Yoke

1 Cattle

124

When you play this card, you can immediately Plow 1 field for each Plow that has been played (by any player) and 1 field for the harrow, if it has been played.

K

Tanner

280

3+

When you convert Wild boar or Cattle to Food, you can choose to place them on this card. At the end of the game, you receive 1/2/3 Bonus points for 2/4/6 slaughtered Wild boar as well as for 2/3/4 Cattle.

K

Pelts

3 Occupations

339

For each Animal that you slaughter 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.

K

Brushwood Collector

294

3+

You may replace the required Reed with a total of 1 Wood for any Renovation or Extension. (You use brushwood to make the roof.)

K

Stone Exchange

2

2

143

When you play this card, take 2 Stone.

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

K

Organic Farmer

274

1+

At the end of the game, you receive 1 Bonus point for each pasture that contains at least 1 animal, but could contain at least 3 more animals than it does. (This also applies to the Forest Pasture.)

K

Sleeping Corner

2 Grain fields

1

139

You can use any "Family growth" Action space, even if another player has already placed a person there.

1

K

Reed Hut

1

4

138

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 be used to take actions (starting from the round when you play this card) and must be fed, but it is not worth any points while living in the Reed Hut. (You can move this person into your home later, using a "Family growth" action.)

1

K

Granary

3 / 🔨
3 / 🔧

116

1   K

Place 1 Grain each on the spaces for rounds 8, 10 and 12. At the start of these rounds, you receive the Grain.

Forest Pasture

3 Occupations

145

1   K

This card can hold an unlimited number of Wild boar. (*This card does not count as a pasture when scoring.*)

Market Woman

292

1+   K

Whenever you receive Vegetables through a Family member's action or through a Minor Improvement, you receive an additional 2 Grain.

Duck Pond

2 Occupations

114

1   K

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

Educator

271

4+   K

Whenever another player plays an Occupation card, you can pay 3 Food to play one yourself. From your 4th Occupation on, this only costs 2 Food. (*If you play an Occupation yourself, you cannot use this card to play a second Occupation.*)

Fence Overseer

312

1+   K

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.

Clapper

1 🔨

127

K

Whenever you use a "Family growth" action (*or already have a person on that space when you play the Clapper*), place 1 additional Grain on any of your fields that already contains at least 1 Grain.

Storehouse Clerk

287

4+   K

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.

Wood Carver
301

1+ **K**

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.

Mansion
144

3 | 🕯
3 | 🧱
2 | 🌾
3 | 🐖

K

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.*)

Forester
278

1+ **K**

Whenever you use the "Sow" action, you can plant up to a maximum of up to 3 Wood on this card, as shown. The Wood is treated the same as sown Grain and is harvested during the Field phase.

Herb Garden

1 Vegetable field

130

1 **K**

Place 1 Food on each of the next 5 Round spaces. At the start of each round, you receive the Food.

Animal Breeder
307

4+ **K**

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.

Bookshelf

3 Occupations

1 | 🕯

112

1 **K**

Whenever you play 1 Occupation, you receive 3 Food before you pay the costs of the Occupation.

Bakehouse

Return 1 Oven of your choice

3 | 🪨

106

5 **K**

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

🌾 –2x➜ 🍞🍞🍞🍞🍞

Clay Hut Extension

1 | 🌾
4 | 🧱

132

K

When you play this card, immediately extend your Clay hut 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.

Sheep Farmer
297
3+ K

Whenever you take Sheep with one of your people, you receive an additional Sheep from the supply. You can exchange 3 Sheep for 1 Cattle and 1 Wild boar at any time (except during the breeding phase).

Liquid Manure
118
4 animals

K

Whenever you Sow, place 1 additional Grain or Vegetable from the general supply on your newly planted fields.

Constable
276
3+ K

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, any player who has no negative points receives 5 Bonus points.

Animal Tamer
306
1+ K

You can keep 1 animal in each room of your home. You may keep more than 1 type of animal in your home.

Animal Handler
305
4+ K

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.

Serf
266
4+ K

Whenever you use the "Sow and/or Bake bread" action, you receive 1 Grain before taking the action. Alternatively, you can exchange 1 Grain for 1 Vegetable.

Seed Seller
296
3+ K

Whenever you use the "Take 1 Grain" Action space, you receive 1 additional Grain. When you play this card, you receive 1 Grain.

Flail
113
1 1 Occupation

K

Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" actions, you can also take the "Bake bread" action.

Sawmill

Return Joinery

122

3 **K**

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. (A repurchased Joinery does not give any additional Bonus points, but can be used to convert an additional 1 Wood each Harvest.)

Greenhouse

1 Occupation

2 **1**

117

1 **K**

Add 4 and 7 to 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.

Boar Breeding

1

[4]

K

When you play this card, take 1 Wild boar.

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

Frame Builder

272

1↑ **K**

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.

Basin Maker

273

4↑ **K**

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.

Crooked Plow

1 Occupation

3 **1**

119

K

Once during the game, when you use the "Plow 1 field" action, you can Plow 3 fields instead of 1. This does not apply to the "Plow 1 field and/or Sow" action.

Adoptive Parents

267

1↑ **K**

When you take a "Family growth" action, you can pay 1 Food to immediately place the offspring in your hut. This allows you to take an action with it this round. If you do this, the offspring does not count as "newborn".

Broom

1 **1**

125

K

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.)

Bread Paddle

111

1 | 1

K

Whenever you play an Occupation, you may also take the "Bake bread" action.

Cattle Breeder

295

4+

K

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.

Cooking Hearth

Return 1 Fireplace

128

1

K

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: → 🔘🔘🔘

Wood Deliveryman

283

1↑

K

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

Slaughterman

299

3+

K

Whenever another player converts animals to Food, you receive 1 Food from the supply. In the Feeding phase, you are the last player to feed your family (so you can benefit if other players slaughter). (If you slaughter, you receive no additional Food.)

Lumber

107

1

K

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 HIS/HER HAND.

Acreage

1 Occupation

105

K

When you Sow, you can plant 2 Grain fields on this card. (This card does not count as a field when scoring.)

Swan Lake

4 Occupations

140

2

K

Place 1 Food each on the next 5 remaining Round spaces. At the start of these rounds, you receive the Food.

Beehive

2 Improvements and 3 Occupations

108

1 — K

Place 2 Food on each remaining even-numbered Round space. At the start of these rounds, you take the Food.

Lover

291

3+ — +4 — K

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.

Horse

135

K

You receive 2 Bonus points for any one type of animal missing from your farm at the end of the game. (The horse replaces this type of animal.) (You still lose the point for the missing animal type.)

Brewery

2 — 2

110

2 — K

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.

Corn Sheaf

129

K

When you play this card, take 1 Grain.

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

Milking Stool

2 Occupations

1

135

K

Whenever you have at least 1/3/5 Cattle during the Field phase of a Harvest, you receive 1/2/3 Food. At the end of the game, you receive 1 bonus point for every 2 Cattle.

Swing Plow

3 Occupations

3

115

K

Twice during the game, when you use the "Plow 1 field" action, you can Plow 3 fields instead of 1. The Swing Plow cannot be used with the "Plow 1 field and/or Sow" action.

Wet Nurse

270

1↑ — K

Whenever you Build room(s), you may grow your family by up to the number of rooms that you build. This costs 1 Food per person. (The newborns are only available to take actions in the next round.)

Smallholder
286

1+ K

Your pastures that can hold up to 2 animals can hold 3 animals. Also, while you have at most 2 Fields, add 1 extra Grain or Vegetable when you Sow.

Wooden Strongbox
1 🔨
123

K

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."

Clay Worker
290

1+ K

Whenever you use an action to take Wood or Clay, you also receive 1 additional Clay.

Ox Team
2 Cattle   3 🔨

134

1 K

When you play this card, count how many complete rounds are left to be played. You can Plow this many Fields, up to a maximum of 3.

Pig Whisperer
302

4+ K

Add 4, 7 and 10 to the current round and place 1 Wild boar on each corresponding Round space. At the start of these rounds, you receive the Wild boar.

Tinsmith
285

3+ K

You can convert Clay into Food at any time. You receive 1 Food per Clay. If any player has built a Well (including the Village Well), you receive 3 Food for every 2 Clay.

House Steward
282

3+ K

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, the player(s) with the most rooms in their home receive 3 Bonus points each.

House Goat
120

1 K

In each Feeding phase, you receive 1 Food. Apart from the House Goat, you cannot hold any other animal in your home. (even if you have the Animal Tamer.) (You cannot choose to let the House Goat run free to make room for a different animal in your house.)

Schnaps Distiller
300
1↑ · K

In the Feeding phase of each Harvest, you can convert up to 1 Vegetable to 5 Food.

Landing Net
126
1
K

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.

Magician
311
4↑ · K

Whenever you use your last person to choose the "Traveling Players" action on an Action space, you receive an additional 1 Grain and 1 Food.

Sawhorse
121
2 · 1
K

The next stable you place in your farmyard, as well as your 3rd, 6th, 9th, 12th and 15th fence, costs you nothing. (You can only place fences if they enclose a complete pasture.)

Loom
2 Occupations
146
2 · 1
1
K

Whenever you have at least 1/4/7 Sheep during the Field phase of a Harvest, you receive 1/2/3 Food. At the end of the game, you receive 1 Bonus point for every 3 Sheep.

Stone Cart
2 Occupations
142
2 · 1
K

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

Traveling Salesman
281
1↑ · K

Whenever you select the "Minor Improvement" action on an Action space, you can play a Major instead of a Minor Improvement. If you select the "Major or Minor Improvement" action, you can play 2 Minor Improvements.

Veterinarian
304
4↑ · K

When you play this card, place 4 Sheep, 3 Wild boar and 2 Cattle 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.

Spit Roast

109 · 1 ·

Whenever you convert at least 1 animal to Food during the Feeding phase of the Harvest, you receive 1 additional Food.

K

Manufacturer

277 · 3+

Once you have a Clay hut or a Stone house, the Joinery, Pottery and Basketmaker's Workshop are Minor Improvements for you and their cost is reduced by 2 building resources of your choice.

K

Foreman

308 · 4+

At the start of the Work phase, you can place 1 Food from the general supply on an Action space of your choice.

K

Stone Breaker

303 · 4+

At any time, you can Renovate your Clay hut to a Stone house without using the "Renovation" Action space. (You must still pay the costs of the renovation.)

K

Acrobat

269 · 4+

Whenever you use the "Traveling Players" action on an Action space, after all of the other players have finished their turns you may move that person to a free "Plow" or "Take 1 Grain" Action space and take the action.

K

Clay Pit

131 · 3 Occupations · 1

Whenever you use the "Day Laborer" Action space, you receive 3 additional Clay.

K

Pieceworker

268 · 1+

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.

K

Plowman

293 · 1+

Add 4, 7 and 10 to the current round and place 1 field on each corresponding Round space. At the start of these rounds, you can Plow that field by paying 1 Food.

K

Resource Seller
310

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.

Countryman
289

After all players have placed their Family members, you may move one of your Family members from a "Take 1 Grain" or "Take 1 Vegetable" Action space to a free "Sow" Action space after you have taken the Grain or Vegetable.

Weaver
309

Whenever you have at least 2 Sheep at the start of the Work phase, you receive 1 Food.

Shepherd Boy
298

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.)

Scholar
279

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.

Animal Trainer
342

Whenever you take food from a "Traveling 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.

Perpetual Student
275

Whenever you play an Occupation card, you can ask another player to randomly draw one of your 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 you are unable to pay the costs of the card, you must draw Begging cards for any missing Food.

Wood Distributor
284

At the start of the Work phase, you can distribute the Wood from the "3 Wood" Action space as evenly as possible onto the neighboring Clay, Reed and Fishing spaces. When you play this card, you receive 2 Wood.

Turnip Field

3
Occupations

137

1   K

When you Sow, you can plant Vegetables on this card as you would on a field. When you play this card, you can also take the "Sow" action. (This card does not count as a field when scoring.)

Brushwood Roof

2
Occupations

136

K

Whenever you extend or renovate your home, you can replace 1 or 2 Reed with the same amount of Wood.

Storehouse Keeper

288

K

Whenever you use a Family member's action to take Reed and Stone, you also receive your choice of 1 Clay or 1 Grain.