



### Lady in Waiting

WM033

β

**3 +**

**WM**

If you play this card during Stage 1, place 1 person still in your supply on Round 12. At the start of this round, you can pay 2 Food to move this person into your home whether or not you have room. It counts as an adult Family member and may take actions starting Round 12.

### Prize-winning Sheep

WM101

α

**1 Sheep**

**WM**

You immediately receive 1 Building resource of your choice.

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

### Pawnbroker

WM039

ε

**1 +**

**WM**

At any time, you may convert all the printed Victory points (if any) of an Improvement in front of you to 3 Food per point. Afterward, you may not return or remove the Improvement and you no longer receive its Victory points. If Pawnbroker gets turned face down or discarded, you still lose the points.

### Rotherham Plow

WM105

2

**1 Occupation**

**WM**

Whenever you use the "Plow 1 Field" Action space, you may Plow 2 fields if they are not diagonally or orthogonally adjacent to each other instead of 1.

### Wheelbarrow Pusher

WM054

β

**3 +**

**WM**

Whenever you use a person's action to take exactly 1 resource from a Building resource Accumulation space, you receive an additional Building resource of your choice or Food. In a 4- or 5-player game, you instead receive an additional Building resource of your choice and Food.

### Humble Farmboy

WM031

β

**3 +**

**WM**

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 fewest cards in front of them receive 3 Bonus Points. (Count Occupations plus Improvements and exclude Begging cards.)

### Apprenticeship

WM059

1

**1 Occupation**

**WM**

Immediately play an Occupation if you have fewer Occupations than each other player.

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

### Cash Crop

WM068

β

**1 Occupation**

**WM**

When you Sow, you may Sow on this card as if it were 1 field. Whenever you harvest goods from this card during the Field phase of a Harvest, you must exchange these harvested goods for 1 Bonus point each.



### Politician

WM041 β

**1+** WM

Twice each round, you may exchange 1 Reed for 1 Stone, or 1 Stone for 1 Reed. When you play this card, you receive 1 Stone.

### Mailman

WM035 β

**3+** WM

Place 2 Wood, 2 Clay, 1 Reed, and 1 Stone on four different revealed Action spaces respectively (occupied or unoccupied). Afterward, any player (including you,) who uses one of these spaces may also take the extra resource(s) by paying you 1 Food first.

### Keys

WM092 α

**1** WM

You can use the “Build room(s) and/or Build stable(s)” Action space, even if another player has already placed a person on it.

### Animal Buyer

WM002 β

**3+** WM

At the end of the Field phase of each Harvest, you may buy 1 or 2 animals. Pay 2/3/4 Food for each Sheep/Wild boar/Cattle.

### Bread Carrier

WM008 β

**1+** WM

Once any player has built an Oven, place 1 Food on the remaining Round spaces. At the start of these rounds, you receive the Food. (If an Oven has already been built, place the Food immediately. If multiple Ovens are built, you only receive the Food once.)

### Heiress

WM027 β

**1+** WM

At the start of round 6/10/13, you may (before phase 1) build 1 Wooden/ Clay/ Stone room if your home is made of the same material. Pay 1 less Clay for the Clay room and 2 less Stone for the Stone room. (When you play this card, place the Room tiles on the corresponding round spaces.)

### Bee Keeper

WM005 β

**1+** WM

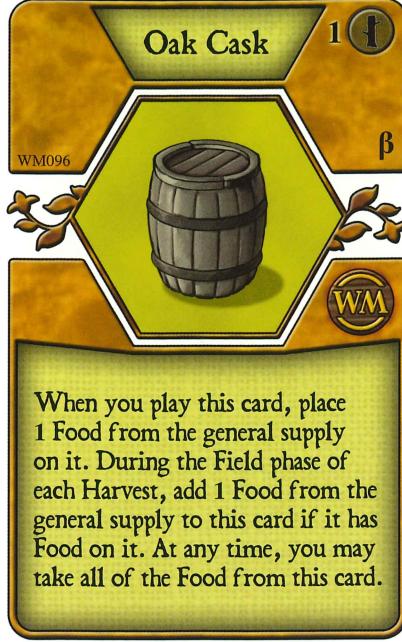
When you play this card, immediately build 1 stable without paying Wood and place it on its side. This stable loses its regular animal functions. (It is still worth 1 additional point if fenced.) In the Feeding phase of each Harvest, you receive 1 Food as long as the stable is on your farm.

### Ram

WM102 β

**1** WM

The Ram counts as a Sheep in your farm for scoring and breeding, but must be fed 1 Food in the Feeding phase of each Harvest or it is discarded. Your Sheep breed at the end of Rounds 6, 8, 10, and 12.



### Silo Girl



**WM044**

**γ**

**3+**

**WM**

Once you live in a Stone house, place 1 Grain on each remaining even Round space and 1 Vegetable on each remaining odd Round space. At the start of these rounds, you receive the resources. (If you already live in a Stone house, place the resources immediately.)

### Remodeler



**WM042**

**γ**

**1+**

**WM**

When you renovate your Wooden hut, you may first return 1 built stable to extend your hut by 1 Wooden room for free before paying the costs of the Renovation. (The stable can be rebuilt later.)

### Changing Plans



**1 stable**

**WM069**

**β**

**WM**

Immediately return 1 or 2 stables from your farmyard to your supply. Afterward, Plow 1 field for every stable returned (*in the same or different space*). (Normal plowing rules still apply.)

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

### Tavern Keeper



**WM051**

**γ**

**1+**

**WM**

At the start of each Harvest you receive 1 Food and 1 Grain if you have at least 1 room in your home that is not occupied by a Family member. At the end of the game, you receive 1 Bonus Point for every empty room.

**1**

### Stable Deliveryman



**WM045**

**γ**

**1+**

**WM**

Add 3, 5, 7 and 9 to the current round and place up to 1 of your unbuilt stables on each remaining corresponding Round space. At the start of these rounds you may pay 1 Wood to build that stable immediately. (If you don't, return that stable to your supply. Until then, you cannot build that stable.)

### Gem Hunter



**WM024**

**γ**

**1+**

**WM**

Whenever you use a person to take Clay from a Building resource Accumulation space, you may also receive 1 Stone. In Round 9 or before, if there are 3 or more Clay on the space, you must leave 1 Clay on the space to receive the Stone.

### Cookies



**1 Occupation**

**WM071**

**α**

**WM**

For each Grain that you Bake, you may place 1 Food from your 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.

**1**

### Lamp Oil



**2 animals**

**WM094**

**α**

**WM**

Whenever you play an Occupation, you receive 1 Food before you pay the cost of the Occupation.



### Storehouse Minder



When you play this card, you may place 1 to 4 Building resources of different types on it from your supply. At the start of each Harvest, choose up to 2 resource types currently on this card and add 1 of each from the general supply. Each round, you may take all the resources of any 1 type remaining.

WM047

γ

3+

WM

### Hill Farmer



Whenever you build 1 or more fences or Plow 1 or more fields, you receive 2/1 Food if you have exactly 2/3 rooms.

WM029

γ

1+

WM

### Tile Maker



If there are 1/3/6/9 rounds to play you receive 1/2/3/4 Clay. At the end of the game all players with a Clay hut receive 2 Bonus points. (This card does not give Bonus points for a Stone house.)

WM052

γ

3+

WM

### Bargaining Baker



Whenever you build an Oven, pay 1 Building resource less of your choice. Whenever you build a **■**-Improvement, you receive 1 Grain before building the Improvement. (An Oven is a **■**-Improvement with "Oven" in the name.)

WM004

γ

1+

WM

### Hoarder



Each Harvest, you can place 1 Building resource on this card from your supply. At the end of the game, you receive 1/2/3/5 Bonus Points for 1/2/3/4 different resources on this card.

WM030

α

1+

WM

### Attic



Whenever you extend your home, you may place 1 Wood from your supply on each of the new rooms. You cannot use this Wood any more, but each is worth 1 Bonus point at the end of the game.

WM060

α

WM

### Livestock Keeper



When you play this card, you receive 1 Wild boar. If you already have a Wild boar, you receive 1 Cattle instead. In the Breeding phase of each Harvest, you may pay 1 Food to receive 2 offsprings of exactly 1 animal type that breeds instead of 1.

WM034

γ

1+

WM

### Edible Roots



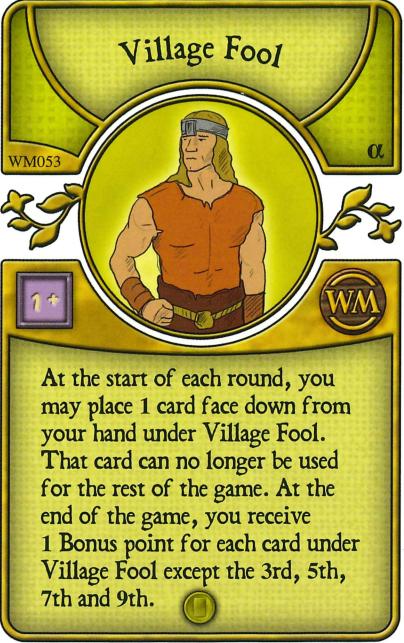
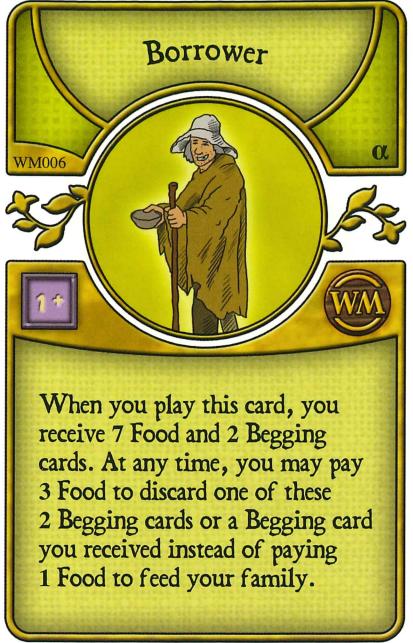
Whenever you harvest the last good from a field and place it in your supply, you receive 1 Food.

3 fields

WM077

α

WM



**Cloister Dweller**



WM010 **α**

**1\*** WM

At the end of the game, you receive 1 Bonus point for each of the 5 columns of your farmyard that is either all rooms, all fields or all in the same pasture.

**Resource Lender**



WM043 **ε**

**3+** WM

Whenever you receive Building resources from an Action space, instead of placing them in your supply, you may add 1 resource of 1 type received and place them all on the next Round spaces with 1 per space (in any order and discard any excess). At the start of these rounds, you receive the resource.

**Sunday Worker**



WM048 **α**

**3+** WM

Once during Rounds 7 and 14, you may pay 1 Food to take one of your peoples' actions twice. If you use an Accumulation space with that action, you get double the amount of Goods and/or Food.

**Hedge Master**



WM026 **α**

**3+** WM

Whenever you build fences, you receive 1 Bonus point. When you play this card, you immediately get a "Build fences" action.

**Clockwork Man**

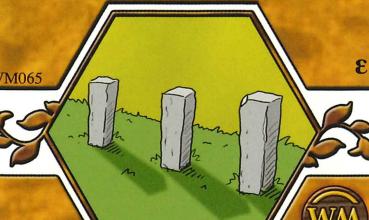


WM070 **ε**

**1** WM

Clockwork Man counts as 1 Occupation and 1 Minor Improvement.

**Boundary stones**



WM065 **ε**

**1** WM

At the end of the game, you receive 1/2/3/5 Bonus points for having at least 2/3/4/5 fields that are orthogonally adjacent to exactly one other field.

**Plum Patch**



WM100 **ε**

**2** WM

Place 1 Food on each of the next Round spaces, up to the number of planted fields in your farmyard. At the start of these rounds, you receive the Food.

**Minimalist**



WM038 **ε**

**3+** WM

At the end of the game, you receive 9/6/4/2 Bonus points for having exactly 0/1/2/3 Improvements in front of you.



**Festival Hall**

2 Grain fields

WM079

1 1 γ

**1 WM**

After the Field phase of a Harvest, you can use the Festival Hall to convert 1 Grain to 1 Building resource of your choice and 2 Food.

**Wild Breeding**

WM113

γ

**1 WM**

Immediately add 1 animal of the appropriate type to each Accumulation space containing 2 or more animals. If you have space on your farm, you may take 1 of the added animals.

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

**Brazier**

WM066

1 1 ε

**1 WM**

During the Feeding phase of each Harvest, you can use the Brazier to convert exactly 1 animal or Vegetable to Food as follows:

Vegetable	→ -1x →	● ● ●
Sheep	→ -1x →	● ●
Wild boar	→ -1x →	● ● ●
Cattle	→ -1x →	● ● ● ●

**Fruitcake**

WM085

1 ε

**1 WM**

In the Feeding phase of the next Harvest, each of your Family members (including newborns) require 1 Food less.

**Glassblowers Shop**

Return Pottery

WM086

γ

**3 WM**

Each harvest you may convert up to 1 Clay into 3 Food . At the end of the game, you receive 1/2/3 Bonus points for 2/4/5 Clay. (A repurchased Pottery does not give additional Bonus points, but can be used to convert an additional Clay each Harvest.)

**Raspberries**

2 Occupations

WM103

γ

**1 WM**

Place 1 Food each on up to 3 Unused farmyard spaces from the general supply. When the space is used, you receive the Food.

**Friendly Pastures**

WM084

2 ε

**1 WM**

Your pastures with stables may hold 2 different animal types. (This card does not change the capacity of your pastures.)

**Back Door**

"Family growth" action is revealed

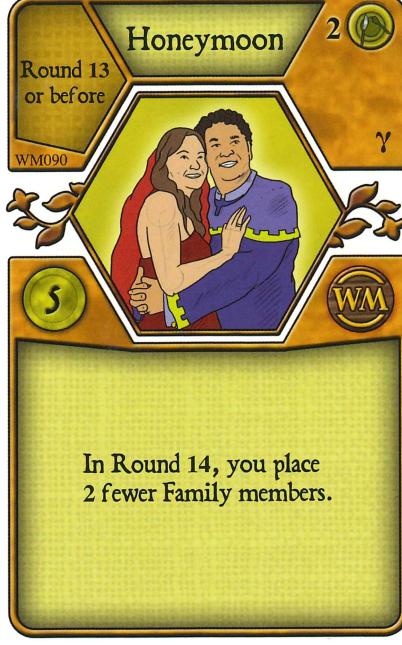
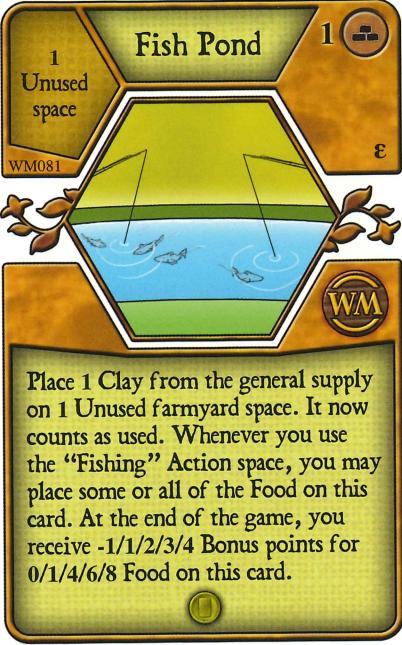
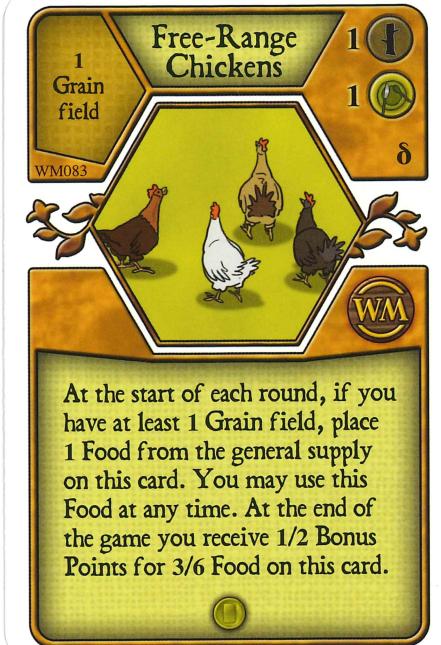
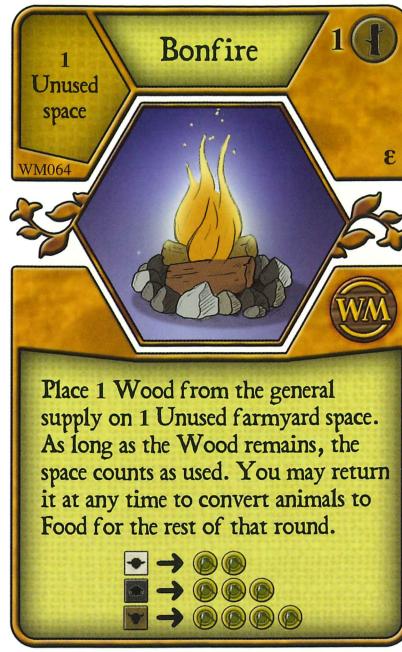
WM061

γ

**1 WM**

Immediately place a Family member that is not already placed on an Action space on the "After Family Growth also 1 Minor Improvement" Action space even if it is occupied by you or another player and take that action.

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





**Storage Shed**

1 stable  
WM110

**1** WM

Remove 1 built stable and place it on this card (*you may not build it again later*). Whenever you play a Minor Improvement, take 1 Building resource of your choice from the general supply before paying the costs of the Improvement.

**Fish Hook**

2 Occupations  
WM080

**1** WM

Whenever you use an Action space orthogonally adjacent to the “Fishing” Action space, you may immediately take 1 Food from the “Fishing” Action space if there is Food on that space.

**Farm School**

2 Occupations  
WM078

**1** WM

Whenever you harvest at least 2 goods during the Field phase of a Harvest, you may immediately afterward pay 2 Food to play an Occupation.

**Slapdash Renovation**

1 Water  
1 Clay  
WM107

**1** WM

At the end of any turn where you placed a person on a “Renovation” Action space, you may return that person to your farm. (*That person takes another action later in the round.*)

**Forest Farmer**

WM023

**1** WM

Place 3 Arrow markers on this card. Each round, between the Work and Returning home phase, you may pay 1 Wood and return 1 marker to move one of your people from the “Plow 1 field” or “Plow 1 field and/or Sow” Action space to a free Action space and take the action.

**↓**

**Crib**

WM072

**2** WM

At the end of any Work phase in which you have taken a “Family Growth” action, you may take 2 Food from the general supply or pay 2 Food for 1 Bonus point.

**Kindling**

WM093

**1** WM

You may build Major Improvement Fireplaces and Cooking Hearths with a “Minor Improvement” action. Pay 1 Clay less for each.

**Worm Bait**

WM115

**1** WM

Whenever you use the “Plow 1 field” Action space, add 2 Food from the general supply to this card. You receive the Food on this card when you use the “Fishing” action. Each Harvest, return 1 Food from this card (*if any*) to the general supply.



### Permaculturist

WM040

δ

**1+** WM

You may sow Grain on Unused farmyard spaces. Planted spaces count as Grain fields and do not need to be adjacent to your existing plowed fields. You may move Grain from these fields to the general supply at any time and you must move Grain before scoring (or if this card gets removed or turned face down).

### Gold Medal

Round 7 or before

WM087

γ

**WM**

When you play this card, choose one category from Grain, Vegetables, Sheep, Wild boar, Cattle, fields, pastures, or fenced stables. At the end of the game, all players with the most Points in that category receive 2 Bonus points.

### Expert Builder

WM018

δ

**3+** WM

Whenever any player (including you) builds 1 or more rooms, they must place 1 resource of those paid on this card. You may use these resources to pay for your extensions or renovations.

### Donkey

1 pasture

WM074

δ

**1** WM

From now on, one of your pastures can not contain animals. (Mark this pasture with 1 Clay from the general supply.) Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional field.

### Farm School Graduate

WM020

δ

**3+** WM

You may only play this card as your first Occupation. From now on, you may not use any Occupation action on any Action space. At the start of each Harvest, you may pay 2 Food to play an Occupation.

XX

### Apple Tree

1 empty field

WM058

δ

**1** WM

Place 1 Wood from the general supply on an empty field. This field still counts as a field, but can no longer be used for Sowing or other uses. In the Field phase of each Harvest, you receive 1 Food.

### Flower Pots

WM082

δ

**1** WM

If you play this in Round 6 or before, place 1 Vegetable on the space for Round 8. At the start of this round, you receive the Vegetable.

### Animal Nursery

WM057

δ

**2** WM

**1** WM

You may place newborn animals of any type on this card immediately after their birth. They cannot be used for any purpose or moved off this card, but are counted at the end of the game. (This card does not count as a pasture or stable.)

**Herdsman**



WM028 δ

**1+** WM

Whenever you use the "Day Laborer" Action space, you receive 1 additional Sheep. From round 6, you can choose to receive 1 Wild boar instead.

**Engineer**



WM017 δ

**3+** WM

Whenever you play an Improvement, you receive 1 Food before paying the costs of the Improvement. If the Improvement has a printed Stone cost, you receive 2 Food instead of 1.

**Downsizing**



1 Occupation WM075 δ

**1+** WM

Once during the game, when you build at least 1 fence, you may return 1 Wooden room that you built this game and build up to 7 additional fences from your supply at no cost. If there was a person in that room, move them into the rest of your home.

**Stone Curator**



WM046 δ

**1+** WM

Whenever you use a Stone Accumulation space, you receive 1 additional Food. At the end of the game, you receive 1 Bonus point for every 2 rooms in your Stone house and every 2 Improvements with a printed Stone cost.

**Hunter**



WM032 δ

**1+** WM

Whenever you receive animals outside the Breeding phase of a Harvest, you may immediately convert them into Food. Take 2/3/4 Food for each Sheep/Wild boar/Cattle converted.

Legend:  
■ → ●  
■ → ●  
■ → ● ●

**Crop Rotator**



WM014 ε

**1+** WM

Whenever you remove the last Grain/Vegetable from a field, you may immediately Sow a Vegetable/Grain in that field. When you play this card, immediately take 1 Grain or Vegetable from each of your fields and place them in your supply.

**Master Stableman**



WM037 ε

**1+** WM

Whenever you use a person's action to take 2 or more animals from an Accumulation space, you can also build up to 2 stables, at a cost of 1 Wood each, before taking the animals.

**Branch Collector**



WM007 δ

**1+** WM

Whenever you use Clay or Stone for an Extension, Renovation, or Improvement, you receive 1 Wood from the general supply before paying its costs.

**Sunrise Admirer**

WM049

1 Food

ε

At the start of each of the next 3 rounds, you may pay 2 Food to Plow 1 of the three Eastern-most spaces on your farmyard (the farm side opposite your home) if they are unused. (Normal plowing rules still apply.) If you choose not to, discard the Sunrise Admirer.

**Pig Wallow**

WM099

1 empty field

ε

Immediately return 1 empty field to the general supply to fence a single farmyard space (in the same or different space). (Normal fencing rules still apply.) You do not need to pay Wood for the fences.

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

**Diplomat**

WM016

3 Food

ε

Once during Round 14, you may use an Action space even if it is occupied by other players. If you play this card in Round 7 or before, you may do this twice instead.

**Almshouse**

WM056

1 Food

1 Wood

δ

At the end of the Feeding phase of each Harvest, you may discard 1 Begging card that you received in any Harvest because you paid 1 Food less to feed your family.

**Birdcage**

WM063

2 Food

ε

Each Harvest, you may place 1 Food on this card from your supply. At the end of the game, you receive 1 Bonus point for each Food on this card. You may not hold Sheep, Wild boar, or Cattle in your home (even if another card allows this).

**Chemist**

WM009

3 Food

ε

Whenever you use a person's action to take Wood from a Building resource Accumulation space, you may immediately place 1 Clay from your supply on another Building resource Accumulation space to receive 2 Food.

**Family Planner**

WM019

1 Food

δ

Add 4, 7 and 10 to the current round and place up to 1 person still in your supply on each corresponding Round space. At the start of these rounds and not earlier, you may take the person as a new Family member, if you have room. (If you don't, return it to your supply.) It counts as a Newborn, and may take actions the following round.

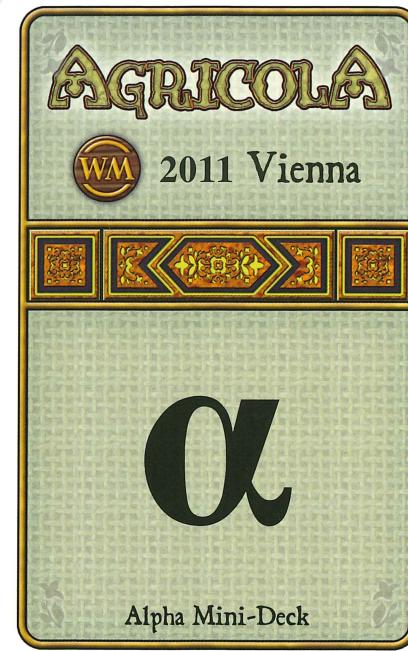
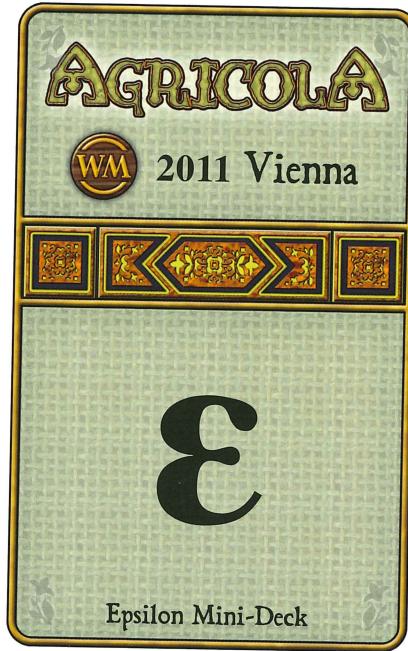
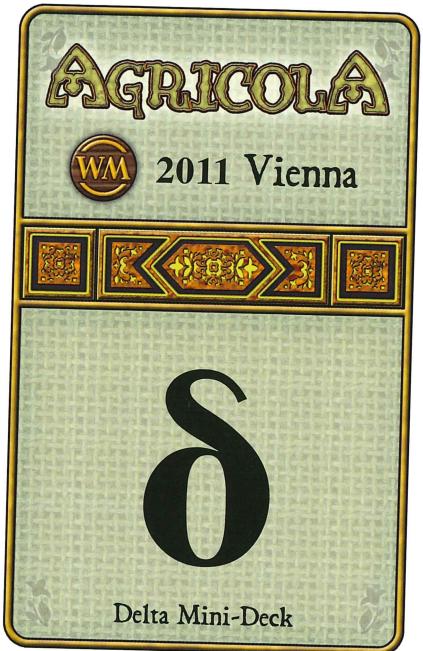
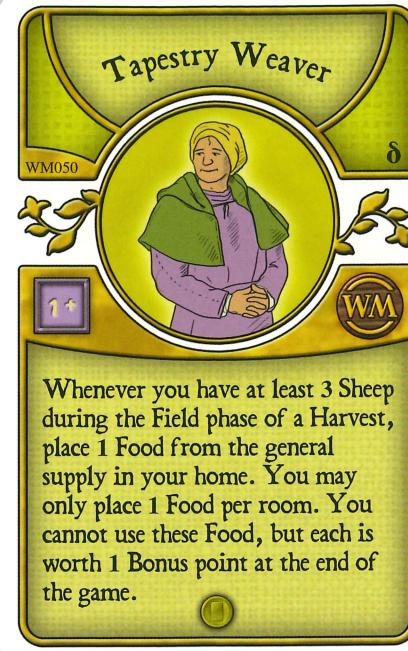
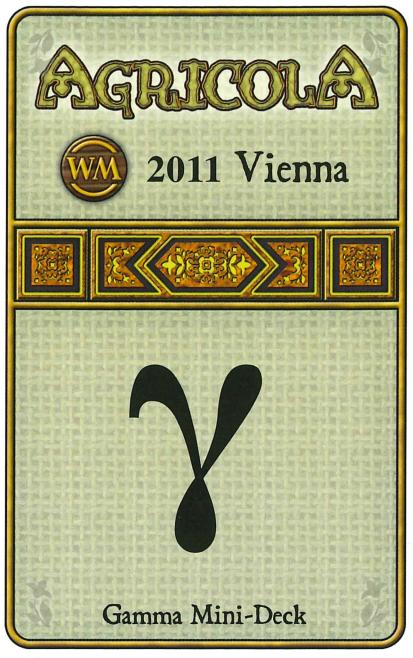
**Wood Worker**

WM055

3 Food

ε

Whenever you use any Action space, immediately afterward you may place 1 Food from your supply on the space to receive 1 Wood. The next player to use this Action space receives this Food.





### Sailboat Constructor

Painting: CLAUDE JOSEPH VERNET

FR106

FR

1+

Place 4 stacks of resources on this card: 3 Wood, 3 Clay, 2 Stone, and 1 Grain with 1 Vegetable. In the Field phase of each Harvest, you can buy (some or all of) these stacks. Pay 2/3/4/5 Food for the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> stack you buy.

### Prefect

Image: Public Domain, wikipedia

FR102

FR

3+

You receive 1 Food for each Occupation and for each Improvement used by any player to convert building resources to Food during Harvest.

### Prosecutor

Émile Zola

FR103

FR

4+

Peinture : ÉDOUARD MANET

If you have fewer Improvements than 2/3/4 other players, you may pay 1/2/3 building resource less of your choice when you play an Improvement.

### Powerhouse

Painting: EDGAR DEGAS

FR101

FR

4+

Whenever you have at least 3/5 Stone in your supply at the start of the Work phase, you receive 1/2 Food.

### Ground Pickaxe Plow

Painting: JEAN-FRANÇOIS MILLET

FR027

FR

1

Once during the game, when you use either the "Plow 1 field" or the "Plow 1 field and/or Sow" Action space, you can place 1 Wood from your supply on 1/2 orthogonally adjacent (revealed or unrevealed) Action spaces (to the used plow space) to Plow 1/2 additional fields.

### Encircling Wall

Painting: PAUL CÉZANNE

FR018

FR

2

When you play this card, you may immediately fence 1 space in your farmyard. (You do not need to pay Wood for the fences.)

### Evening Prayer

no Occupations

Painting: JEAN-FRANÇOIS MILLET

FR019

FR

1

If you have 1/2 plowed fields, immediately pay 1/2 Food to play 1/2 Occupations.

### Cornrick

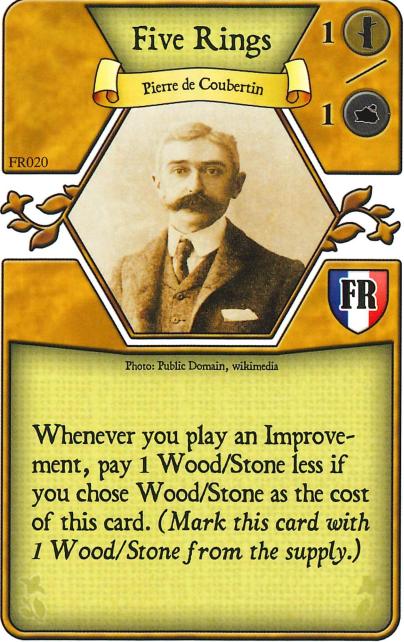
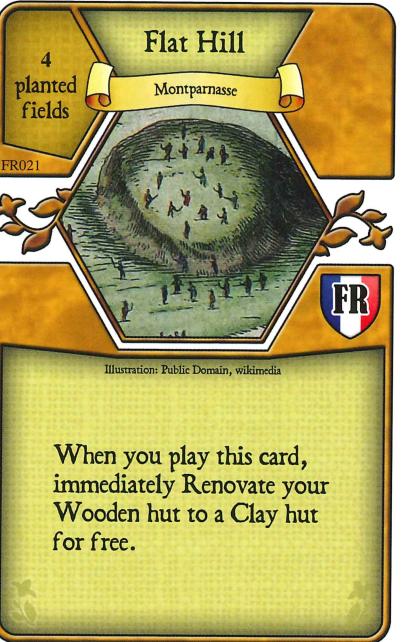
Painting: CLAUDE MONET

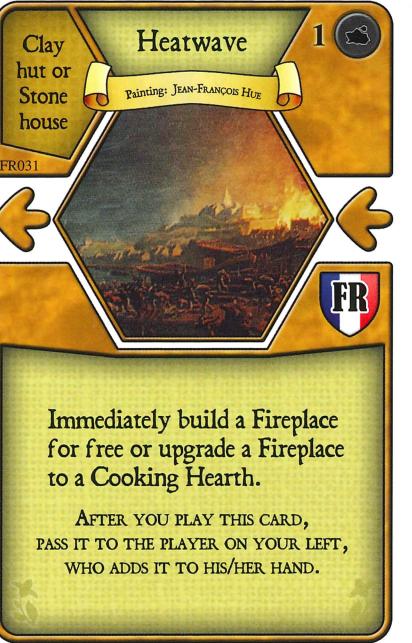
FR016

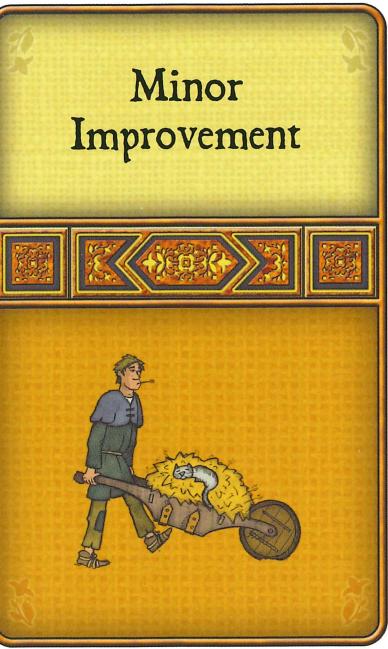
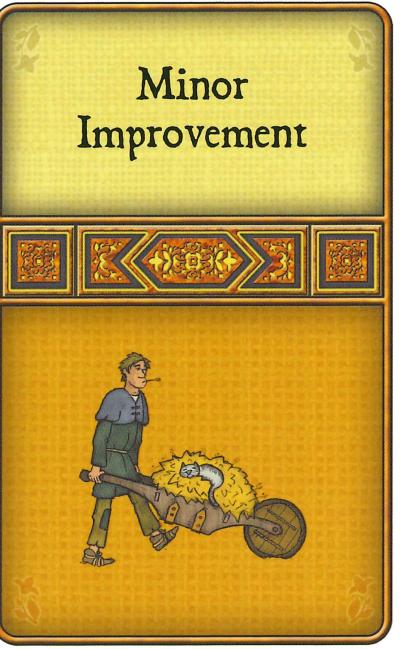
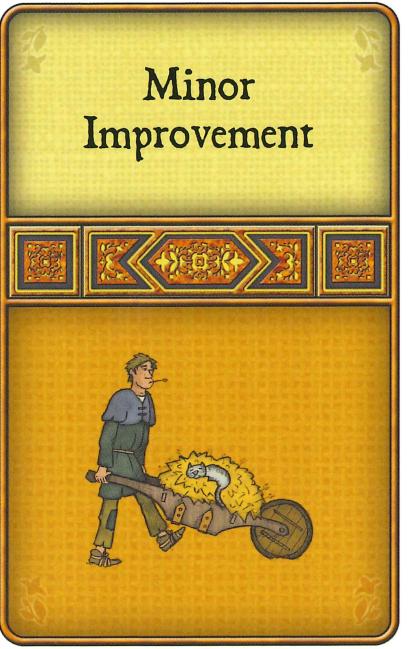
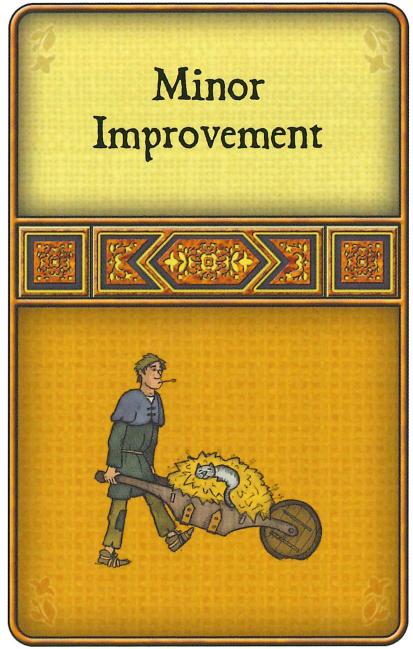
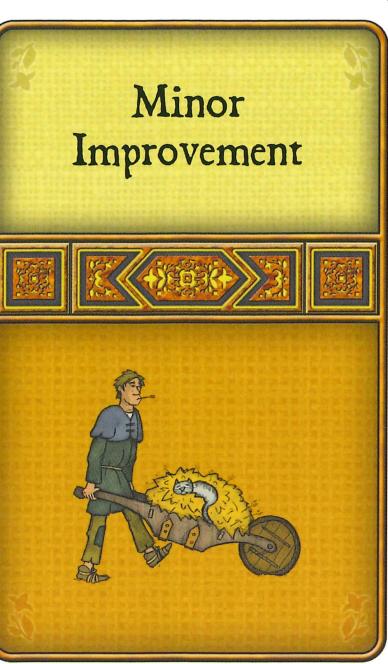
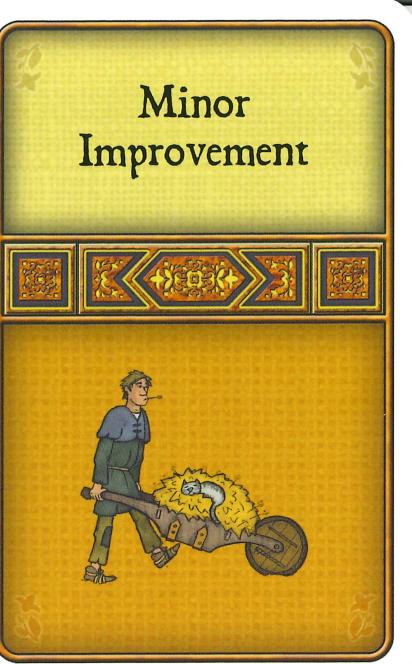
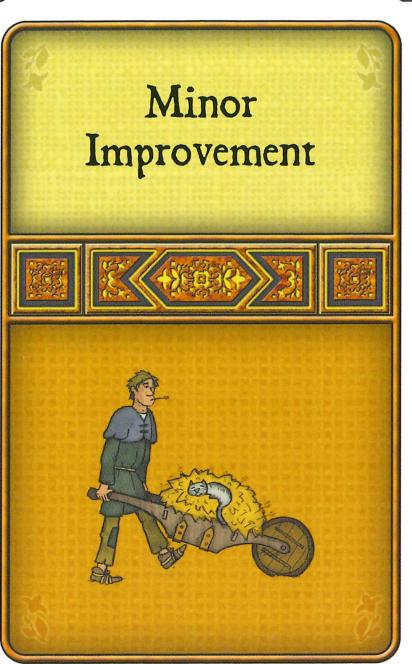
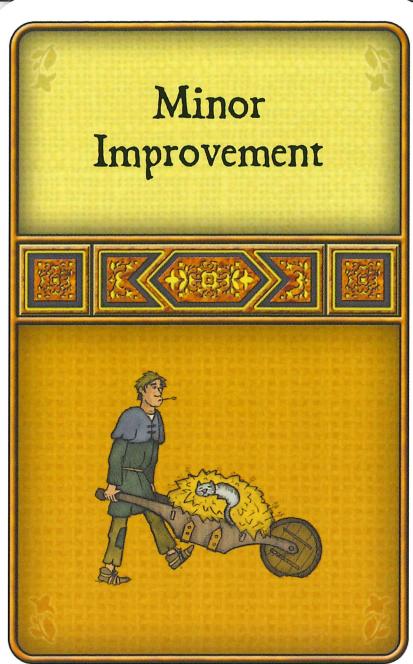
FR

1

Place 1 Grain each on the spaces for rounds 7 and 9. At the start of these rounds, you receive the Grain.









### Kids Corner

1

Debussy-composition

FR033

1 FR

Painting: JEAN-HONORÉ FRAGONARD

Your home may hold 1 additional animal. You may keep more than 1 type of animal in your home.

### Sofa

1

Painting: TOULOUSE LAUTREC

FR043

1 FR

At the end of the game, you receive 4/2 Bonus points if your home has at most 2/3 rooms.

### Lighthouse

2

Exactly 2 Stone rooms

FR035

1 FR

The Lighthouse provides room for 1 Family member.

### Homework

2

Painting: FRANÇOIS DUMONT

FR032

2 FR

When you play this card, you may immediately play up to 2 Occupations. (You must still pay any additional costs of the Occupations.)

### Orchard

1 planted field

Painting: CAMILLE PISARRO

FR038

1 FR

Place 1 Food on each of the next Round spaces up to the number of planted fields in your farmyard. At the start of these rounds, you receive the Food.

### Par Force Hunting

2

Painting: JEAN-BAPTISTE OUDRY

FR039

1 FR

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

### Necklace

1 Occupation

Anne d'Autriche

FR037

1 FR

Painting: PIERRE-PAUL RUBENS

Whenever at the end of a Work phase you have at least 2 Family members occupying orthogonally adjacent Action spaces, you receive 1 Food.

### Marsh

Painting: CAMILLE PISARRO

FR036

1 FR

When you play this card, you may return 2 different animals to the general supply to Plow 2 fields.



**Park Cemetery**  
Painting: LOUISE-JOSEPHINE SARAZIN DE BELMONT

FR040

**FR**

Place 3 Stone on the "Plow 1 field" Action space from the general supply. Any player who uses that space may also receive 1 Stone from it. If there is no Stone on that space, you may discard this card and Plow 1 field.

**Rock Pyramid**  
Painting: CLAUDE MONET

FR042

**FR**

Whenever you build a Stone room, you can Plow up to 1 field. If you paid at least 1 Stone for that room, you may Plow up to 2 fields instead.

**Sunday School** 2  
Painting: PIERRE-AUGUSTE RENOIR

FR047

**FR**

Place a marker on the next round. During that round, you place 1 fewer Family member. At the end of that round, remove the marker and play 2 Occupations for free.

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

**Peasants Boutique**  
Painting: LOUISE MOILLON

FR041

**FR**

Every harvest you may convert 1 Reed into 4 Food. At the end of the game, you receive 1/2/3 Bonus points for having 1/3/4 Reed. You do not receive additional Bonus points from the Basket Maker's Workshop.

**Village Druid**  
Picture: Public Domain, wikimedia

FR116

**FR**

4+

In the future, whenever you play an Occupation, you receive 1 Sheep afterward.

**The Port Le Havre**  
Painting: CLAUDE MONET

FR049

**FR**

1

Whenever you use the "Bake Bread" Action, you may convert 1/2 Clay into 1/2 Stone.

**Swimming Studio** 1  
Painting: ÉDOUARD MANET

FR048

**FR**

1

Whenever you use the "Fishing" Action space, you may also convert up to 1 Wood to 3 Food.

**Timetable**  
Painting: FRANÇOIS BOUCHER

FR051

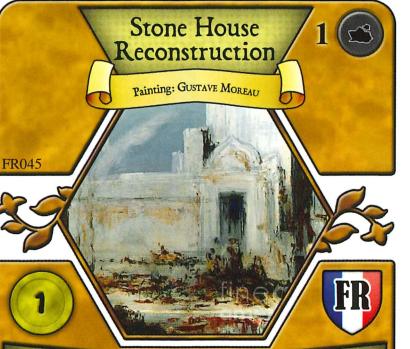
**FR**

1 Major Improvement

Place 1 building resource of each type on this card. These building resources can only be used to pay for Minor Improvements.



Once during the game, when you use the "Plow 1 field" Action space, you may Plow all 3 middle spaces on your farmyard instead of Plowing 1 field. (The middle 3 spaces are those surrounded by exactly 8 other spaces.)



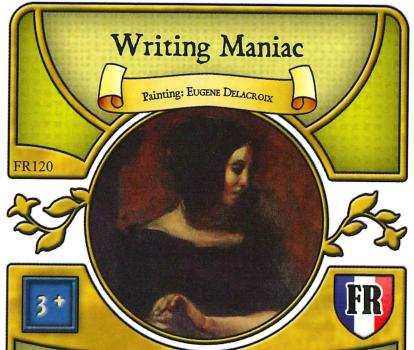
You can Renovate your Clay hut to a Stone house at any time without using the "Renovate" action. (You must still pay for the Renovation.)



Whenever you add a room to your Clay hut, you can pay 2 Clay, 1 Grain and 1 Food instead of 5 Clay and 2 Reed.



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



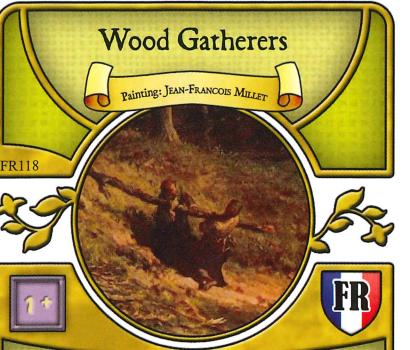
Place 1 Occupation (from your hand) face down on each space for rounds 5, 7, 9, and 11. At the start of these rounds, you can pay 2 Food to play the Occupation. If you do not, return it to your hand.



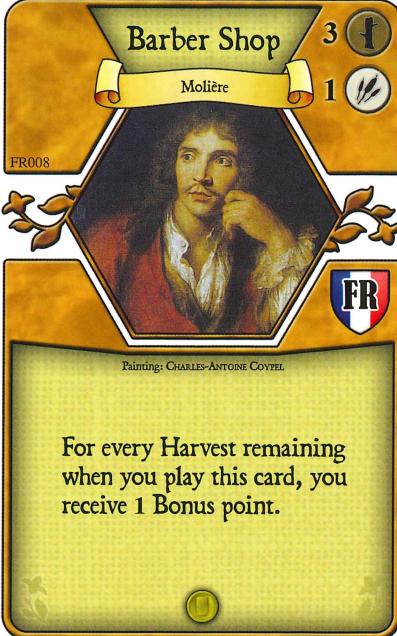
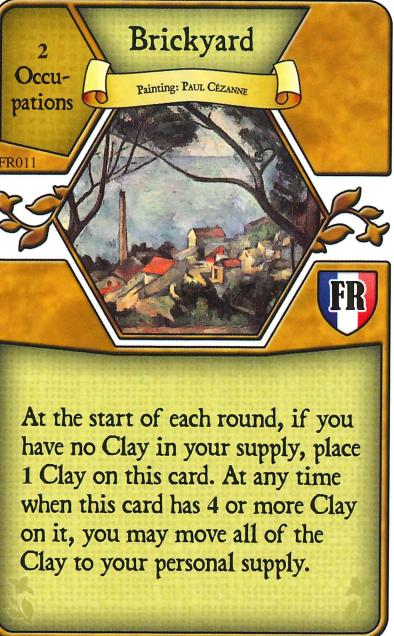
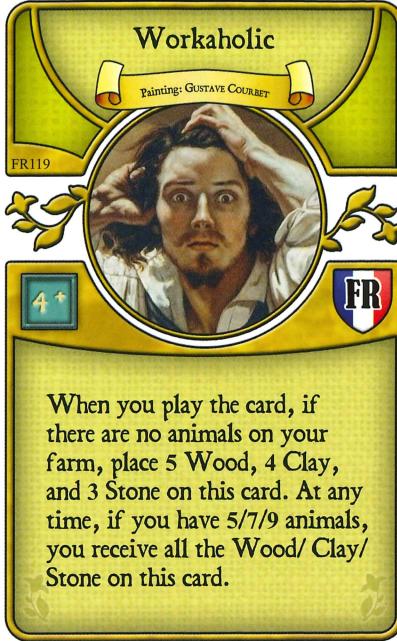
If you have the Joinery or Sawmill, you do not have to pay the Wood cost for this card. At the end of the game, you receive 1 Bonus point for every 2 Improvements in front of you that have a printed Wood cost.



If this is your first Occupation, immediately take 1 building resource of your choice for each completed round of the game.



Each round, whenever you spend 4 or more Wood for Improvements, rooms, stables, or fences, you receive 2 Wood at the end of the round.





**Artists Garden**  
3 Occupations  
Painting: CLAUDE MONET

FR005

**FR**

In the Returning home phase of each round, you may harvest 1 field.

**Tuileries Garden**  
4 Occupations  
Painting: ÉDOUARD MANET

FR054

**FR**

Whenever you use the "Plow 1 field" Action space, you may immediately afterward take 1 Grain or 1 Vegetable from the general supply and Sow it.

**Apple Orchard**  
Painting: CAMILLE PISSARRO

FR004

**FR**

You receive 2 Bonus points for either Grain or Vegetables missing from your farm at the end of the game. (The Apple Garden replaces this type of good. You still lose the points for the missing good.)

**Amusement Park**  
1 pasture  
Picture: Public Domain, wikimedia

FR003

**FR**

Place 1 Food each on the next 2/3/4/5 remaining Round spaces if you have 1/2/3/4 pastures. At the start of these rounds, you receive the Food.

**Winter Deadwood**  
Painting: GUSTAVE COURBET

FR058

**FR**

When you play this card, you may either pay 1 Wood for 1 Bonus point or receive 1 Wood and pass this card to the player on your left who adds it to his/her hand.

**Wild Game**  
Painting: GUSTAVE COURBET

FR057

**FR**

You immediately receive 5 Food.  
AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Watering Can**  
Painting: PIERRE-AUGUSTE RENOIR

FR056

**FR**

Immediately add 1 Grain from the supply to each of your planted Grain fields and 1 Vegetable to each of your planted Vegetable fields.  
AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Vegetable Harvest**  
Painting: CAMILLE PISSARRO

FR055

**FR**

If you have an Oven, you can convert Vegetables into Food at any time. Take 4 Food for each Vegetable.



Place this card on or beside your farm. If you place it beside your farm, you gain 2 extra farmyard spaces (to be scored as normal) and you receive 1 Bonus point. If you place it on your farm, cover two orthogonally adjacent unused spaces which no longer count as part of your farm.

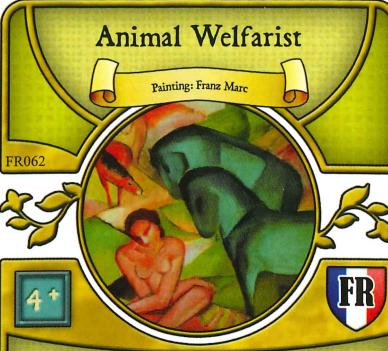


Whenever every other player has more Family members than you, you may immediately build 1 or more rooms by paying their cost.

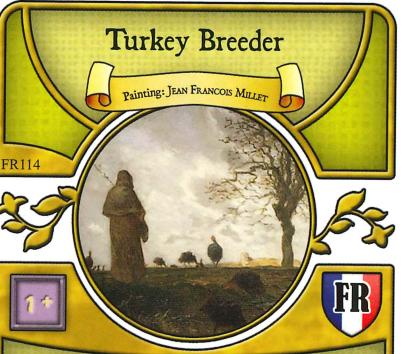


Painting: ANTOINE COYPEL

If you play this card in Stage 1, you immediately receive 6 Wood. Whenever another player uses the "Traveling Player" action, you must pay him 1 Wood if you have any in your supply.



At the end of each Work phase in which you used both the "Build Stables" action on an Action space and the "Build Fences" action on an Action space, you receive 1 animal of each kind.



You may immediately build up to 4 fences and 1 stable for free. At the end of the final Harvest, you must return 4 Wood to the general supply. You must take 1 Begging Card for each Wood you cannot (or do not want to) return.



Whenever you use the "Fishing" Action space, you may place 1 Grain from the supply on each of your empty plowed fields. These fields are now considered planted fields. (This does not count as a "Sow" action)



Whenever you use the "Take 1 Grain" action, you receive 1 additional Sheep. Whenever you use the accumulating "Sheep" action, you receive 1 additional Grain.



Image: Public Domain, wikimedia

Pile 6 building resources of your choice, but including at least 1 of each type, on this card in any order. During the Field phase of each Harvest, you receive the top item.

**Tower Builder**

Gustave Eiffel



FR112

**4+** 

Image: Public Domain, wikimedia

If you are the only player to have only 2 rooms in your home and you use a “Build rooms” action on an Action space to build at least 1 room, you may build 1 additional room for free.

**Trailblazer**

Paul Cézanne



FR113

**1+** 

Painting: PAUL CÉZANNE

At the start of each round, if you have no empty plowed fields on your farm, you may pay 1 Food to Plow 1 field.

**Sculptors Son**

Painting: FERNAND CORMON



FR107

**3+** 

If you have the Joinery/ Pottery/ Basketmaker’s Workshop or their upgrades, you receive an additional 2 Wood/ 2 Clay/ 1 Reed whenever you use a Family member’s action to take only Wood/ Clay/ Reed.

**Shovel Worker**

Painting: JEAN-FRANÇOIS MILLET



FR108

**4+** 

In the Field phase of each Harvest, you receive 1/2/3/4 Food if you have 2/3/4/5 pastures.

**Benefactor**

Painting: JEAN-BAPTISTE GREUZE



FR065

**3+** 

Once during the game, when you have 4 fenced pastures, you may return 1 animal to the supply to extend your Wooden hut by 1 room at no cost.

**Child Care Worker**

Painting: PIERRE-AUGUSTE RENOIR



FR071

**4+** 

Whenever another player uses a “Family Growth” action, you may convert 1 Wood to 2 Food, or 1 Wood and 1 Reed to 5 Food.

**Cabbage Lover**

Painting: CAMILLE PISSARRO



FR067

**4+** 

When you play this card, you receive 1 Vegetable. For each Vegetable that you convert into Food, you can place 1 Clay from your personal supply on this card. At the end of the game, you receive 1 Bonus point for each Clay on this card, up to a maximum of 5 points.

**Cocotte**

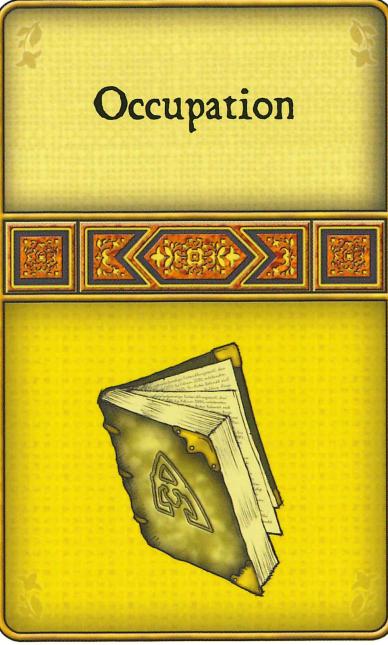
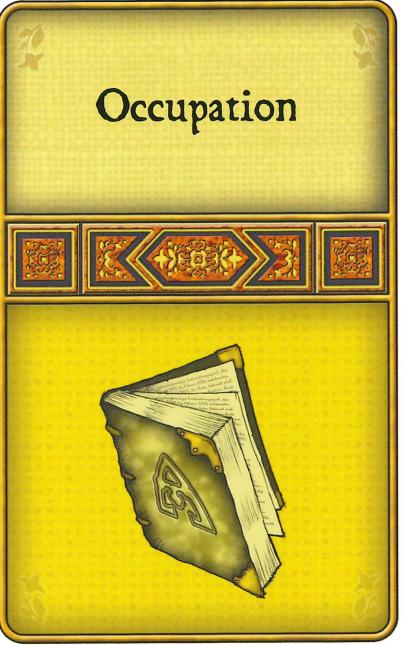
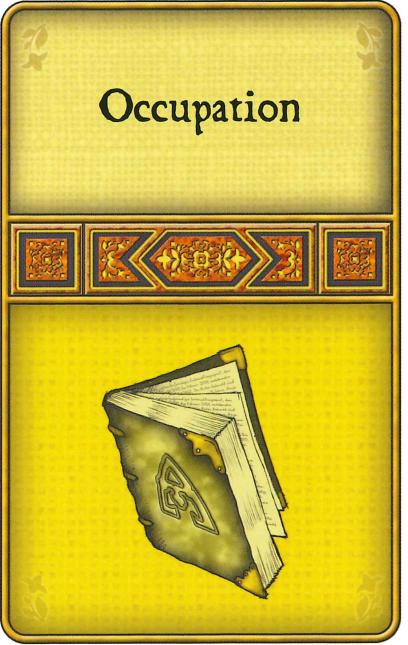
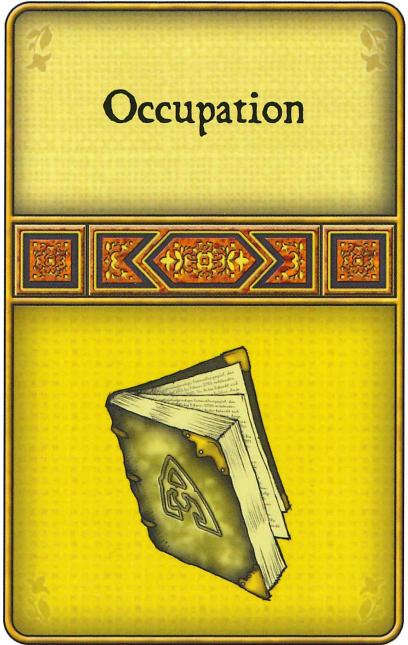
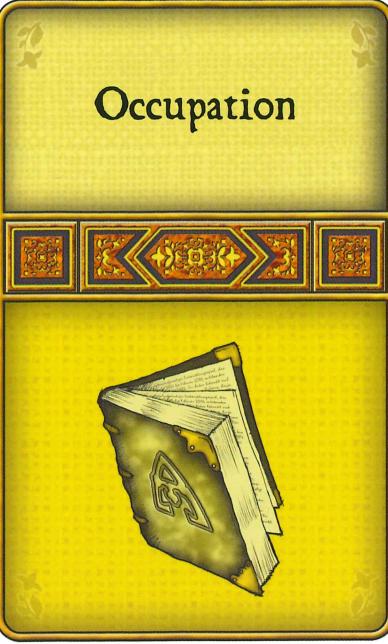
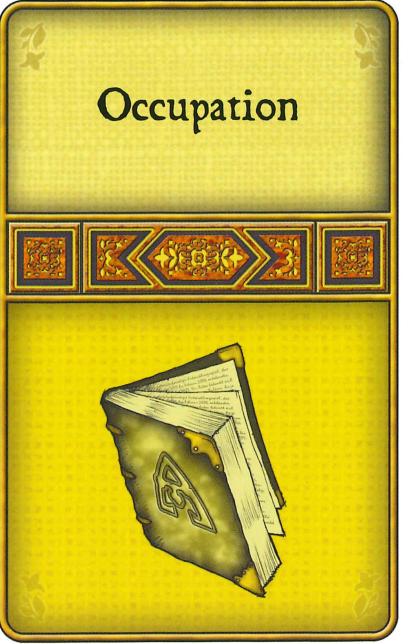
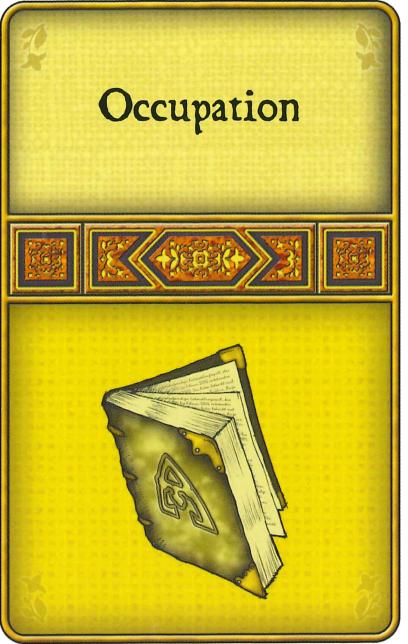
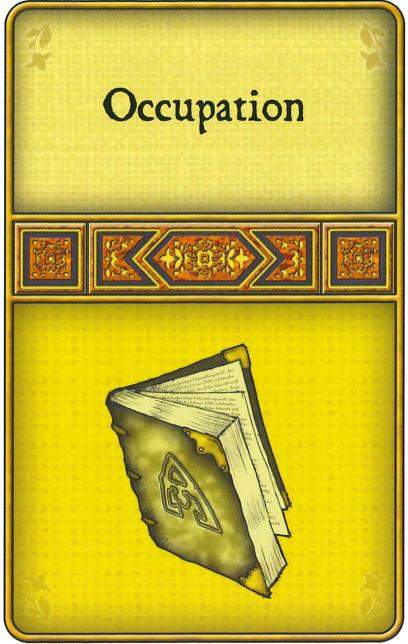
Painting: ÉDOUARD MANET



FR072

**1+** 

Whenever you use the “Day Laborer” Action space, you can also play a Minor Improvement or pay 1 Food to play a Major Improvement.



**Debt Collector**

Painting: GEORGES DE LA TOUR

FR076

**4+**

When you play this card, place a Guest token on any Round space at least 3 higher than the current round. At the start of that round, pay the Starting player (which may be you) 1 Food and place the Guest. After that, play starts with the starting player as usual.

**Art Director**

Jean-Auguste-Dominique Ingres

FR063

**4+**

Whenever you use the "Traveling Players" Action, you receive an additional Food and a building resource of your choice.

**Award Winner**

Maria Skłodowska-Curie

FR064

**1+**

Picture: Public Domain, wikipedia

Once per round, when you build a Major or Minor Improvement, you may pay 1 additional building resource of those already paid for 1 Bonus Point.

**Agrarian**

Painting: GEORGES SEURAT

FR061

**3+**

At the start of each round, you may place 1 Food from your supply on the "Plow 1 field" Action space. Any player that uses that space also receives the Food. At the end of the round, if the space has not been used, you take the Food back and may Plow 1 field.

**Cowboy And Mother**

Painting: CAMILLE CAROT

FR075

**1+**

From Round 4 on, at the end of any Work phase in which you used 2 or fewer Action spaces and have 2 or fewer Family members, you receive 1 Food. From Round 8/12, you may choose to receive an animal/Plow 1 field instead.

**Convict Number 24601**

Painting: ÉTIENNE JEAURAT

FR073

**1+**

Starting from next round, you cannot take actions with 1 of your Family members. At the end of the game, you receive 2 Bonus Points for every round after playing this card, including the current round.

**Country Doctor**

Gustave Flaubert

FR074

**1+**

Image: Public domain, wikipedia

Once during the game, when you have 3 planted fields, you may play the "Family growth" action as "Family growth" even without room.

**Card Player**

Painting: PAUL CEZANNE

FR068

**1+**

From bottom to top, stack 1 Stone, Reed, Clay, and Wood on this card. At the end of each round, move the top resource to the bottom of the stack. Whenever you receive the top/bottom resource type, take 1 additional/fewer resource of that type.  
(Take the extra resource from the supply. In the second case, empty the action field after taking the resources.)

**Good Friend**

Guy de Maupassant



FR083

3+

FR

Image: Public Domain, wikimedia

Place 3 Wood, 2 Clay, 2 Stone, and 1 Reed on this card. Whenever another player pays building resources to build a Minor Improvement, you may take 1 building resource of the same type from this card.

**Cat Lover**

Painting: JEAN-BAPTISTE OUDRY



FR069

3+

FR

If there are 1/2/4/7 animals on your farm, you may pay 1/2/3/4 fewer building resources of your choice for each new Wooden room.

**Cattle Dealer**

Painting: JEAN TIELIFF



FR070

4+

FR

Whenever you fence a new pasture that covers at least 3 farmyard spaces, you can pay 1 Reed to receive 2 Cattle.

**Fencing Master**

Image: Public Domain, wikimedia



FR080

3+

FR

Whenever you play an Occupation (including this one), place up to 2 fences from your supply on this card. From your 4th Occupation on, place up to 1 fence instead. You build these fences for free when taking a "Fences" Action.

**Dove Hunter**

Painting: GUSTAVE COURBET



FR077

4+

FR

In the Feeding phase of each Harvest, the Dove Hunter can convert either 1 Sheep to 4 Food or 1 Cattle to 6 Food.

**Drinker of Absinthe**

Painting: JEAN BERAUD



FR079

1+

FR

Place 1 Food each on the spaces for rounds 7 to 14. At the start of these rounds, you receive the Food.

**Drawing Genius**

Illustration: GUSTAVE DORE



FR078

1+

FR

Immediately after using the most recent Round card, you may play 1 Major or Minor Improvement. (Pay costs for the Improvement normally.)

**Fiddler**

Painting: DAGNAN BOUVERET



FR081

1+

FR

At the end of each round in which you did not receive any Building resources, you receive 1 Wood. If its an even-numbered round, you additionally receive 1 Food.

**Journeyman**

*Painting: GUSTAVE COURBET*

FR088

**3 +**

**FR**

Once you have a Stone house, you can pay 1 Food at the start of each round for 1 animal of your choice.

**Immigrants Son**

*Painting: LÉON A. LHERMITTE*

FR087

**1 +**

**FR**

When you play your 5<sup>th</sup>, 6<sup>th</sup> and 7<sup>th</sup> Occupation, you can Plow 1 field immediately afterward. (You cannot Plow immediately if you play this card as your 5<sup>th</sup>, 6<sup>th</sup>, or 7<sup>th</sup> Occupation.)

**Grain Speculator**

*Honoré de Balzac*

FR084

**1 +**

**FR**

*Image: Louis-Auguste Bisson*

Add 1, 3, and 5 to the current round and place 1 Grain on each corresponding Round space. At the start of these rounds, you receive the Grain.

**Gardening Enthusiast**

*Painting: GEORGES SEURAT*

FR082

**3 +**

**FR**

You immediately receive a loan of 1 Grain and 1 Vegetable. Before scoring, return the 2 crops from your supply. For each crop that you cannot or choose not to return, you receive 1 Negative point.

**Head Of The Revolution**

*Maximilien de Robespierre*

FR086

**3 +**

**FR**

*Painting: Pierre Roch Vigneron*

If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. After playing this card, the next player to have no Unused farmyard spaces (but who currently has Unused spaces) receives 3 Bonus points.

**Parquet Setter**

*Painting: GUSTAVE CAILLEBOTTE*

FR097

**1 +**

**FR**

At the end of each Work phase in which you reduced the number of your unused farmyard spaces, you receive 1 Wood. If you reduced it by 2 or more spaces, you also receive 1 Food.

**Harvester**

*Georges Seurat*

FR085

**1 +**

**FR**

*Painting: Georges Seurat*

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 who harvest at least 5 goods during the final Harvest receive 3 Bonus points.

**Oceanographer**

*Jean-Baptiste-C. Corot*

FR096

**1 +**

**FR**

Pile (from bottom to top)  
1 Vegetable, 1 Stone, 1 Grain, 1 Clay, 1 Wood on this card.  
Whenever you Plow exactly 1 field, you may receive the top item.

**Manual Labourer**

Painting: AUGUSTE RENOIR



FR091

**1+** 

At the end of each round in which you received exactly 1 type of building resource (in any way), you also receive 1 more building resource of that type.

**Lemon Trader**

Painting: PIERRE AUGUSTE COT



FR090

**3+** 

Twice per round, you may exchange 1 Grain from your supply for 1 building resource, or 1 Vegetable from your supply for 2 different building resources.

**Landscape Gardener**

Claude Monet



FR089

**1+** 

When you Sow, you may Sow on this card as if it were 2 fields. When you play this card, you may take a "Sow" action. (This card does not count as a field when scoring.)

**Martial Artist**

Painting: EUGÈNE DELACROIX



FR092

**4+** 

At the start of each Harvest, you may show and discard up to 2 Minor Improvements from your hand to receive 2 Food each.

**Musketeer**

Alexandre Dumas



FR095

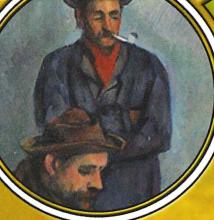
**4+** 

Image: Public Domain, wikipedia

Place a Claim marker in the intersection between 4 Action spaces. At the end of each Work phase, if 2/3/4 of those spaces are occupied by your Family members, you receive 1 Sheep / Wild boar / Cattle.

**Pipe Smoker**

Painting: PAUL CÉZANNE



FR100

**1+** 

Whenever you have at least 1 planted Grain field at the start of a Harvest, you receive 2 Wood.

**Mastermind**

Jean-Paul Sartre



FR093

**1+** 

Image: Public Domain, wikipedia

At the end of the game, you receive 1 Bonus Point for each card with a Bonus point symbol that you play after this one. (An example of a Bonus point symbol appears at the bottom of this card.)

**Miser**

Painting: PIERRE MIGNARD



FR094

**3+** 

Whenever you use a "Build Room(s)" action on an Action space, you may pay 1 Wood/1 Clay/1 Stone less and 1 Reed less if you build exactly 1 Wood/1 Clay/1 Stone room. (It is irrelevant whether or not you build stables.)

