place 1 fewer Grain or Vegetable from the supply on the newly planted field.

Mooch

G041

3+

When you play this card, choose another player. Until the end of the next Harvest, you may convert animals, Vegetables, Grain, and building resources to Food as if you owned the chosen player's Improvements in addition to yours. *(The chosen player may use their Improvements normally.)*

Wheedler

G059

1+

Whenever you receive Food from an Action space, you receive 1 additional Food. This benefit does not apply to Food gained due to an Improvement or Occupation.

Chronicle

1 Occupation

2 2

G068

Place 1 Food on each remaining Major Improvement on the Major Improvements Board. When these Improvements are acquired, you receive the Food.

Miner

G040

1+

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

Village Farmer

G058

3+

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

Gimlet

1 1

G077

1

Pay 1 less Wood/Clay/Stone for each Wood/Clay/Stone room. Each round you build stables, pay 1 less Wood for up to 2 stables.

Private School

3 3

G096

1 Occupation
(1 Food to the owner of the card)

1

This card is an additional Action Space for all players. Any player who uses the Private School must pay you 1 Food to play an Occupation. All players must still pay any additional costs for their occupation *(Chief, Lover, etc)*.

Artisan

G006

1+

At most once per Harvest, when you use an Improvement to convert a building resource to Food, you receive 2 additional Food.

Carrot Farmer

G012

1+

Place 3 Vegetables from the supply on this card. Whenever you use the "Plow 1 Field" Action space, you may pay 1 Food for one of the Vegetables.

Vegetable Scoop

2

G117

Whenever you use the "Take 1 Vegetable" action, you receive 1 additional Vegetable.

Corral

3

1 Occupation

G070

You may keep up to 2 animals of the same type on each unsowed field orthogonally adjacent to your home. Different Corrals may hold different types of animals. At the end of the game, you receive 1 Bonus point for each of these fields that holds at least 1 animal.

Early Riser

G014

1+

When you play this card, you receive 1 Sheep. For you, the Breeding phase of the Harvest precedes the Field and Feeding phases. You may immediately cook baby animals if you do not have room to keep them.

Grafter

G024

1+

During the Breeding phase of Harvest, if you have 2 or more Grain in your supply, you receive 1 Grain from the supply. If you have 2 or more Vegetables, you receive 1 Vegetable from the supply. *(Vegetables and Grains that are planted are not counted).*

Stone Crane

2 Occupations

2 1

2

G112

1

Whenever another player builds a room or renovates, you may immediately perform this action yourself *(without placing a Family member)*. Pay the costs using 1 less building resource of your choice.

Winter Garden

G118

You may Sow 1 of your rooms as if it were 1 field. Whenever you have an animal in your home *(including House Goat)*, move all resources planted in this room to the general supply. Harvest resources from your room as normal and additionally at the end of Rounds 6, 8, 10 and 12.

Sausage Grinder

2

G102

1

Whenever you convert animals into Food, you receive 1 additional Food for each animal.

Plentiful Fields

G093

When you play this card, you receive 1 Food for each planted plowed field in your farmyard.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Job Seeker

G035

4+

Once in play, this card does not count as an Occupation for any purpose. Whenever, at the start of a round, you have fewer Occupations than any 2 other players, you may pay 1 Food to immediately play an Occupation. *(Occupations played this way may not be returned to the player's hand.)*

Fish Seller

G017

3+

Whenever you use the "Fishing" Action, you may use Food that you take from that Action space to buy up to 2 *(same or different)* items. One building resource costs 1 Food. One Grain, Sheep or Wild boar costs 2 Food. One Vegetable or Cattle costs 3 Food.

Pearl Seeker

G044

1+

Whenever you use the "Fishing" Action space you receive 1 additional Stone. Also, you can use Food that you take from that Action space to buy more Stone. Each Stone costs 2 Food.

Itinerant Laborers

1

G086

When you play this card, immediately take a "Sow" action.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Potter's Wheel

1

G094

Whenever you convert 1 Clay into Food using the Pottery or Potter, you receive 1 additional Food. The Pottery is now a Minor Improvement for you.

Clear Cutting

1 Occupation

1

G069

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

Stonepiler

G053

1+

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

Grain Lover

G027

3+

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

Family Counselor

G015

1+

Whenever at the end of a Work phase all of your adult Family members were placed on the same piece of cardboard, you receive 1 Food/1 Grain/1 Vegetable if it were 2/3/4+ Adults.

Hoe Maker

G033

1+

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

Shovel

1

1

G110

Whenever you use the "Day Laborer" Action space, you may immediately afterward take the "Sow" action.

Reed Sale

1

G100

When you play this card, you receive 3 Food.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Baker's Daughter

G009

3+

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

Glass Blower

G022

3+

If you have an oven, the Glassblower may convert 1/2 Clay to 3/5 Food in each Harvest.

Hammer

G079

When you play this card, immediately take a "Fences" action. Pay 1 Wood to every other player who has at least 1 fence.

Birthstone

G066

Whenever you grow your family, you may pay 1 Stone for 1 Bonus point. When you play Birthstone, you may immediately do this for any new Family member that you already received this round.

Grump

G028

3+

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

Hermit

G021

4+

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

Paddocks

1 Pasture & 1 Occupation

G090

When you play this card, immediately build *(at no cost)* up to 4 fences within an existing pasture.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Fisherman's Apprentice

G018

3+

Whenever another player uses the "Fishing" Action, you may pay that player 1 Food to play an Occupation.

Cow Bell

1

G071

You may keep up to 2 Cattle on each Unused space on your farmyard, to a maximum of 4 Cattle. *(The spaces still count as unused.)*

Hobbyist

G032

3+

Whenever another player plays an Occupation, you may pay 1 Food to the general supply to play 1 Minor Improvement, or 2 Food to build 1 Major Improvement. *(Pay costs for the Improvement normally.)*

Horse Barn

1 Occupation

G084

Whenever you Sow, each field you Sow that is orthogonally adjacent to exactly 1 stable gets an additional 1 Grain or 1 Vegetable. Each field that is orthogonally adjacent to 2 or more stables, gets an additional 2 Grain or 2 Vegetables. *(It does not matter if the stable is fenced.)*

Dunghill

1

2 Occupations

G072

Whenever you have 2/3 different types of animals at the beginning of the Field phase, you may add 1 more resource on 1/2 of your planted fields *(or planted cards)*. *(Animal cards like House Goat do not count, but animals kept on cards do.)*

Animal Farmer

G002

1+

At the end of the game, you receive 1 Bonus point for each of your pastures that can not contain any more animals than it does. If all of your pastures qualify, you receive 1 additional Bonus point. *(To receive this point, you need to have at least 1 pasture.)*

Bard

G010

4+

Whenever another player uses the "Traveling players" action on an Action space, you receive 1 Food and 1 Wood from the supply.

Glutton

G023

1+

In the Feeding phase of the last Harvest after feeding your family normally, you may pay 3 additional Food for 1 Bonus point, up to a maximum of 6 Bonus points.

-6x→

Clay Starter

1+

When you play this card, if you have only 2 Rooms in your Wooden hut, immediately pay 1 Food to renovate it to Clay for free.

Beehive Oven

2

G065

1

Whenever you use the „Bake bread“ action, you can use the Beehive Oven to convert up to 1 Grain into 4 Food. Whenever you Bake 1 or more Grain into bread without using the Beehive Oven, you receive 1 additional Food. When you play this card, you can immediately take the "Bake bread" action.

Fence Helper

G016

3+

Whenever another player takes a "Build fences" action, you may pay that player 1 Food to immediately take the "Fences" action, too. *(Pay costs normally).*

Late Sleeper

G037

4+

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

Truffle Digger

G055

4+

Whenever you use a Family member's Action to take Wood that is on an accumulating Action space and you have 1/2/3 Wild boar, you receive 1/2/3 additional Food.

Bountiful Harvest

2 Occu-pations

G067

If you harvest at least 2 resources and breed at least 1 animal during a Harvest, place 1 Food from the supply on this card. You may use this Food at any time. At the end of the game, you receive 1 Bonus point for each Food on this card.

Hayloft

1

G081

At the end of the game, you receive 1/2 Bonus points for 3/4 stables.

Bartering Hut

G064

When you play this card, immediately buy up to 2 *(same or different)* animals from the general supply. Pay any 2 building resources for each Sheep, any 3 for each Wild boar, and any 4 for each Cattle.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Oldest Occupation

G042

4+

From Round 5, whenever any player uses the "Day Laborer" Action space, they may pay you 2 Food to immediately take a "Family Growth" action. *(They must have room in their home. If you use Day Laborer, you may grow for free.)*

Stone Trader

G052

4+

Whenever you use an action to take Stone, you may immediately afterward pay 1 Food to play an Improvement that has a printed Stone cost. *(Pay costs for the Improvement normally.)*

Meat Pie

1 Occupation

2 / 1 Animal

G088

1

Whenever you Bake 1 or more Grain into bread, you may pay 1 additional Grain and 1 animal for 3 Bonus points. When you play this card, you may also take the "Bake bread" action.

Late Bloomer

G036

4+

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

Grain Market

3 Grain Fields

G078

1

Whenever you harvest at least 1 Grain, you may immediately afterward exchange 1 Grain from your personal supply for 1 Vegetable.

Opportunist

G043

4+

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

Food Critic

G019

1+

The next time you use the "Fishing" Action, place 1 Food from the supply on this card. Whenever you Bake bread or convert animals, Vegetables, or building resources to Food, you may place that good on this card. At the end of the game, you receive 1/2/4/6 Bonus points for 4/5/6/7+ different items on this card.

Magic Beans

1

G087

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 his/her hand.

Remodeling

1 Stable

1 / 1

G101

When you play this card, immediately return a stable from your farmyard to your supply and extend your Wooden hut by 1 room. *(The room does not cost anything, but you must pay the cost shown on this card.)*

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Helper

G031

3 +

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

Scythe

1 Occupation

1 1

G103

1

You may Sow fields even if they already contain resources. Place the new resources on top of the existing ones. You cannot Sow different resources on a single field.

Fish Farm

1 Planted Field & 1 Occupation

G115

Whenever another player takes the "Fishing" action, you can take 1 Grain or Vegetable from each of your planted fields and place it in your personal supply. *(This also applies to field cards.)* This doesn't count as harvesting.

Private Market

1 1

G095

1

Once per round, you may exchange 2 Food for a building resource of your choice.

Architect

G005

1 +

Whenever you extend your home, you receive 2 Food for each new Room. Whenever you build stables, you receive 1 Food for each new stable.

Tree House

3 Occupations

2 1

G116

Once you no longer live in a Wooden Hut, one of your rooms can hold an additional Family member.

Seed Master

G049

1 +

At any time, you may pay 1 Food to convert 1 Grain in your supply to 1 Vegetable. At any time, you may convert 1 Vegetable in your supply to 1 Grain.

Wooden Bridge

3

G119

1

Whenever you use the "1 Reed" Action space, you receive 1 additional Food. Whenever you use the "Day Laborer" Action space, you receive 1 additional Reed.

Seasonal Plants

1 Occupation

G104

Whenever you Sow during an even-numbered round, add 1 additional resource of the appropriate type to 1 field you just sowed.

Headmaster

G030

4+

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

Wintercrafter

G060

1+

Between the Field and Feeding phases of each Harvest, you may play a Minor Improvement or pay 2 Food to build a Major Improvement. *(Pay costs normally).*

Animal Holder

G003

3+

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

Pelt Roof

2 Occupations

G091

For each Wild boar, Cattle, or 2 Sheep you convert into Food, you may place 1 Reed from the general supply on this card. You may use this Reed to extend or renovate your home.

Stonecutter's Hall

2

3 1 / 3 / 3

G114

2

In each Harvest, you can use the Stonecutter's Hall to convert at most 1 Stone to 3 Food. At the end of the game, you receive 1/2/3 Bonus points for 2/4/5 Stone.

Sheepdog

G108

You may keep up to 2 Sheep on each Unused space in your farmyard. *(The spaces still count as unused.)* You may not keep any animal other than Sheep in your home. The Sheepdog must be fed 1 Food each Harvest. *(You must beg if you don't have enough Food).*

Farmers Market

2

G075

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.

Businesswoman

G025

1+

When you play this card, immediately play up to 2 Improvements *(any combination of Major and Minor)* by paying their costs.

Migrant Workers

1 Occupation

2

G089

Whenever you use the "Day Laborer" Action space, you may immediately afterward pay 1 Food to Plow 1 field.

Almanac

1

1

G061

When you play this card, immediately take the Field and Breeding phases of a Harvest on your farmyard.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Stone Kitchen

3

G113

2

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: →

Holiday Present

1

1

G083

When you play this card, immediately either discard 1 Begging card or take 1 animal *(of your choice)* from the supply.

After you play this card, pass it to the player on your left, who adds it to his/her hand.

Vegetarian

G057

1+

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

Singer

G050

1+

When you play this card, you receive 2 *(same or different)* building resources of your choice.

Pumpkin Pie

2

1

G098

1

Whenever you Bake 1 or more Grain into bread, you may pay 1 additional Grain and 1 Vegetable for 3 Bonus points. When you play this card, you can also take the "Bake bread" action.

Pond Watchman
G046
4+
G
At the end of a Work Phase, after all other players have taken their actions, you may pay 1 Food to move one of your people that used the "Fishing" Action this round to a free Wood accumulating Action space and take that action.

Stone Deliveryman
G051
3+
G
Place 1 Stone on each of the spaces for Rounds 8, 10, 12, and 14. At the start of these rounds, you receive the Stone.

Pilgrim
G045
1+
G
You receive 2 Food before you pay the costs of playing this Occupation. At the start of a round, if you have no building resources, you may take 1 building resource from the supply; if you have no Food, you may take 1 Food from the supply. (At any time, you may move resources from your personal supply to the general supply.)

Seed Spreader
1
1
G105
G
Whenever you use the "Plow 1 field" Action space, you may immediately afterward Sow 1 Grain or 1 Vegetable.

Grain Farmer
G026
1+
G
Whenever you have at least 1/4/7/10 planted Grain at the beginning of the Field phase of a Harvest, you receive 1/2/3/4 Food.

1 Occu-
pation
Reed Beds
2
G099
1
G
Whenever you use the "Plow 1 Field" Action space, you receive 1 Reed.

Gardening
Tools
2
G076
G
Whenever another player Sows, you may pay 1 Food to the supply to immediately take a "Sow" action.