



Fencer 264



4

Whenever another player builds 1 to 4 fences, you receive 1 Wood from the supply. Whenever another player builds 5 or more fences, you receive 2 Wood. (If you build fences yourself, you receive no benefit.)

Water Mill 103



2

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.

Guest 73



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 HIS/HER HAND.

Reed Buyer 251



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 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.)

Lasso 88



1

You can place exactly two people immediately after one another, if at least one of them uses a "Wild boar", "Cattle" or "Sheep" Action space. (This does not apply to the "Either 1 Sheep and 1 Food or 1 Wild boar ..." Action space from the 5-player game.)


Harvest Helper 223



3+

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 supply.

Farm Steward 233



1+

Once you live in a Clay hut or Stone house, play your next "Family growth" action as "Family growth even without room". (Similar to the Round card from Stage 5. All future Family growth is carried out as normal.) (If you use the Stage 2 Family growth space to take this action, you can still play a Minor Improvement afterwards.)

Paved Road 94



2

The player with the most valuable street receives 2 Bonus points when scoring. (This Paved Road is more valuable than the Clay Path that costs 3 Clay which is more valuable than the Wooden Path that costs 1 Wood.)

Milking Shed 2 1

93



2

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.

Stone Carver

256



1+

In each Harvest, the Stone Carver can convert up to 1 Stone to 3 Food.

Copse 2 1

1 Occupation

78



1

When you Sow, you can plant up to 2 Wood on this card, as shown. The Wood is treated the same as sown Grain and is harvested during the Field phase. (This card does not count as a Field when scoring.)



Net Fisherman

248



1+

If one of your people uses an Action space that provides Reed, you can take all the Food markers from the "Fishing" space in the Returning home phase (Phase 4).



Milking Hand

246



4+

In the Field phase of the Harvest, you receive 1/2/3 Food for having at least 1/3/5 Cattle, without having to give up the Cattle. At the end of the game, you receive 1 Bonus point for every 2 Cattle.



Puppeteer

249



4+

Whenever another player chooses the "Traveling Players" action on an Action space, you can pay 1 Food to play an Occupation.

Wooden Crane 3 1

82



1

Whenever you use one of the "Stone" Action spaces that are placed in Stage 2 and 4, you receive 1 additional Stone. If you pay 1 Food, you can take 2 Stone instead of 1.

Grain Cart 2 1

2 Occupations

74



1

Whenever you use the "Take 1 Grain" Action space, you receive 2 additional Grain.

3
Occupations

72

Goose Pond



1

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

224

Field Worker



3+

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.

2
Occupations

90

Planter Box



1

Whenever you Sow, each of the fields you Sow that is orthogonally adjacent to a room in your home gets an additional 2 Grain or 1 Vegetable.

242

Clay Hut Builder



1+

Once you live in a Clay hut, place 2 Clay on each of the next 3 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.)

261

Outrider



4+

Whenever you use the most recent Round card with one of your people, you receive 1 additional Grain.

231

Manservant



1+

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.)

221

Village Elder



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 most played Improvements receive 3 Bonus points each.

2
Occupations

102

Wildlife Reserve



1

This card can hold up to 1 Sheep, 1 Wild boar and 1 Cattle. (This card does not count as a pasture when scoring.)



3 Occupations 80

Spinney

1



Whenever another player uses the "3 Wood" Action space, s/he must give you one of the Wood. (This does not apply to the "4 Wood" Action space in the 3-player game.)

243

Bricklayer

1



Pay 1 less Clay for each Improvement and Renovation. Pay 2 less Clay for each Room.

3 Occupations 79

Wood Cart

3




Whenever you use a person to take Wood that is on an Action space, you receive 2 additional Wood.

245

Market Crier

3+



Whenever you use the "Take 1 Grain" Action, you can take an additional 1 Grain and 1 Vegetable. If you do this, the other players each receive 1 Grain from the supply.

1 Occupation 63

Moldboard Plow

2



Twice Once during the game, when you use the "Plow 1 field" action, you may Plow 2 fields instead of 1. This does not apply to the "Plow 1 field and/or Sow" action.

237

Juggler

4+



Whenever you use the "Traveling Players" action on an Action space, you can choose to take twice as much Food as is on the card. If you do this, you must give one Food each to the Magician, Conjurer, Street Musician, Puppeteer, Acrobat, Dancer, Animal Trainer and Storyteller.

Return 1 Oven of your choice 65

Baker's Kitchen

2



Whenever you use the "Bake bread" action, 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 take the "Bake bread" action.

260

Taster

4+



Whenever another player is the Starting player, you can pay him/her 2 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. (If you are the Starting player, you do not get any advantage.)

Sycophant

220




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 supply, even when you take the Grain yourself.

Strawberry Patch

2 Vegetable Fields

69



2

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

Shepherd's Crook

1

77



Whenever you Fence a new pasture that covers at least 4 farmyard spaces, take 2 Sheep and place them in the new pasture.

Sheep Whisperer

250



Add 4, 7, 9 and 11 to the current round and place 1 Sheep on each corresponding Round space. At the start of these rounds, you receive the Sheep.

Clay Deposit

3 Occupations

137



This card is an additional Action space. A player who uses this action must pay you 1 Food and receives 3 Clay. If you use the Clay Deposit yourself, you may choose to take 2 Bonus points instead of the Clay.

Well Builder

220



For you, the Well is not a Major but a Minor Improvement and costs only 1 Stone and 1 Wood to build.

Straw-thatched Roof

3 Grain fields

99



1

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

Slaughter-house

2

97



2

Whenever another player turns 1 or more animals into Food, you receive 1 Food from the supply. During the Feeding phase of the Harvest, you are the last player to take a turn (so you can benefit if other players slaughter). (If you slaughter, you receive no advantage.)



Corn Profiteer

239



4+

I

You can convert 1 Grain to 3 Food at any time. Any other player can stop this by paying you 2 Food to buy the Grain for themselves. If more than one player offers, you choose one of them.

Wood Collector

235



1+

I

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

Hide Farmer

236



3+

I

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

1

Threshing Board

2 Occupations

67

2

1



I

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

Butcher

247



1+

I

You can change your animals into Food at any time (even without an Improvement with the ♣ symbol). Take 1 Food for each Sheep, 2 for each Wild boar and 3 for each Cattle.

Village Well

Return Well

66



S

I

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

Clay Digger

230



4+

I

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.

1

Water Carrier

262



1+

I

Once any player has built the Well, 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.)



Church Warden 227



1+

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 performed actions with at least 5 people in Round 14 receives 3 Bonus points. (A Guest is counted.)

Layabout 244



1+

Once you have played this card, you may not take part in the next Harvest. (You also do not need to feed your family during that Harvest.)

Animal Dealer 259



3+

Whenever you use one of the "Sheep", "Wild boar" or "Cattle" Action spaces, you can pay 1 Food to take 1 additional animal of that type. (The "Sheep", "Wild boar" and "Cattle" cards are added in Stages 1, 3 and 4.)

Gardener 226



1+

Take Vegetables from the supply and not from your Vegetable field whenever you harvest them – you keep the Vegetables on the fields.

Ladder 91



2

You need 1 less Reed to extend or renovate your home or to build the Water Mill, Half-timbered House, Chicken Coop, Holiday Home, Mansion or Corn Storehouse.

Wooden Hut Extension 81



1

5

When you play this card, immediately extend your Wooden 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.

Stone Buyer 255



4+

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 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.)

Field Watchman 225



1+

Whenever you use the "Take 1 Grain" Action space, you can also Plow up to 1 field.

