

COLLECTING FOOD

Each family member eats 2 food at each harvest.

Option I: Take Food Tokens

- Step 1: Use one of the food action spaces: **STOREHOUSE** or **FISHING** or **TRAVELLING PLAYERS** or **DAY LABORER**.
→ *Grain & vegetables can also be eaten as 1 food each.*

Option II: Cooking

- Step 1: Collect animal(s) or vegetable(s).
Step 2: Buy a **MAJOR IMPROVEMENT** fireplace or cooking hearth.
→ *This allows animals & vegetables to be traded for food.*

Option III: Baking Bread

- Step 1: Collect grain.
Step 2: Buy a **MAJOR IMPROVEMENT** baking tool.
Step 3: **BAKE BREAD** to trade in grain for food.
→ *Remember that it always takes 1 turn to bake bread.*

Option IV: Major Improvements

- Step 1: Buy a **MAJOR IMPROVEMENT** tool that gives food.
→ *The Well gives 5 foods: 1 in each of the next 5 rounds.*
→ *The Joinery, Pottery and Basketmaker's Workshop trade 1 resource for food during each harvest.*

HARVESTS

Harvests happen after rounds 4, 7, 9, 11, 13, & 14.

Phase 1: Field Phase

Take 1 token from each grain and vegetable field.

Phase 2: Feeding Phase

Each family member eats 2 food (newborns only eat 1).

Phase 3: Breeding Phase

If you have at least 2 matching animals, add 1 more if there is room.

EARNING VICTORY POINTS

All three activities are important.

Activity A: Expand House & Family

- Step 1: **BUILD A ROOM**, in the same material as rest of house.
Step 2: Get pregnant using a **FAMILY GROWTH** action space.
→ *This usually requires one room per family member.*
Step 3: **RENOVATE YOUR HOUSE**, from wood to clay then to stone.

Activity B: Grow Crops

- Step 1: Collect grain and/or vegetable(s).
Step 2: **PLOW A FIELD**, or use an empty field space.
Step 3: Plant 1 crop in each empty field using a **SOW** action space.
→ *Add 2 grains or 1 vegetable to each new field.*

Activity C: Raise Animals

- Step 1: Create spaces to keep animals, using the **BUILD FENCES** or **BUILD STABLE(S)** action spaces.
→ *1 animal per unfenced stable, or in house (as a pet).*
→ *Fences enclose pastures, holding 2 animals per square OR 4 animals per square if there is a stable in pasture.*
Step 2: Collect animals and add them to your farm, using the **SHEEP**, **WILD BOAR** or **CATTLE** action spaces.

HINTS

Some tips and tricks for a good game...

- Expand your family early & often, to get extra turns.
- Avoid negative points! Check out the chart to see how.
- The starting player gets first pick, this can be an advantage.
- Major Improvements are worth victory points (& bonus points).
- Try to have at least 2 animals at harvest, for breeding.
- Generally: wood is important first, then reed & clay, last stone.
- Be efficient: do as much as possible with each action.

RESOURCE SUMMARY

	Animal Shelter		House Building		Improvements			
	Fences	Stables	Add Rooms	Renovate	Cooking Tools	Ovens	Specialists	Well
Wood	1 per fence	2 per stable OR 1 for a stable	5 per room <i>when adding to a wood house</i>				2 for <u>Joinery</u> + 3/5/7 at game end (1/2/3 bonus points)	1 for <u>Well</u>
Clay			5 per room <i>when adding to a clay house</i>	1 per room <i>when upgrading to a clay house</i>	2 or 3 for a <u>Fireplace</u> OR 4 or 5 for a <u>Cooking Hearth</u>	3 for <u>Clay Oven</u> OR 1 for <u>Stone Oven</u>	2 for <u>Pottery</u> + 3/5/7 at game end (1/2/3 bonus points)	
Reed			2 per room	1 per renovation			2 for <u>Basketmaker's Workshop</u> + 2/4/5 at game end (1/2/3 bonus points)	
Stone			5 per room <i>when adding to a stone house</i>	1 per room <i>when upgrading to a stone house</i>		1 for <u>Clay Oven</u> OR 3 for <u>Stone Oven</u>	2 per specialist	3 for <u>Well</u>

FOOD PRODUCTION

At Any Time

	No Cooking	Fireplace	Cooking Hearth
Grain	1 food	N/A	N/A
Vegetable	1 food	2 food	3 food
Sheep	N/A	2 food	2 food
Wild Boar	N/A	2 food	3 food
Cattle	N/A	3 food	4 food

On the "Bake Bread" Action

	Production	Maximum
Fireplace	2 food per grain	N/A
Cooking Hearth	3 food per grain	N/A
Clay Oven	5 food per grain	1 grain baked per turn
Stone Oven	4 food per grain	2 grain baked per turn

VICTORY POINTS

	-1	1	2	3	4
Fields	0-1	2	3	4	5+
Pastures	0	1	2	3	4+
Grain	0	1-3	4-5	6-7	8+
Vegetable	0	1	2	3	4+
Sheep	0	1-3	4-5	6-7	8+
Wild Boar	0	1-2	3-4	5-6	7+
Cattle	0	1	2-3	4-5	6+
-1 point per empty space			1 point per fenced stable		
0 points per wood room			3 points per family member		
1 points per clay room			-3 points per begging card		
2 points per stone room			total points for Major Improvements		