









Return Joinery

Sawmill

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.)

1 Occupation

Greenhouse

117

2

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

141

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.

1 Occupation

Crooked Plow

119

3

1

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

125

1

1

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.)







Schnaps Distiller 300



1+

K

In the Feeding phase of each Harvest, you can convert up to 1 Vegetable to 3 Food.

Landing Net 126



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 371



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



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 146

2 Occupations



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 142

2 Occupations



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.





