

Street Musician

257



4+

I

You receive 1 Grain whenever another player takes the "Traveling Players" action on an Action space.

Social Climber

222



4+

I

Whenever you are the first player to renovate to a Clay hut or a Stone house, you receive 3 Stone. If you are the second, you receive 2 Stone; the third, you receive 1 Stone. (This is not given for renovations performed before you played this card.)

Flagon

87



I

Whenever the Well is built or upgraded to a Village Well, you receive 4 Food, and the other players receive 1 Food each. (If the Well has already been built, everyone receives the Food when the Flagon is played.)

Animal Feed

4 planted fields

101



I

Immediately before scoring, you receive 1 additional animal of each type that you already have, if you have space in your pastures. (This does not apply to the House Goat and the Horse.)

Wood Buyer

234



3+

I

Whenever another player receives Wood from an action, you can buy 1 Wood from him/her for 1 Food (even without his/her agreement).

Fieldsman

219



1+

I

Whenever you Sow 1 field, place 2 extra goods from the supply on it. Whenever you Sow 2 fields, place 1 extra good from the supply on each. (If you Sow three or more fields, there is no advantage).

Clay Plasterer

241



1+

I

Renovating your Wooden hut to a Clay hut costs you only 1 Clay and 1 Reed. Each room of your Clay hut costs you 3 Clay and a Reed.

Weekly Market

3

104



I

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.



**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



4+

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 3

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 5 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.)



**Fish Trap** 1

95

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

**Reed Exchange** 2 2

96

When you play this card, you receive 2 Reed.

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

**Hand Mill** 1

73

During the Feeding phase of the Harvest, you can use the Hand Mill to turn either 1 Grain into 2 Food or 2 Grain into 4 Food.

**Businessman**

228

3+

Whenever you use the "Starting Player" Action space, you can play an additional Minor Improvement or a Major Improvement after you play the Minor Improvement.

**Fence Deliveryman**

265

1+

Add 6 and 10 to the current round. Place 4 of your fences on each corresponding Round space. At the start of these rounds, you can pay 2 Food to build all 4 fences immediately. (You may build fewer than 4 fences. You do not need to pay Wood to build the fences.)

**Clay Path** 3

89

1

The player with the most valuable street receives 2 Bonus points when scoring. (The Paved Road that costs 5 Stone is more valuable than this Clay Path which is more valuable than the Wooden Path that costs 1 Wood.)

**Groom**

254

4+

Once you have a Stone house, you can build 1 stable at the beginning of each round at a cost of 1 Wood. You do not need to place a Family member on an Action space to do this.

**Fence Builder**

263

1+

When you play this card, place one of your fences on an Action space of your choice. If you use an action on this Action space, you can also build fences as an additional action. (From now on, you only have 14 fences available for building.)



3 Occupations 80

### Spinney

1



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 5-player game.)

243

### Bricklayer



14

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

3 Occupations 79

### Wood Cart

3



1

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



1

**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, Conjuror, Street Musician, Puppeteer, Acrobat, Dancer, Animal Trainer and Storyteller.

Return 1 Oven of your choice 65

### Baker's Kitchen

2



4

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.

→ 2A →

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



4+

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



1

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



4+

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



5

(+)

This card is an additional Action space. A player who uses this action must pay you 1 Food and receives 5 Clay. If you use the Clay Deposit yourself, you may choose to take 2 Bonus points instead of the Clay.

**Well Builder**

220



1+

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.

**Slaughterhouse**

2

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.)



**Wooden Path** 1

83

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

**Cowherd**

240

3+

Whenever you use the "Take 1 Cattle" Action space, you receive 1 additional Cattle from the supply. (The "Take 1 Cattle" Action is added in Stage 4.)

**Manure**

2 Animals

92

At the end of each round that does not end with a Harvest, you can (optionally) take 1 Grain or Vegetable from each of your fields and place it in your personal supply.

**Corn Storehouse** 2 2 2

86

1

Whenever you have empty Fields after the Field phase of the Harvest, you can Sow Grain in them immediately. Place 1 fewer Grain from the Supply on these fields.

**Cabinetmaker**

258

3+

In each Harvest, the Cabinetmaker can convert up to 1 Wood to 2 Food.

**Chicken Coop** 2 2 1

84

1

Place 1 Food each on the next 8 remaining Round spaces. At the start of these rounds, you receive the Food.

**Tavern** 2 2

100

2 (+ )

The Tavern is an additional Action space. Whenever another player uses it, s/he receives 3 Food. Whenever you use it, you can choose either to take 3 Food or to score 2 Bonus points. (If another player uses the Tavern, you do not receive anything from it.)

**Pig Catcher**

253

4+

Whenever you use a person to take Wood that is on an Action space, you can leave 2 of the Wood on the space and take a Wild boar instead.



**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



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



5

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.)



**Rake** 1 

76



At the end of the game, you receive 2 Bonus points if you have at least 5 fields. If you have played the Harrow, Punner, Yoke or a Plow, you require at least 6 fields.

**Midwife**

232



4+ 

Whenever another player has a larger family than you after s/he has offspring, you receive 1 Food. If s/he has at least 2 more Family members than you, you receive 2 Food. (The Food is taken from the supply, not from the other player.)

**Chamberlain**

238



1+ 

At the start of Round 11 (or immediately, if you play this card after the start of Round 11), turn over the Round cards for the remaining rounds. You (and only you) can use these actions immediately; the other players must wait until the appropriate round.

**Pig Breeder**

252



4+ 

Your Wild boar breed at the end of Round 12, if there is room for the piglet. When you play this card, you receive 1 Wild boar.

**Schnaps Distillery** 1  2 

98



2 

During the Feeding phase of the Harvest, you can use the Schnaps Distillery to convert at most 1 Vegetable into 4 Food. At the end of the game, you receive 1 Bonus point each for your 5<sup>th</sup> and 6<sup>th</sup> Vegetables.

**Punner** 1 

70





Whenever another player uses the Harrow or a Plow, you can immediately Plow 1 Field as well. (If you use the Harrow or a Plow yourself, you do not get any advantage.)

**Cooking Corner**

Return Cooking Hearth

85



3 

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:		→	   
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**Harrow** 2 

68





Once during the game, when you use the "Plow 1 field" or "Plow 1 field and/or Sow" action, you can Plow 2 fields instead of 1. Each other player can also do this once during the game, but must pay you 2 Food to do it.



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

2

91



1

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

1

5

81



1

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.



