

Agricola General Compendium

[EIK-M-WM-FR-FL/WA-G-Z-NL-Ö-Č-PI-BI]-[A-B-C-D]

Version 11.1 (2021-06-20)

This is a list of minor improvements and occupations in the game Agricola. Each entry in this list contains the card text, and a number of additional rulings. Some of the rulings have been defined by card authors, but most have been negotiated online by the community at www.play-agricola.com. These rulings are entirely unofficial, and can be changed at all times. These unofficial rulings can be accepted or ignored as you wish.

This Compendium is intended for players of **Agricola (without expansion)** AND **Agricola with Farmers of the Moor expansion** (FotM).

This Compendium is a continuation from the one started by Eugène van der Pijll (v9.0). I compiled the following documents to create a general Compendium.

Sources

- Decks [EIK-M-Ö-Č-Z-G]
 - Compendium v9.0 (2010-12-07) created by Eugène van der Pijll
<https://boardgamegeek.com/filepage/34558/unofficial-agricola-compendium>
- Decks [WM-PI]
 - Compendium v0.5 (2014-03-30) created by Kimball
<http://play-agricola.com/Agricola/Misc/agricola-wm-pi-v0.5.pdf>
- Deck [FR]
 - Compendium (2015-02-11) created by Wsefranc
https://docs.google.com/document/d/1PzINV2eu05I2ypPB_vQVbdth-IDlS-tVRNfTC72jIDI/edit
- Decks [A-B-C-D]
 - Compendium Revised Edition (2021-03-29) created by Lumin Sperling
https://docs.google.com/document/d/1WU10H1zX6Yx0ume75UmpaIMhoHukx9XufM_LbV1oZ6E/edit

→ Regarding **Agricola (without expansion)**, you can find changes between the Compendiums noted above and this version **v11.1** in the section **3**.

→ Additional rules tagged (**FotM**) are only applicable with **Farmers of the Moor** expansion.

✉ > agricola.rules@gmail.com

🌐 > <http://www.playagricola.com>
> <http://www.boiteajeux.net>

📺 > <https://www.youtube.com/channel/UCk1903eGIZG3P4Cyxitgcmg>
🎵 > <https://www.youtube.com/playlist?list=PLfG0h59iiYppY6GxFnKFFq0t6nV8G1KN1>

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1 Changelog

— New sections:

- 9.3 - Identical cards between Revised edition and Original edition (add cards from deck D)
- 14.2.4 - Dulcinaria deck (D) Minor Improvements
- 15.2.4 - Dulcinaria deck (D) Occupations
- 16.3 - Major Improvements (A) - Revised edition
- 16.3.1 - Major Improvements (A) for 6-player games

— Sections updated:

- 4 - FotM balancing - Update additional rules
- 5.2.2 - Tournaments results (2020)
- 5.3 - Tournaments results (2021)
- 5.4 - Tournaments ongoing
- 5.5 - Tournaments incoming
- 6 - Where to play Agricola online
- 7 - Twitch/YouTube streamers
- 8 - Our way to play games (update decks played)

— FotM balancing - Add decks:

- 4.2.5 Dulcinaria deck (D) Occupations
- 4.2.2 Dulcinaria deck (D) Minor Improvements

— Work Log:

- Update decks A, B, C and D additional rules from Lumin's document:
https://docs.google.com/document/d/1WU10H1zX6Yx0ume75UmpaIMhoHukx9XufM_LbV1oZ6E/edit
- Dulcinaria deck (D) translated into french (edition by Funforge not planned)

2 Updates incoming

- Update 5 - Tournaments
- Update section 12 - Banned cards - Without expansion
- Add Consul Dirigens (CD)
- Add FotM balancing Consul Dirigens deck (CD)
- Analysis (Agricola) vs (Agricola + FotM expansion)

3 Update additional rules

3.1 Original edition

3.1.1 Minor Improvements (G)

- Hammer **G079** - ERRATA (error in printing of this card, the small font text is missing)

3.1.2 Minor Improvements (BI)

- Vampire **BI15** - Your family member stays on “Occupation” action space.

3.1.3 Occupations (Č)

- Bureaucrat **Č07** - If “Starting player” action space is used more than once in a round, the second player can only play a minor improvement and cannot take Starting player.

3.2 Revised edition

3.2.1 Minor Improvements (A)

- Baking Sheet **A030** - You need to bake at least 1 grain into food before being able to use this card.
<http://play-agricola.com/Agricola/Cards/index.php?id=8206>
- Agricultural Fertilizers **A073** - One action means you only placed one person.
<http://playagricola.com/forums/index.php?topic=5062.0>
- Stable Planner **A089** - Once you play this card, you cannot build the stables before rounds 3, 6, and 9 for any reason.
<http://play-agricola.com/Agricola/Cards/index.php?id=8069>
- Lazy Sowman **A094** - You can use Lazy Sowman on “Bake and/or Sow” action space even if you don’t have any fields or crops.
<http://playagricola.com/forums/index.php?topic=4775.msg46398#msg46398>
- Hollow Warden **A139** - In 3/4/5 player games, each time you use “Take 1/2/3 Clay” accumulation space.
<http://play-agricola.com/Agricola/Cards/index.php?id=8123>
- Minstrel **A151** - You can use Minstrel in rounds 1 to 3.
<http://play-agricola.com/Agricola/Cards/index.php?id=8136>
- Farm Hand **B085** - You can not build stable in the center of 2x2 e.g. with Stable Deliveryman **WM045** or Stable **E52**, you must use “Build Stables” action.
<http://play-agricola.com/Agricola/Cards/index.php?id=9247>
- Lumberjack **B119** - Fences placed e.g. with Hops Field **Č18** or Fence Builder **I263** do not count as fences builded.

3.2.2 Minor Improvements (D)

- Witches Dance Floor **D025** - ERRATA: It can’t be used as a Fireplace. It counts as a Fireplace major improvement, you can exchange it for a Cooking Hearth.
<https://boardgamegeek.com/thread/2592254/few-clarifications-some-minor-improvements-recruit>

3.2.3 Occupations (D)

- Sheep Inspector **D093** - You return a different person, not the one you just placed.
<https://boardgamegeek.com/thread/2592261/some-occupations-card-clarifications>
- Domestician Expert **D148** - These animals are not considered in home.
<http://play-agricola.com/Agricola/Cards/index.php?id=6693>

4 FotM balancing - Update additional rules

4.1 Original edition

4.1.1 Minor Improvements (M)

- Stone Quarry **M052** - FotM Nerf (too strong in 3-player game; you must buy 1 stone for 1 food; instead of no cost)

4.1.2 Minor Improvements (WA)

- Archway **WA029** - FotM Nerf (too strong; 3 VP; instead of 4 VP)

4.1.3 Occupations (I)

- Corn Profiteer **I239** - FotM Nerf (too many food easily if grain combo; up to a maximum of 8 grain during the game; instead of no limit of grain)

4.1.4 Occupations (BI)

- Bielefeld Cards **BI02** - FotM UnNerf (nerf too strict, back to original description; 5 VP instead of 3 VP)
- Skybridge **BI12** - FotM Nerf (too many points; up to a maximum of 3 stone, you receive grain in the feeding phase of the last harvest; instead of no limit of stone and you receive grain in the feeding phase of each harvest)
- Chief Editor **BI21** - FotM UnNerf (nerf too strict, back to original description and up to a maximum of 3 bonus points; instead of no limit of bonus points)

4.1.5 Occupations (FR)

- Animal Welfarist **FR062** - FotM Nerf (too strong; excluding horse)
- Cabbage Lover **FR067** - FotM Nerf (too many bonus points too easily; up to a maximum of 4 bonus points; instead of up to a maximum of 5 bonus points)

4.1.6 Occupations (FL)

- Carrot Museum **FL023** - FotM Nerf (too much stone and wood; up to a maximum of 2 stone and 2 wood at rounds 8, 10 and 12, and buff to 2 card points; instead of no limit of stone and wood at rounds 8, 10 and 12, and 1 card point)
- Lover's Tryst **FL024** - FotM Nerf (level playing field for the first family growth; from round 5; instead of from round 4)

4.1.7 Occupations (WA)

- Goods Fraudster **WA054** - FotM UnNerf (nerf too strict, back to original description)

4.1.8 Occupations (NL)

- Canal Boatman **NL114** - FotM Buff (too weak; you may later in the same round place a person on this card; instead of you can pay 1 food to immediately place another person on this card)

4.2 Revised edition

4.2.1 Minor Improvements (C)

- Elephantgrass Plant **C034** - FotM Nerf (too many bonus points; up to a maximum of 5 bonus points; instead of a maximum of 6 bonus points)
- Crudite **C057** - FotM Nerf (too strong if you can sow more than 2 vegetables in a field (e.g. Fieldsman **I219**); once per round and 5 times during the game; instead of no limit)

4.2.2 Minor Improvements (D)

- Drill Harrow **D017** - FotM Nerf (too weak with FotM; 2 PN; instead of 3 PN)
- Recruitment **D021** - FotM Nerf (level playing field for the first family growth; from round 5; instead of no limitation)
- Artisan District **D030** - FotM Nerf (10 major improvements from the bottom row of the supply board with FotM; 2/3/4 bonus points; instead of 2/5/8 bonus points)
- Storeroom **D031** - FotM Nerf (too strong; up to a maximum of 3 bonus points; instead of no limit of bonus points)
- Summer House **D033** - FotM Buff (too weak; cost 1W 1S; instead of cost 3W 1S)
- Fodder Chamber **D035** - FotM Buff/Nerf (too weak; cost 2 Stone 2 Grain, up to a maximum of 3 bonus points, excluding horse; instead of cost 3 Stone 3 Grain and no limit of bonus points)
- Breed Registry **D036** - FotM Nerf (3 bonus points too easily; get 2 bonus points; instead of 3 bonus points)
- Pellet Press **D046** - FotM Nerf (too many food easily when reed combo; up to a maximum 4 reed; instead of no limitation)
- Civic Facade **D048** - FotM Buff (too weak; 1 VP; instead of no VP)
- Tea House **D053** - FotM Nerf (same constraint as Master Cook **WM036**; you may not do this if you will be placing more people after your second without another player placing in between; instead of no constraint about another player placing after your second)

4.2.3 Occupations (A)

- Storehouse Steward **A146** - FotM UnNerf (back to original description)

4.2.4 Occupations (C)

- Garden Designer **C099** - FotM Nerf (too many bonus points; up to a maximum of 4 bonus points; instead of no limit of bonus points)
- Stall Holder **C101** - FotM Nerf (too many bonus points; once per round and 4 times during the game; instead of once per round)
- Tree Guard **C102** - FotM Nerf (too many stone; usable 3 times during the game; instead of no limit)

4.2.5 Occupations (D)

- Child Ombudsman **D092** - FotM Buff (too weak; you get 1 negative point; instead of 2 negative points)
- Sheep Inspector **D093** - FotM Nerf (too strong; up to a maximum of 5 times during the game; instead of no limit of times)
- Earthenware Potter **D099** - FotM Nerf (too strong; up to a maximum of 4 bonus points; instead of 5 bonus points)
- Canal Boatman **D103** - FotM Buff (too weak; you can place another person on this card during the round; instead of you can pay 1 food to immediately place another person on this card)
- Whisky Distiller **D106** - FotM Nerf (too strong; up to a maximum of 4 grains; instead of no limit of grain)
- Food Merchant **D113** - FotM Nerf (too strong; up to a maximum of 5 vegetables; instead of no limit of vegetable)
- Emissary **D124** - FotM Nerf (too many stone; in each even-numbered round space, you can place 1 good from your supply on this card to get 1 stone; instead of at any time, you can place a good from your supply on this card to get 1 stone)
- Forest Trader **D125** - FotM Nerf (too many stone; up to a maximum of 5 stone; instead of no limit of stone)
- Beer Tent Operator **D133** - FotM Nerf (too many bonus points; up to a maximum of 4 bonus points; instead of a maximum of 6 bonus points)
- Oyster Eater **D134** - FotM Banned card (bad spirit)
- Trade Teacher **D137** - FotM Nerf (too strong; you can buy only 1 good; instead of you can buy 2 different goods)
- Wealthy Man **D153** - FotM Nerf (too many bonus points; up to a maximum of 4 bonus points; instead of a maximum of 6 bonus points)
- Reed Seller **D159** - FotM Nerf (too many food easily if reed combo; up to a maximum of 8 reed during the game; instead of no limit of reed)
- Pure Breeder **D167** - FotM Nerf (too many points with horse; except horse; instead of any animal)

5 Tournaments

If you organize or play a live/online tournament, send me an email to agricola.rules@gmail.com, I will add the event in the list.

All tournaments and championships organized on www.boiteajeux.net:
<http://www.boiteajeux.net/forum/viewtopic.php?p=296755#p296755>

5.1 Tournaments results (2019)

5.1.1 Live

— WBC (July)

Congrats to the final table: Micah McCormick, Ricky Boyes, Sam Wolff and Alex Bove winner of the tournament.

<https://boardgamegeek.com/thread/2256369/2019-wbc-agricola-tournament>
<https://boardgamegeek.com/filepage/185934/2019-wbc-agricola-final>

— MSO (August)

Congrats to the final table: Danton Hope, Scott Agius, Kelda Smith and Ankush Khandelwal winner of the tournament.

<https://boardgamegeek.com/thread/2268417/2019-mso-agricola-tournament>
https://www.youtube.com/watch?v=Gbo4_QDVpog

— Oslo (October)

Congrats to the final table: Bernt Ivar Nødland, David Kristensen, Bjørn Andre Kildalen and Lumin Sperling winner of the tournament.

<https://boardgamegeek.com/thread/2294841/report-agricola-oslo-open>
<https://docs.google.com/spreadsheets/d/1-cidKNBoQ5fiGCarb9ZNXAJ-F0a6kyM7aDpsiRvfqZo/edit#gid=0>

5.1.2 Online

— Agricola Tournament 11 (October)

Congrats to the final table: Joshy, Lumin, Bigfoot and Freemason winner of the tournament.

<http://playagricola.com/forums/index.php?topic=4936>
<http://play-agricola.com/Agricola/GameLogs/allturnserver.php?x=334424>

5.2 Tournaments results (2020)

5.2.1 Live

— WBC (2020)

Event has been cancelled due to COVID-19.

5.2.2 Online

— MSO (August 30 2020)

Congrats to the final table: Nicolas Müller (Kens), Wester van Urk (Wester), Ankush Khandelwal (Gameking51) and Jennifer Harkness (JenH) winner of the tournament.

<http://www.boiteajeux.net/jeux/agr/partie.php?id=3747018>

<https://mso.juliahayward.com/Report/EventResults?year=2020&eventCode=AL0C>

— Agricola Tournament 12 (from February to August 2020)

Congrats to the final table: shoot, bigfoot729, wsefranc and Pain winner of the tournament.

<http://playagricola.com/forums/index.php?topic=5056.0>

— Meeple League - BPA Agricola PBEM Tournament 2020 (from December 2019 to August 2020)

Congrats to the podium: DJ Borton (HotShot53), Keith Dent (magicmoose66) and Allan Jiang (a440) winner of the tournament.

<https://www.meepleleague.com/bpa-agricola-pbem-tournament-2019/> https://docs.google.com/spreadsheets/d/e/2PACX-1vSgKN2K0Q0zrNLR4orFPZ7VJK8almjir_cSJyNckwpoY0X1mPiXrqChVaIPSn_vawLZqTejDHq9hXEB/pubhtml?gid=865552594&single=true

— League all sizes - S2 (from June 2019 to September 2020)

Congrats to the podium of division 1: Axiom, manic and Quarryman winner of division 1.

<http://www.boiteajeux.net/forum/viewtopic.php?p=303061#p303061>

https://drive.google.com/file/d/1NltLs4_TIIYIq_eoS66DkG24w7dpzBegi/view

— 4er League - S8 (from April 2020 to September 2020)

Congrats to the podium of division 1: Axiom, Hakomugiko and Scimitar winner of division 1.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27393>

<https://docs.google.com/spreadsheets/d/1xHFI3kY0OHMR4By3W3gZUdTH9-5y0bhQ1PrBZZVkBk/edit#gid=0>

— ABP3 Tour - S3 (from January 2020 to November 2020)

Congrats to the final table: toluk, surok9068 and Agricoool winner of the tournament.

<http://www.boiteajeux.net/forum/viewtopic.php?f=94&t=27062>

— Meeple League - Agricola Online Season 11 (2020)

Congrats to the podium of division 1: Randy Buehler (rbuehler), Petri Savola (Xevoc) and manic_bob (manic) winner of the tournament.

<http://www.meepleleague.com/agricola-online-tournament-standings-results/>

5.3 Tournaments results (2021)

5.3.1 Live

— WBC (2021)

Event has been cancelled due to COVID-19.

5.3.2 Online

— 4er League - S9 (from September 2020 to January 2021)

Congrats to the podium of division 1: jacky603019, logic2718 and goodshepherd winner of division 1.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27628>

https://docs.google.com/spreadsheets/d/11neug8gEt_5C0R0-f1DY0FWMbR1K2ta8fVKjfZhMZLA/edit#gid=0

— 4er League - S10 (from January to June 2021)

4-player Agricola championship with 6 divisions and 9 players per division. Each player played 3 times against each other player of the division.

Congrats to the podium of division 1: beardumbra, blasty and ADrunkenGoat winner of division 1.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27837>

https://docs.google.com/spreadsheets/d/1tX-8EK2S8nmpRngxXraDBde5Hoc_EZZ9HTqpxgqsdRg/edit#gid=0

— Meeple League - Agricola Online Season 12 (from February to April 2021)

4-player tournament using the tournament mode and draft 7 settings on www.boiteajeux.net.

Congrats to the podium of division 1: manic.bob, Rincewind and Graey winner of division 1.

<http://www.meepleleague.com/agricola-online-tournament/>

5.4 Tournaments ongoing

5.4.1 Online

— ABP4 Tour - S1 (started August 17 2020)

4-player tournament with direct elimination.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27560>

— League all sizes - S3 (started September 12 2020 - Closing on July 2 2021)

4-player Agricola championship with 4 divisions.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27557>

https://drive.google.com/file/d/1K26xnCfXeYNg3j03RZGf-mfbPN_mOV8H/view

— Season 2 of Agricola (started February 2021)

4-player championship, with playoff and final table.

http://playagricola.com/forums/index.php?topic=5102.0;prev_next=prev#new

Semifinal:

<http://play-agricola.com/Agricola/GameLogs/allturnserver.php?x=367981>

— ABP Tour - S7 (started April 2021)

2-player tournament with direct elimination.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27898>

— 1000th tournament on BAJ (started May 11 2021)

2-player tournament.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=27899>

https://docs.google.com/spreadsheets/d/1ls6vU524gKmJQeSLsdl9nGk526Qy5HajL_OZ-_2CM2s/edit#gid=0

— **Meeple League - Agricola Online Season 13** (started June 18 2021)

4-player tournament using the tournament mode and draft 7 settings on www.boiteajeux.net.

<http://www.meepleleague.com/agricola-online-tournament/>

- **4er League - S11** (registering June 2021)

4-player Agricola championship with 6 divisions and 9 players per division. Each player played 3 times against each other player of the division.

<http://www.boiteajeux.net/forum/viewtopic.php?f=92&t=28066>

5.5 Tournaments incoming

5.5.1 Live

- **WBC** Pennsylvania, USA (July 23 to July 31 2022)

<https://www.boardgamers.org/wbcindex.html>

5.5.2 Online

- **MSO 2021** (August 13 to September 5 2021)

4-player tournament on www.boiteajeux.net.
Opening registration in July

<https://msoworld.com/>

6 Where to play Agricola online

You can play Agricola on several platforms.

— <http://playagricola.com>

You can play live games with all decks, with or without FotM expansion.

— <http://www.boiteajeux.net/>

You can play Agricola (FotM expansion not implemented), with decks EIK (only 257 available cards). This website is only turn-based.

7 Twitch /YouTube

Topic on Play-Agricola.com forum : <http://playagricola.com/forums/index.php?topic=4924.0>

- Montu
www.twitch.tv/gamermontu
- Wsefranc
www.twitch.tv/play_agricola
<https://www.youtube.com/channel/UCjhUHEzpm4Ak1nNLLbsU8Hw>
- Lumin
www.twitch.tv/lumin_s
<https://www.youtube.com/channel/UCn7zacUFzUEAZK8tgsThbwg>
- Graey
www.twitch.tv/graey0
<https://www.youtube.com/channel/UCI7UxoUSGRnqhXQpyGw7d6g?>
- Alexandria
<https://www.twitch.tv/alexremy5446>
- Sandswoll
<https://www.twitch.tv/sandswoll>
- Maruskak
<https://www.twitch.tv/maruskaf>
- Dshin
https://www.twitch.tv/dshin_
- Agricolic
<https://www.youtube.com/channel/UCk1903eGIZG3P4Cyxitgcmg>

8 Our way to play games

We play Agricola every week since 2011. We play with Farmers of the Moor expansion (FotM) and decks [EIK-M-WM-FR-FL/WA-G-Z-NL-Ö-Č-PI-BI]-[A-B-C]. We think Agricola is much more strategic with FotM expansion. FotM features a range of strategies wider than Agricola without expansion. Try it ;)

8.1 “Family growth” action spaces

During Stage 2, when “Family growth” space action is revealed, we think the round is too much decisive. This round impacts the outcome of a lot of games. Like many players, in order to avoid the randomness and make games more balanced, we have adopted the following changes :

- **In 3-player game**

From Round 5, “1 Occupation (cost 2 Food)” action space can be used for “Family growth” action, until “Family growth also 1 Minor Improvement” action space was revealed.

- **In 4-player game**

We replaced “1 Occupation” action space by “1 Occupation Or, from Round 5 Family growth” action space intended for 5-player game.

- **In 5-player game**

No changes.

8.2 Draft

We always draft after we determine the seating order and who goes first.

There are many ways to draft cards. After testing several different ways, we chose to draft 8 cards. Occupations and minor improvements are drafted in the same time, each player pick 1 occupation and 1 minor improvement and passed cards to the player on the right, until to get 7 occupations and 7 minor improvements.

We think this way of drafting is one of the best way to give a chance to all players to build a good deck, and play balanced games. Try it ;)

8.3 Agricolic on YouTube

Due to COVID-19, we play less and less in live. I will upload our games played with **FotM** and cards translated into french:

<https://www.youtube.com/channel/UCk1903eGIZG3P4Cyxitgcmg>

9 Identical cards between Revised edition and Original edition

If you play with cards from two editions and you don't want duplicate cards, you have to remove one of the two cards.

9.1 Artifex deck (A)

- Ale-Benches **A029** has the same effect as Beer Table **WA004**

9.2 Corbarius deck (C)

- Beer Table **C029** is identical to Beer Table **WA004**
- Gipsy's Crock **C053** is identical to Gipsy's Crock **E19**
- Studio **C055** is identical to Studio **NL005**
- Wood Cart **C076** is identical to Wood Cart **I49**
- Stablemaster **C089** has the same effect as Stablemaster **E208**
- Merchant **C096** is identical to Merchant **E179**
- Cube Cutter **C098** has the same effect as Cube Cutter **Z335**
- Lover **C127** has the same effect as Lover **K291**
- Charcoal Burner **C137** is identical to Charcoal Burner **E182**
- Puppeteer **C152** has the same effect to Puppeteer **I249**

9.3 Dulcinaria deck (D)

- Brotherly Love **D024** has the same effect as Obedient Brother **WA034**
- Summer House **D033** is identical to Courtyard Garden **FL015**
- Archway **D051** is identical to Archway **WA029**
- Stablehand **D089** is identical to Stablehand **E207**
- Lord of the Manor **D100** is identical to Lord of the Manor **E189**
- Canal Boatman **D103** is identical to Canal Boatman **NL114**
- Sculptor **D105** has the same effect as Sculptor **FL033**
- Building Tycoon **D128** is identical to Building Tycoon **Ö07**
- Oyster Eater **D134** is identical to Oyster Eater **NL066**
- Loudmouth **D134** has the same effect as Porter **WA043**
- Tree Cutter **D143** is identical to Tree Cutter **NL105**
- Water Worker **D144** is identical to Water Worker **NL078**

10 Agricola expansion deck compatibility

Many expansion decks came out since 2008. The following article clarifies what expansion decks are out there and how they are compatible with each other and between the two editions:

<https://www.boardgamehelpers.com/Articles/1087>

11 Agricola expansion decks translated into french

When expansion decks have been translated into french, many translation errors have been done in original and revised editions decks. If you want the good translation, please refer to this Compendium or send me an email to agricola.rules@gmail.com.

Here the list of translation errors recently found:

- FR deck
 - Shovel Worker **FR108** - Each harvest instead of a harvest.
- WM deck
 - Hill Farmer **WM029** - Plow instead of Sow.
- Artifex deck (A) Many cards on Artifex deck (A), edited by Funforge, are not correct (send me an email about details).
- Corbarius deck (C) Corbarius deck (C) translated into french, has been edited by Funforge (October 2020):
 - Carpenter's Apprentice **C088** - Wood rooms cost you 2 wood less. Your 3rd and 4th stable each cost you 1 wood less. Your 13th to 15th fence each cost you nothing, instead of the original description.

12 Banned cards - Without expansion

12.1 Minor Improvements

EIK

- Wooden Hut Extension **I81**
- Reed Hut **K138**

FL/WA

- Towhead **FL011**
- Begging Letter **WA003**

G

- Remodeling **G101**
- Stone Crane **G112**

Z

- Maypole **Z320**

Ö

- Guest Worker **Ö17**

NL

- Year of Disaster **NL003**
- Backyard **NL006**
- Spittoon **NL011**
- Caravan **NL016**
- Grain Sheaves **NL027**

12.2 Occupations

EIK

- Braggart **E197**
- Ratcatcher **E198**
- Taster **I260**
- Wet Nurse **K270**
- Lover **K291**

FL/WA

- Accountant **FL049**
- Chaplain **FL057**
- Virtuous Hero **FL060**

G

- Late Sleeper **G037**

Z

- Herald **Z327**
- Mail Coach Driver **Z329**

Č

- Seeress **Č06**

NL

- Schoolmaster **NL067**
- Autodidact **NL068**
- Mink Breeder **NL069**
- Left Liberal **NL070**
- Knight **NL082**
- Grand Pensionary **NL084**
- Investor **NL086**
- Homo Ludens **NL094**
- Ice Skate Sharpener **NL098**
- Match Maker **NL107**

13 Banned cards - FotM expansion

13.1 Minor Improvements

EIK

- Wooden Hut Extension **I81**
- Reed Hut **K138**

G

- Remodeling **G101**

BI

- Conspiracy **BI06**

FL/WA

- Beguine Courtyard **FL002**
- Wooden Draisine **FL008**
- Stuck Cart **FL010**
- Towhead **FL011**
- Cart **FL012**
- Begging Letter **WA003**
- Comic Shop **WA007**
- Pilgrimage Site **WA023**
- River Port **WA030**

NL

- Year of Disaster **NL003**
- Backyard **NL006**
- Spittoon **NL011**
- Caravan **NL016**
- Dutch Claypipe **NL030**
- Wooden Shoes **NL032**
- East India Company **NL052**
- Joy House **NL057**

FR

- Five Rings **FR020**

Z

- Maypole **Z320**

Ö

- Coffee House **Ö13**
- Guest Worker **Ö17**
- Emergency Housing **Ö20**

P

- Pitchfork **P21**

A

- Bassinet **A025**
- Shaving Horse **A048**

B

- Final Scenario **B023**

13.2 Occupations

FL/WA

- Shepherd with Flock **FL038**
- Rubenesque Woman **FL043**
- Farm Lawyer **FL047**
- Chaplain **FL057**
- Gold Weigher **FL058**
- Virtuous Hero **FL060**
- Docker **WA033**
- Military Leader **WA039**
- Scenery Painter **WA042**
- Master Detective **WA046**
- Street Chansonnier **WA055**
- Surrealist **WA056**
- Tinkerer **WA057**
- Big Bang Theorist **WA058**

EIK

- Braggart **E197**
- Ratcatcher **E198**
- Stonecutter **E211**
- Chamberlain **I238**
- Taster **I260**
- Wet Nurse **K270**
- Lover **K291**

NL

- Oyster Eater **NL066**
- Schoolmaster **NL067**
- Mink Breeder **NL069**
- Left Liberal **NL070**
- Companion **NL073**
- Grand Pensionary **NL084**
- Investor **NL086**
- Harlequin **NL091**
- Homo Ludens **NL094**
- Ice Skate Sharpener **NL098**
- Discoverer **NL101**
- Crown Prince **NL102**
- Dancer and Spy **NL103**
- Love Messenger **NL106**
- Match Maker **NL107**
- Collector **NL119**
- Choir Boy **NL120**

FR

- Boatswain **FR066**

G

- Freeloader **G020**
- Truffle Digger **G055**
- Understudy **G056**
- Wheedler **G059**

Z

- Herald **Z327**
- Mail Coach Driver **Z329**
- Mother of Twins **Z336**

Č

- Jack-of-all-trades **Č03**
- Seeress **Č06**

Ö

- Therapist **Ö03**
- Ski Instructor **Ö04**
- Opinion Leader **Ö06**

P

- Backpacker **P03**
- Footman **P06**

A

- Full Farmer **A134**

B

- Little Peasant **B151**

D

- Oyster Eater **D134**

14 Minor Improvements

14.1 Original edition

14.1.1 Minor Improvements (E)

Field (Cost 1F.)

E11

When you play this card, immediately plough 1 field. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You may not use a plough or the Harrow **I68** when you play this card.
- ⇒ In a solo game, this card is removed from the game after you play it.

Fishing Rod (Cost 1W.)

E12

Whenever you use the “Fishing” action space, you receive 1 additional food. From round 8 onwards, you receive 2 additional food.

Axe (Cost 1W 1S.)

E13

Whenever you add a room to your wooden hut, you only pay 2 wood and 2 reed.

- ⇒ If you build more than one room, you can use the Axe for each room.
- ⇒ This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Carpenter **E218**), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- ⇒ After you’ve used the Axe, you may then also use any card that changes the cost of a room (e.g. Clay Roof **E36**, Ladder **I91**, Stonecutter **E211**, and Wood Carver **K301**).

Baker’s Oven (3VP. Return 1 oven.)

E14

Whenever you use the “Bake bread” a bread baking action, you can use the Baker’s Oven to convert up to 2 grain into 5 food each. When you play this card, you can also take the “Bake bread” action bake bread immediately.

- ⇒ The old oven is returned: the Clay Oven **A5** and Stone Oven **A6** are returned to the major improvements, the Wood-fired Oven **E27** is removed from the game.
- ⇒ Is both an oven and a baking improvement.
- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Baking Tray (Cost 1W.)

E15

The Clay Oven **A5** and Stone Oven **A6** are minor improvements for you. The Clay Oven, Stone Oven and Wood-fired Oven **E27** cost you 1 building resource (of your choice) less.

Building Material

E16

You receive either 1 wood or 1 clay when you play this card. After you play this card, pass it to the player on your left,

who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Windmill (2VP. Cost 3W 1S.)

E17

At any time, you can convert grain to 2 food (without having to bake bread).

- ⇒ Using the Windmill does not count as baking.
- ⇒ The grain that you want to convert into 2 food may not be on fields; it must be taken from your personal supply.

Bean Field (1VP. Req 2 occ.)

E18

When you sow, you can plant vegetables on this card as though it were a field.

- ⇒ Does not count as a field when scoring. Vegetables on this card do count for the score at the end of the game.
- ⇒ When you sow on the Bean Field, you may use the Potato Dibber **E32**, Fieldsman **I219**, and Smallholder **K286** to plant extra vegetables.
- ⇒ If you have vegetable markers on the Bean Field, it counts as a prerequisite for the Herb Garden **K130** and the Strawberry Patch **I69**.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow on the Bean Field.

Gypsy’s Crock (1VP. Cost 2C.)

E19

Whenever you convert any 2 goods to food at one time using a Fireplace **A1/A2**, Cooking Hearth **A3/A4** or Cooking Corner **I85**, you receive 1 additional food.

- ⇒ If you convert 4 goods at once, you receive 2 additional food; for 6 goods, 3 additional food, etc.
- ⇒ Goods includes animals.
- ⇒ Baking bread counts as converting goods to food.
- ⇒ Is also activated if you convert two different types of goods, or use two different improvements at the same time. You may bake 1 bread and convert 1 other good at the same time; this also activates the Gypsy’s Crock.

Simple Fireplace (1VP. Cost 1C.)

E20

At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 1 food; wild boar → 2 food; cattle → 3 food. Whenever you use the “Bake Bread” a bread baking action, you may convert: grain → 2 food.

- ⇒ The Simple Fireplace counts as a Fireplace **A1/A2**; for example, it can be upgraded to a Cooking Hearth **A3/A4**, and playing the Simple Fireplace activates the Charcoal Burner **E182**.
- ⇒ Is removed from the game when upgraded to a Cooking Hearth.
- ⇒ You can own more than one Fireplace.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain

as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.

- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- ⇒ (FotM) This card never counts as a major improvement.

Half-timbered House

(Cost 1W 1C 1R 2S.)

E21

At the end of the game, you receive 1 bonus point for each room in your stone house.

- ⇒ In total, you receive 3 points instead of 2 per room.
- ⇒ If you do not renovate to a stone house, or if you have also played the Mansion **K144**, there is no advantage.
- ⇒ The Half-timbered House's bonus points are in addition to the extra points from the Chief **E172**

Raft

(1VP. Cost 2W.)

Whenever you use the "Fishing" action space, you receive an additional 1 food or 1 reed.

E22

Manger

(Cost 2W.)

At the end of the game, if your pastures occupy 6/7/8/9+ farmyard spaces, you receive 1/2/3/4 bonus points.

- ⇒ The deciding factor is the number of fenced spaces in the farmyard. It is irrelevant how many pastures there are.

E23

Animal Pen

(1VP. Cost 2W. Req 4 occ.)

Place 2 food on each remaining round space. At the start of each round, you receive the food.

E24

Spices

E25

Whenever you convert vegetables to food using a Fireplace **A1/A2**, Cooking Hearth **A3/A4** or Cooking Corner **I85**, you receive 1 additional food.

- ⇒ If you convert several vegetables to food at the same time, you receive 1 food for each vegetable.
- ⇒ Is not activated when you use a Cookhouse **M013/014**, Open Grill **M028**, or any other improvement, or when you convert vegetables to 1 food without an improvement.

Plane

(Cost 1W.)

Whenever you turn 1 wood into food using the Joinery **A7**, Sawmill **K122** or Cabinetmaker **I258**, you receive 1 additional food. You can choose instead to turn a second wood into exactly 2 food.

E26

Wood-fired Oven

(2VP. Cost 3W 1S.)

Whenever you use the "Bake bread" a bread baking action, you can use the Wood-fired Oven to turn any number of grain into 3 food each. When you play this card, you can also take the "Bake bread" action bake bread immediately.

E27

⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.

⇒ Is an oven.

Clogs

(Cost 1W.)

At the end of the game, you receive 1 bonus point for a clay hut, or 2 bonus points for a stone house.

- ⇒ This card is worth 2 points even if you receive bonus points for the Half-timbered House **E21** or the Mansion **K144**.
- ⇒ If you have the Chief's Daughter **E173** as well, you get points for both cards.

E28

Shepherd's Pipe

(Req 1 sheep.)

You can hold up to 2 additional sheep in each of the pastures where you keep sheep. You can keep up to 2 sheep in each unfenced stable.

- ⇒ If you also have the Stablemaster **E208**, the Shepherd's Pipe has no effect on the unfenced stable for which the Stablemaster is used, but it still affects your other unfenced stables.
- ⇒ Also increases the capacity of the Animal Yard **E58** and the Wildlife Reserve **I102**.

E29

Canoe

(1VP. Cost 2W. Req 2 occ.)

Whenever you use the "Fishing" action space, you receive an additional 1 Food and 1 Reed.

E30

Carp Pond

(1VP. Req 2 impr 1 occ.)

Place 1 food on each remaining odd-numbered round space.

At the start of these rounds, you receive the food.

- ⇒ Only improvements and occupations that are open in front of you count.

E31

Potato Dibber

(Cost 1W.)

Whenever you sow fields with vegetables, place 1 additional vegetable from the general supply on each field that you Sow newly sown stack of vegetables.

- ⇒ Additional vegetables are also placed on Bean Field **E18**, Turnip Field **K137** and Lettuce Patch **E47**.

E32

Ceramics

(Cost 1C. Req 1 oven.)

When you play this card, you receive 2 food. From now, the Pottery **A8** is a minor improvement for you and costs you nothing.

- ⇒ You still have to take a minor improvement action to take the Pottery. You cannot take the Pottery if another player already has taken it.
- ⇒ The Pottery still counts as major improvement as well, e.g. for Nosebag **M022** or Administration **M070**.

E33

Basket

(Cost 1R.)

Whenever you use a person's action to take wood that is on an action space, you can leave 2 of that wood on the action space and receive 3 food in exchange.

- ⇒ If you also have the Mushroom Collector **E196**, you can use both cards to leave 3 wood to receive 5 food.
- ⇒ You may use this card only once per action.
- ⇒ You can use an action space with only 2 wood on it, and only take 3 food (and no wood). This

E34

still counts as taking wood, and activates e.g. the Berry Picker **E152**, Wood Cart **I79**, and Pieceworker **K268**.

- ⇒ If there is less than 2 wood on the action space, for example because of the Wood Distributor **K284**, you may not use the Basket; not even if you receive additional wood from e.g. the Wood Cart.

Corn Scoop

(Cost 1W.)

E35

Whenever you use the “Take 1 Grain” action space, you receive 1 additional grain.

Clay Roof

(1VP. Req 1 occ.)

E36

You can replace 1 or 2 Reed with the same amount of clay whenever you extend or renovate your home.

- ⇒ When building a room, you may choose to use 1 Reed and 1 Clay instead of the 2 Reed required.
- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Clay Roof for the same action. These cards may even affect the clay cost introduced by the Clay Roof; e.g. with Clay Roof and Frame Builder **K272** you can add a room to your wooden hut for 6 wood.

Clay Supports

(Cost 2W.)

E37

Whenever you add a room to your clay hut, you can pay 2 clay, 1 wood and 1 reed instead of 5 clay and 2 reed.

- ⇒ If you build more than one room at the same time, you may use the Clay Supports for all of the rooms, or, alternatively, you may build some rooms for 5 clay & 2 reeds and other rooms for 2 clay, 1 wood, and 1 reeds.
- ⇒ This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Clay Plasterer **I241** or Carpenter **E218**), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- ⇒ After you’ve used the Carpenter, you may then also use any card that changes the cost of a room (e.g. Clay Roof **E36**, Ladder **I91**, and Bricklayer **I243**).

Madonna Statue

(2VP. Return 2 impr.)

E38

The Madonna Statue has no effect.

- ⇒ You must discard 2 improvements that are on the table in front of you. You may not discard cards from your hand.
- ⇒ It is irrelevant whether you discard major or minor improvements.
- ⇒ If a discarded improvement would have given you something (resources, food, etc.) in a later round, you lose that claim.
- ⇒ If you discard a major improvement, it is returned to the major improvements board. If you discard a minor improvement, it is removed from the game.

Market Stall

(Cost 1 Grain.)

E39

When you play this card, you receive 1 vegetable. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The grain that you pay to play this card may not come from a field.
- ⇒ Activates the Market Woman **K292** when played, but not the Pieceworker **K268**.
- ⇒ You may not play this card without grain in your personal supply — not even in combination with the Market Woman.
- ⇒ In a solo game, this card is removed from the game after you play it.

Mini Pasture

(Cost 2F.)

E40

When you play this card, immediately fence one space in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You do not need to pay wood for the fences.
- ⇒ Activates the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207** and Animal Breeder **K307** when played.
- ⇒ The space must be unfenced before playing this card. It may contain a stable.
- ⇒ You must follow the usual rules for building fences: if you already have pastures, the new pasture must border an existing one. If you build more fences this turn, e.g. with the Hedge Keeper, you only check at the end of your turn if the pastures are legal.
- ⇒ In a solo game, this card is removed from the game after you play it.

Millstone

(Cost 1S.)

E41

Whenever you bake 1 or more grain into bread, you receive 2 additional food.

- ⇒ With the Baker **E150**, you receive at most 2 additional food from the Millstone in each harvest.
- ⇒ Is activated when you use a baking improvement (with the “baking” symbol) to convert grain to food.
- ⇒ Is not activated if you use the “Sow and Bake Bread” action space, but don’t bake.
- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.

Helpful Neighbours

(Cost 1W or 1C.)

E42

When you play this card, you receive either 1 stone or 1 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Fruit Tree

(1VP. Req 3 occ.)

E43

Place 1 food on each remaining round space for rounds 8 to 14. At the start of these rounds, you receive food.

- ⇒ You do not receive food for the current round, or any of the earlier rounds.

Outhouse

(2VP. Cost 1W 1C.)

E44

The Outhouse has no effect. You can only build it if at least

one other player has fewer than 2 occupations.

- ⇒ It is irrelevant how many occupations you have played yourself.
- ⇒ In a 1-player game, you can only build the Out-house if you have fewer than 2 occupations yourself.
- ⇒ The Academic counts as 2 occupations.

Private Forest

(Cost 2F.)

Place 1 wood on each remaining even-numbered round space. At the start of these rounds, you receive the wood.

Sack Cart

(Cost 2W. Req 2 occ.)

Place 1 grain on each remaining space for rounds 5, 8, 11 and 14. At the start of these rounds, you receive the grain.

- ⇒ You do not receive grain for the current round, or any of the earlier rounds.

Lettuce Patch

(1VP. Req 3 occ.)

On this card, you can plant vegetables as you would on a field. Vegetables on this field can be converted to 4 food when harvested.

- ⇒ Does not count as a field when scoring. Vegetables on this card do count for the score at the end of the game.
- ⇒ To receive the 4 food for the harvested vegetable, you have to convert the vegetable to food immediately after harvesting. You don't need a Fireplace A1/A2 or Cooking Hearth A3/A4 to do this.
- ⇒ When you sow on the Lettuce Patch, you may use the Potato Dibber E32, Fieldsman I219, and Smallholder K286 to plant extra vegetables.
- ⇒ If you have vegetable markers on the Lettuce Patch, it counts as a prerequisite for the Herb Garden K130 and the Strawberry Patch I69.
- ⇒ Using the Lettuce Patch to convert a vegetable to food does not activate the Spices E25.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow on the Lettuce Patch.

Reed Pond

(1VP. Req 3 occ.)

Place 1 reed each on the next 3 remaining round spaces. At the start of each round, you receive the reed.

Writing Desk

(1VP. Cost 1W. Req 2 occ.)

Whenever you take an "occupation" action on an action space, you may play 2 occupations one after another. The second occupation costs you 2 food.

- ⇒ You pay the normal cost for the first occupation.
- ⇒ If you also have the Bookshelf K112 and/or the Patron E192, you receive food for both occupations that you play.
- ⇒ Is not activated when you use the "1 occupation or family growth" action space in the 5-player game, and you choose the family growth.
- ⇒ Is not activated when you don't use an action space to play an occupation (e.g. using the Scholar K279 or Puppeteer I249).

Builder's Trowel

(Cost 1W.)

You can renovate your wooden hut to a clay hut at any time without using a "Renovate" action.

- ⇒ You must still pay for the renovation.

- ⇒ You cannot renovate in the middle of an action, e.g. to use the clay received in an action to renovate to a clay hut, in order to profit from an improvement such as the Stump-Jump Plough Z313 in the same turn.

- ⇒ You may not use both the Conservator E200 and the Builder's Trowel to renovate your wooden hut to a stone house out of turn.

Spindle

(Cost 1W.)

In every field phase of a harvest, you may receive additional food if you have sheep: for 5 sheep or more, 2 food; for 3 or 4 sheep, 1 food.

Stable

(Cost 1W.)

When you play this card, immediately build 1 stable. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Butter Churn

(Cost 2W.)

Whenever you have sheep during the field phase of a harvest, you receive 1 food for each third sheep. Whenever you have cattle during the field phase, you receive 1 food for each second cattle.

Quarry

(2VP. Req 4 occ.)

Whenever you use the "Day Labourer" action space, you receive an additional 3 stone.

- ⇒ (FotM) You receive an additional 2 stone.

Stone House Extension

(Cost 1R 3S.)

When you play this card, immediately extend your stone house by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The new room is free. You only have to pay the costs of this minor improvement.
- ⇒ Cards that change the costs of minor improvements, such as Golden Hands C13, can be used to change the cost of the Stone House Extension. Cards that change the costs of a new room, such as Ladder I91 or Frame Builder K272, cannot be used to change its cost.
- ⇒ Playing the Stone House Extension counts as building a room, and activates e.g. the Wet Nurse K270.
- ⇒ In a solo game, this card is removed from the game after you play it.

Stone Tongs

(Cost 1W.)

Whenever you use one of the "1 Stone" action spaces that become available in rounds 5–7 and 10–11, you receive 1 additional stone.

Dovecote

(2VP. Cost 2S.)

Place 1 food on each remaining space for rounds 10 to 14. At the start of these rounds, you receive the food.

- ⇒ You do not receive food for the current round, or any of the earlier rounds.

Animal Yard

(1VP. Cost 2W. Req 1 occ.)

This card can hold up to two animals of your choice. They need not be the same type of animal.

E45

E46

E47

E51

E52

E53

E54

E55

E56

E57

E58

- ⇒ Does not count as a pasture for scoring.
- ⇒ You do not receive animals from the general supply when you play this card.
- ⇒ The capacity of the Animal Yard is increased by the Drinking Trough **E59**.
- ⇒ If you also have the Shepherd's Pipe **E29**, you can keep 4 sheep or up to 3 sheep and 1 other animal on the Animal Yard.

Drinking Trough

(1VP. Cost 2W.)

E59

Each pasture (with or without a stable) can hold up to 2 more animals.

- ⇒ Does not increase the capacity of an unfenced stable.
- ⇒ For pastures with stables, the capacity increase from the Drinking Trough is not doubled by the stables; a pasture of 1 farmyard space that contains a stable can hold 6 animals with the Drinking Trough.
- ⇒ Also increases the capacity of the Animal Yard **E58** and the Wildlife Reserve **I102**.

Cattle Market

(Cost 1 sheep.)

E60

When you play this card, you receive 1 cattle. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The cattle may be immediately converted to food with a cooking improvement, Butcher **I247** or Meat Seller **E162**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Riding Plough

(Cost 4W. Req 3 occ.)

E61

Twice during the game, when you use either the "Plough 1 Field" or "Plough Field and Sow" action space, you can plough 3 fields instead of 1.

- ⇒ You may choose to plough only 2 fields instead of 3 at once.
- ⇒ You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- ⇒ This is a plough. Each time you use a ploughing action space, you may only use one card out of the ploughs and the Harrow **I68**.

Turnwrest Plough

(Cost 3W. Req 2 occ.)

E62

Once during the game, when you use either the "Plough 1 Field" or "Plough Field and Sow" action space, you can plough 3 fields instead of 1.

- ⇒ You may choose to plough only 2 fields instead of 3 at once.
- ⇒ You can place 1 field tile on this card when you play it, to show that you may use the plough 1 more time.
- ⇒ This is a plough. Each time you use a ploughing action space, you may only use one card out of the ploughs and the Harrow **I68**.

Feed Pellets**E338**

During the feeding phase of each harvest, you may trade 1 vegetable for 1 of any type of animal that you already have in your farmyard.

- ⇒ You may use this card only once per harvest.

14.1.2 Minor Improvements (I)

Moldboard Plough

(Cost 2W. Req 1 occ.)

Twice during the game, when you use the “Plough 1 Field” action space, you may plough 2 fields instead of 1.

- ⇒ Is not activated when you use the “Plough Field and Sow” action space.
- ⇒ You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- ⇒ This is a plough. Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow **I68**.

Alms

(Req no occ.)

When you play this card, you receive 1 food for each completed round of the game. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The current round is not a “completed” round, not even if this card is played in the last action of the round.
- ⇒ In a solo game, this card is removed from the game after you play it.

Baker's Kitchen

(4VP. Cost 2S. Return oven.)

Whenever you use a bread baking 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 bake bread immediately.

- ⇒ Is a baking improvement, but not an oven. It may not be upgraded to a Bakehouse **K106**.
- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Village Well

(5VP. Return Well.)

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

- ⇒ The Well **A10** major improvement is returned to the major improvements board and may be bought again — even by the owner of the Village Well.
- ⇒ The Well gives 1 food per round for 5 rounds. These food remain on the board even when the 3 additional food from the Village Well are distributed, and are distributed again if the Well is purchased a second time.
- ⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Threshing Board

(1VP. Cost 2W. Req 2 occ.)

Whenever you use the “Plough 1 Field” or “Plough Field and Sow” action spaces, you can additionally bake bread.

I63

Harrow

(Cost 2W.)

Once during the game, when you use either the “Plough 1 Field” or the “Plough Field and Sow” action space, you can plough 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.

- ⇒ Other players that use the Harrow may only plough 2 fields at once if they use one of the ploughing action spaces.
- ⇒ The Harrow may not be combined with any of the ploughs.
- ⇒ You may not deny other players the right to use the Harrow.

Strawberry Patch

(2VP. Req 2 veg fields.)

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

- ⇒ Vegetable fields are fields on which there is at least 1 vegetable marker. An empty, harvested field does not count as a vegetable field.
- ⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Strawberry Patch, if there are vegetable markers on those cards.
- ⇒ The Seed Trader **Z332**, Grocer **E184**, Giant Pumpkin **Z323** and Pumpkin Seed Oil **Z319** do not count as prerequisites.

Punner

(Cost 1W.)

Whenever another player uses the Harrow **I68** or a plough, you can immediately plough 1 field as well.

- ⇒ If you use the Harrow or a plough yourself, you do not get any advantage.
- ⇒ If the other player does not plough more than 1 field on his action, you do not receive a field.

Holiday House

(8VP. Cost 3W or 3C, 2R.)

In round 14, you cannot place any people. Play this card at the latest during round 13.

- ⇒ The effects of this card are not optional! Prepare to play two harvests in a row.
- ⇒ This costs either 3 wood & 2 reeds or 3 clay & 2 reeds.
- ⇒ You may not use the Clay Roof **E36**, Brushwood Roof **K136** or Straw-thatched Roof **I99** when building the Holiday House.
- ⇒ You do not participate in the work phase (phase 3) in round 14, but you still can profit from the start-of-round phase (phase 1).
- ⇒ You may not place a guest in round 14 that you could otherwise have used.
- ⇒ You do not get points for the Church Warden **I227** if you have built the Holiday House.

Goose Pond

(1VP. Req 3 occ.)

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

I67

I68

I69

I70

I71

I72

Guest
(Cost 2F.)**I73**

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 their hand.

- ⇒ To represent the guest, you take a claim marker and turn it over to show the word “Guest”. The token is used as a family member disc.
- ⇒ If you already have 5 family members, you can use the guest to play a round with 6 actions.
- ⇒ A guest is not counted in checking whether there is enough room in the hut or house.
- ⇒ The action performed by a guest counts for the Church Warden **I227**.
- ⇒ The guest does not need to be fed during harvest time.
- ⇒ A guest does not count as family member in the final scoring, even if you use the guest in the last round.
- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ You can play this card in round 14, but you cannot use the guest marker you receive and it does not count in scoring.

Grain Cart
(Cost 2W. Req 2 occ.)**I74**

Whenever you use the “Take 1 Grain” action space, you receive 2 additional grain.

Hand Mill
(Cost 1S.)**I75**

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.

- ⇒ Using the Hand Mill does not count as baking.
- ⇒ The grain that you want to convert into food may not be on fields; it must be taken from your personal supply.

Rake
(Cost 1W.)**I76**

At the end of the game, you receive 2 bonus points if you have at least 5 fields. If you have played the Harrow **I68**, Punner **I70**, Yoke **K124** or a plough, you need to have at least 6 fields.

- ⇒ Fields on cards, such as Bean Field **E18** and Forester **K278**, do not count. Fields with more than one stack of grain because of the Scarecrow **Z324** count as only 1 field.
- ⇒ If you also played a plough, Harrow, Punner, or Yoke, but you discarded it for the Madonna Statue **E38**, they do not count for the Rake.
- ⇒ If you played more than one of the listed improvements, you still need only 6 fields.

Shepherd's Crook
(Cost 1W.)**I77**

Whenever you fence a new pasture that covers at least 4 farmyard spaces, you receive 2 sheep and place them in the new pasture.

- ⇒ If you divide a pasture of more than 4 spaces into several smaller pastures, these do not count as a new pasture, unless the number of pastures of at least 4 spaces increases.

- ⇒ If you fence 2 large pastures in one action, you receive 4 sheep.

Copse
(1VP. Cost 2W. Req 1 occ.)**I78**

When you sow, you can plant wood on this card. There can be up to 2 stacks of wood on this card, as shown. The wood is treated the same as sown grain and is harvested during the field phase.

- ⇒ The Copse does not count as a field when scoring.
- ⇒ If you receive for example 4 grain on your fields when sowing, you can also receive 4 wood once or twice on the Copse card.
- ⇒ The Smallholder **K286** may not be used to plant extra wood.
- ⇒ In each harvest, you take one wood from each of the stacks.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow wood on the Copse.
- ⇒ Wood on this card does not count for the Storehouse Clerk **K287**. At the end of the game, it does count for the Joinery **A7** or the Sawmill **K122**.
- ⇒ The Copse is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box **I90**.

Wood Cart
(Cost 3W. Req 3 occ.)**I79**

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

- ⇒ Is not activated when you use the “1 Reed, Stone, and Wood” action space in the 5-player game.
- ⇒ If you use an action space that contains wood, and you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, you still receive the wood from the Wood Cart, but (if you have more than one of those cards) you cannot leave wood received from the Wood Cart on the action space to use another of those cards.

Spinney
(1VP. Cost 1W. Req 3 occ.)**I80**

Whenever another player uses the “3 Wood” action space, they must give you one of the wood.

- ⇒ Is not activated when someone uses the “4 Wood” action space in the 5-player game.
- ⇒ When you demand the 1 wood from another player, the other player is entitled to change his mind and select a different action instead — it is easy to overlook the Spinney.
- ⇒ You only get 1 wood, regardless of the amount of wood currently on the action space.
- ⇒ The Spinney is activated before the other player's Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, or any player's Wood Buyer **I234**.

Wooden Hut Extension
(Cost 1R 5W.)**I81**

When you play this card, immediately extend your wooden hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The new room is free. You only have to pay the costs of this minor improvement.

⇒ Cards that change the costs of minor improvements, such as Golden Hands **Ĉ13**, can be used to change the cost of the Wooden Hut Extension. Cards that change the costs of a new room, such as Ladder **I91** or Frame Builder **K272**, cannot be used to change its cost.

⇒ Playing the Wooden Hut Extension counts as building a room, and activates e.g. the Wet Nurse **K270**.

⇒ When using the “Family Growth and Minor Improvement” action space, it is not possible to build this improvement first, and then use the new room to grow your family in.

⇒ In a solo game, this card is removed from the game after you play it.

Wooden Crane

(1VP. Cost 3W.)

I82

Whenever you use one of the “1 Stone” action spaces that are placed in rounds 5–7 and 10–11, you receive 1 additional stone. If you pay 1 food, you can take 2 additional stone instead of 1.

⇒ Is not activated when you use any other action space to take stone.

Wooden Path

(Cost 1W.)

I83

The player with the most valuable street receives 2 bonus points when scoring.

⇒ The Paved Road **I94** is more valuable than the Clay Path **I89**, which is more valuable than this Wooden Path.

⇒ Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).

Chicken Coop

(1VP. Cost 2W or 2C, 1R.)

I84

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

⇒ May be built with either 2 wood & 1 reeds or with 2 clay & 1 reeds.

Cooking Corner

(3VP. Return 1 cooking hearth.)

I85

At any time, you may convert goods to food as follows: vegetables → 4 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.

⇒ If you upgrade the Cooking Hearth **A3/A4** major improvement, the card is returned to the major improvements board. If the minor improvement Cooking Hearth **K128** is upgraded, it is removed from the game.

⇒ Is a cooking improvement and a baking improvement, but not an oven.

⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.

⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g.

for the requirements of other cards. (Of course, it still counts as a single improvement.)

Corn Storehouse

(1VP. Cost 2W or 2C, 2R.)

I86

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.

⇒ Is built with either 2 wood & 2 reeds or 2 clay & 2 reeds.

⇒ Is used during the harvest at the same time as the Water Mill **I103** and before the Harvest Helper **I223**.

⇒ Activates the Field Worker **I224** when used.

⇒ The effect of the Corn Storehouse is optional. You may choose to sow fewer fields than you're able to sow.

⇒ You may use the Corn Storehouse to sow on the Acreage **K105**, but not on fields for other goods than wood (e.g. Copse **I78** and Forester **K278**).

⇒ Activates the Scarecrow **Z324** when used, but not the Scythe **G103**.

Flagon

(Cost 1C.)

I87

Whenever the Well **A10** is built or upgraded to a Village Well **I66**, 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.

⇒ If the Well is rebuilt after the Village Well upgrade, the food is distributed again. If the Village Well is already on the table when the Flagon is played, the food is not distributed in double quantities. If both the Village Well and the Well are on the table when the Flagon is played, the double amount of food is distributed immediately.

Lasso

(Cost 1R.)

I88

You can place exactly two people immediately after one another, if at least one of them uses the “1 Wild Boar”, “1 Cattle” or “1 Sheep” action space.

⇒ Is not activated when you use the “Sheep, Wild Boar, or Cattle” action space in the 5-player game.

⇒ If you place 2 people the first time it's your turn in the work phase, you may play your third person the second time; you do not have to skip a turn.

⇒ You cannot place more than two people immediately after one another turn with the Lasso.

⇒ If you have 4 or more people, you may use the Lasso more than once in the same round.

⇒ You can use the animal action space with your first or second family member.

⇒ When you play this card, you can immediately use it to place another family member on one of the three animal action spaces.

⇒ Using the Lasso counts as two turns.

Clay Path

(1VP. Cost 3 C.)

I89

The player with the most valuable street receives 2 bonus points when scoring.

- ⇒ The Paved Road **I94** is more valuable than this Clay Path, which is more valuable than the Wooden Path **I83**.
- ⇒ Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).
- ⇒ The bonus points are in addition to the 1 normal point you get for playing this card.

Planter Box

(Req 2 occ.)

I90

Whenever you sow, each of the fields you sow that is orthogonally adjacent to a room in your home gets additional goods from the general supply: 2 extra grain on grain fields, and 1 extra vegetable on vegetable fields.

- ⇒ Not optional; you must plant the extra grain and vegetables.
- ⇒ When a room is built next to a field that has already been sown, you do not get additional goods until the next time you sow the field.
- ⇒ If a field contains 2 stacks because of the **Scarecrow** **Z324**, both stacks get an extra grain.
- ⇒ Minor improvements are never adjacent to a farmyard space, unless the minor improvement itself contains farmyard spaces (e.g. Moor Enclosures **M124**). Improvements such as Acreage **K105** and Copse **I78** do not benefit from the Planter Box, not even from an improvement that is used as a room (e.g. Reed Hut **K138**).

Ladder

(Cost 2W.)

I91

You need 1 less reed to extend or renovate your home or to build the Water Mill **I103**, Half-timbered House **E21**, Chicken Coop **I84**, Holiday House **I71**, Mansion **K144**, or Corn Storehouse **I86**.

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Ladder for the same action.
- ⇒ The Ladder has no effect if the number of reeds required is already lowered to 0, e.g. by using both Clay Roof **E36** and Frame Builder **K272** when building a new room.

Manure

(Req 2 animals.)

I92

At the end of each round that does not end with a harvest, you can take 1 grain or vegetable from each of your fields and place it in your personal supply.

- ⇒ The effect of the Manure is optional, but if you harvest, you must harvest all of your fields.
- ⇒ You have a field phase (harvest phase 1) after each round, except that outside a regular harvest the Milking Shed **I93**, Spindle **E51**, Butter Churn **E53**, Milking Stool **K133**, Loom **K146**, and Milking Hand **I246** do not earn any additional food.
- ⇒ Using the Manure activates the Corn Storehouse **I86**, Water Mill **I103** (only for you), and Gardener **I226**, but not the Cube Cutter **Z335**.
- ⇒ Improvements, such as the House Goat **K120** and Horse **K135**, do not count as animals for the requirement to play this card.

- ⇒ You also harvest the Copse **I78**, Forester **K278**, and Vineyard **Ö21**.

Milking Shed

(2VP. Cost 3S 2C.)

I93

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.

- ⇒ The total number of sheep and cattle is counted.
- ⇒ Pets and live animals on improvement cards also counted. Animals on the Tanner **K280** and the Taxidermist **Z330** do not count.
- ⇒ At harvest time, the Milking Shed is processed before the Spindle **E51**, Butter Churn **E53**, Milking Stool **K133** and Loom **K146**.

Paved Road

(2VP. Cost 5S.)

I94

The player with the most valuable street receives 2 Bonus points when scoring.

- ⇒ This Paved Road is more valuable than the Clay Path **I89**, which is more valuable than the Wooden Path **I83**.
- ⇒ This card always scores 2 bonus points. Even if the other streets have also been played, only one bonus of 2 points is awarded per game (not 2 bonus points per played street).
- ⇒ The bonus points are in addition to the 2 normal points you get for playing this card.

Fish Trap

(Cost 1W.)

I95

Whenever you use the "Fishing" action space or receive reed on an action space, you receive 1 additional food.

- ⇒ Is activated when you use an action space on which reed is placed each round. You cannot use such an action space just to use this card if the action space contains no reed (e.g. when you have the Bureaucrat **Č07**.)
- ⇒ Is activated by the action space "Take 1 Building Resource" in 3-player game if you take reed.
- ⇒ Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game and the action space "1 Reed, Stone, and Food" in 4-player game.
- ⇒ Is not activated when you play the Reed Exchange **I96** or Helpful Neighbours **E42**, or use the Reed Buyer **I251**, Reed Collector **E205**, or any other occupation or improvement to get reed.
- ⇒ Is not activated when you use the Net Fisherman **I248** to collect the food from the "Fishing" action space.

Reed Exchange

(Cost 2W or 2C.)

I96

When you play this card, you receive 2 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You may not exchange 1 wood or 1 clay for only 1 reed, or exchange 1 wood and 1 clay for 2 reeds.
- ⇒ Playing the Reed Exchange does not activate the Net Fisherman **I248**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Slaughterhouse

(2VP. Cost 2S 2C.)

I97

Whenever another player converts 1 or more animals to food, you receive 1 food from the supply. During the feeding phase of the harvest, you are the last player to take a turn.

- ⇒ If you convert an animal yourself, you receive no advantage.
- ⇒ If both the Slaughterhouse and the Slaughterman **K299** are on the table, the owners of these two cards feed their families in current turn order (which is the turn order of the next round).

Schnaps Distillery

(2VP. Cost 1 veg 2S.)

I98

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 5th and 6th vegetables.

- ⇒ The vegetable that is used to buy the Schnaps Distillery and vegetables that you want to convert into 4 food may not be on fields; they must be taken from your personal supply.
- ⇒ Distilling schnaps does not count as baking and does not activate the Spices **E25**.

Straw-thatched Roof

(1VP. Req 3 grain fields.)

I99

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

- ⇒ Grain fields are fields or improvement cards on which there is at least 1 grain marker. An empty, harvested field does not count as a grain field.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Straw-thatched Roof for the same action.

Tavern

(2VP. Cost 2W 2S.)

I100

The Tavern is an additional action space. Whenever another player uses it, they receive 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 yourself do not receive anything from it.
- ⇒ As on every other action space, at most one person may use the Tavern in each round.
- ⇒ If you take this action yourself and you choose the bonus points, write them on the scoring pad.
- ⇒ The Tavern counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.

Animal Feed

(Req 4 planted fields.)

I101

Immediately before scoring, you receive 1 additional animal of each type that you already have.

- ⇒ This does not apply to the House Goat **K120** and the Horse **K135** minor improvement.
- ⇒ (FotM) It does apply to horses (that are not minor improvements).
- ⇒ For the prerequisites, it does not matter whether the fields are planted with grain or vegetables.

⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Animal Feed, if there are vegetable markers on those cards. The Acreage **K105** counts for the number of fields planted on it.

- ⇒ The Copse **I78**, Giant Pumpkin **Z323**, and Forester **K278** do not count as prerequisites.
- ⇒ You may return animals to the general supply in order to make room for the new arrivals.
- ⇒ As the game is over at this point, you may not convert the new animal to food, for example to pay for the Hide Farmer **I236**.
- ⇒ If you also have played the Tenant Farmer **E215**, Animal Feed is used before returning the borrowed animals.

Wildlife Reserve

(1VP. Cost 2W. Req 2 occ.)

I102

This card can hold up to 1 sheep, 1 wild boar and 1 cattle.

- ⇒ Does not count as a pasture when scoring.
- ⇒ The capacity of the Wildlife Reserve is increased by the Shepherd's Pipe **E29** and the Drinking Trough **E59**.

Water Mill

(2VP. Cost 1W 2C 1R 2S.)

I103

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.

- ⇒ Using the Water Mill does not count as baking.
- ⇒ You may use the Water Mill yourself for free.
- ⇒ The grain that is to be converted into 3 food may not be on fields; it must be taken from the player's personal supply.

Weekly Market

(Cost 3 grain.)

I104

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 their hand.

- ⇒ The grain that you pay for the vegetables may not come from a field.
- ⇒ Activates the Market Woman **K292** when played, but not the Piecemaker **K268**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Clay Deposit

(Req 3 occ.)

I337

This card is an additional action space. A player who uses this action space 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.

- ⇒ If you use the Clay Deposit yourself, you do not need to have or to pay any food.
- ⇒ The Clay Deposit counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.

14.1.3 Minor Improvements (K)

Acreage
(Req 1 occ.)**K105**

When you sow, you can plant grain on this card. There can be up to 2 stacks of grain on this card, as shown.

- ⇒ This card does not count as a field when scoring.
- ⇒ The Acreage counts as 2 fields towards prerequisites of minor improvements.
- ⇒ You may choose to only sow one grain field on this card. You may then in a later sowing action sow another grain here.
- ⇒ In each harvest, you take one grain from each of the stacks.
- ⇒ If you receive 4 grain on fields when sowing because of occupations such as Fieldsman **I219** and Smallholder **K286**, you also receive 4 grain in each stack on the Acreage.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow on the Acreage.
- ⇒ The Acreage is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box **I90**.

Bakehouse
(5VP. Cost 3S. Return 1 oven.)**K106**

Whenever you use a bread baking action, you can use the Bakehouse to convert up to 2 grain into 5 food each. When you play this card, you can also bake bread immediately.

- ⇒ The old oven is returned: the Clay Oven **A5** and Stone Oven **A6** are returned to the major improvements, the Wood-fired Oven **E27** and Baker's Oven **E14** are removed from the game. The Baker's Kitchen **I65** may not be upgraded to a Bakehouse.
- ⇒ Is a baking improvement, but not an oven.
- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Lumber
(Cost 1S.)**K107**

When you play this card, you receive 3 wood. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Beehive
(1VP. Req 2 impr 3 occ.)**K108**

Place 2 food on each remaining even-numbered round space. At the start of these rounds, you receive the food.

- ⇒ Only the improvements and occupations that lie open in front of you count. Discarded improvements (because of upgrading or Madonna Statue **E38**) do not count.

Spit Roast
(Cost 1W.)**K109**

Whenever you convert at least 1 animal to food during the feeding phase of the harvest, you receive 1 additional food.

- ⇒ You get a maximum of 1 food per harvest.

Brewery

(2VP. Costs 2 grain 2S.)

K110

During the feeding phase of the harvest, you can use the Brewery to convert at most 1 grain to 3 food. At the end of the game, you receive 1 bonus point for your ninth grain.

- ⇒ The grain that is used to buy the Brewery and grain that you want to convert into 3 food may not be on fields; they must be taken from your personal supply.
- ⇒ Brewing beer does not count as baking.

Bread Paddle

(Cost 1W.)

K111

Whenever you play an occupation, you may also bake bread.

- ⇒ Is activated when you use the Puppeteer **I249** or Educator **K271**.
- ⇒ When you play more than one occupation in one action, you can bake bread more than once too.
- ⇒ You can also bake bread if you play an occupation during the turn of another player.
- ⇒ You may not use the food from the baking to pay for the occupation.

Bookshelf

(1VP. Cost 1W. Req 3 occ.)

K112

Whenever you play 1 occupation, you receive 3 food before you pay the costs of the occupation.

- ⇒ If you also have the Patron **E192**, you can use both to receive 5 food for each occupation you play.
- ⇒ When used with the Writing Desk **E49** to play two occupation cards, the additional 3 food is distributed twice.

Flail

(Cost 1W. Req 1 occ.)

K113

Whenever you use the “Plough 1 Field” or “Plough Field and Sow” action spaces, you can additionally bake bread.

Duck Pond

(1VP. Req 2 occ.)

K114

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

Swing Plough

(Cost 3W. Req 3 occ.)

K115

Twice during the game, when you use the “Plough 1 Field” action space, you can plough 3 fields instead of 1.

- ⇒ Is not activated when you use the “Plough Field and Sow” action space.
- ⇒ You may choose to plough only 2 fields instead of 3 at once.
- ⇒ You can place two field tiles on this card when you play it, to show that you may use the plough 2 times.
- ⇒ This is a plough. Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow **I68**.

Granary

(1VP. Cost 3W or 3C.)

K116

Place 1 grain on each remaining space for rounds 8, 10 and 12. At the start of these rounds, you receive the grain.

- ⇒ You may not build the Granary with 2 wood & 1 clay or with 1 wood & 2 clay.

⇒ Taking the grain does not activate the Grain Cart **I74**, Corn Scoop **E35**, Pieceworker **K268**, Sycophant **I229**, Seed Seller **K296**, Greengrocer **E168**, Market Crier **I245** or Field Watchman **I225**.

⇒ You do not receive grain for the current round, or any of the earlier rounds.

Greenhouse (1VP. Cost 2W. Req 1 occ.)

K117

Add 4 and 7 to the number of 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.

⇒ If you do not wish to pay the 1 food to buy the vegetables, the vegetable is returned to the general supply.

⇒ Food that you receive at the start of a round (e.g. because of the Well **A10**) can be used to pay for the vegetable immediately.

⇒ You must pay the food before you take the vegetable.

Liquid Manure (Req 4 animals.)

K118

Whenever you sow, place 1 additional grain or vegetable from the general supply on each new stack you sow.

⇒ Fields that have been already planted when the card is played will only benefit from the Liquid Manure when they are emptied and replanted.

⇒ You can only put an extra grain on grain fields, and an extra vegetable on vegetable fields.

⇒ You also place extra grain or vegetables when using the Corn Storehouse **I86**.

⇒ The additional grain or vegetable from the Liquid Manure is added to additional goods from the Potato Dibber **E32**, Planter Box **I90**, Fieldsman **I219** and Smallholder **K286**.

⇒ You also place extra grain or vegetables on the Bean Field **E18**, Turnip Field **K137** and Lettuce Patch **E47**.

⇒ If you plant wood on the Copse **I78** or Forester **K278**, you place 1 additional wood for each wood you plant. You also plant additional food on the Vineyard **O21**.

⇒ Improvements, such as the House Goat **K120** and Horse **K135**, do not count as animals for the requirement to play this card.

Crooked Plough (Cost 3W. Req 1 occ.)

K119

Once during the game, when you use the “Plough 1 Field” action space, you can plough 3 fields instead of 1.

⇒ Is not activated when you use the “Plough Field and Sow” action space.

⇒ You may choose to plough only 2 fields instead of 3 at once.

⇒ You can place 1 field tile on this card when you play it, to show that the plough may be used 1 more time.

⇒ This is a plough. Each time you use the “Plough 1 Field” action space, you may only use one card out of the ploughs and the Harrow **I68**.

House Goat (1VP.)

K120

In each feeding phase, you receive 1 food. Apart from the goat, you cannot hold any other animal in your home.

⇒ If you have the House Goat, the Animal Tamer **K306** has no effect.

⇒ The goat may not be discarded in order to make room for a different animal.

⇒ You may place 1 food on this card for each remaining harvest, to ensure that you do not forget to take the food.

⇒ The House Goat does not count as an animal, e.g. for prerequisites of minor improvements.

⇒ If you already have played the Sheepdog **G108**, you cannot play the House Goat, and vice versa.

Sawhorse (Cost 2W.)

K121

The next stable you place in your farmyard, as well as your 3rd, 6th, 9th, 12th and 15th fence, costs you nothing.

⇒ If you build free fences in another way (e.g. with the Hedge Keeper **E175**) you may not save the free fences from the Sawhorse for another turn. Free fences from the Sawhorse are built before the free fences from the Hedge Keeper.

⇒ Fences may only be built to form completed pastures.

Sawmill (3VP. Return Joinery.)

K122

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.

⇒ After the Joinery **A7** has been upgraded, it may be bought again by any player.

⇒ If you have both the Sawmill and the Joinery at the end of the game, you do not get any bonus points for wood from the Joinery **A7**, even if you have more wood than you need to receive maximum bonus points for the Sawmill. You do get the regular points for both cards: 2 for the Joinery, 3 for the Sawmill.

⇒ At the end of the game, wood on the Copse **I78** and the Forester **K278** counts. Wood on the Basin Maker **K273** and Resource Seller **K310** does not count.

⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Wooden Strongbox (Cost 1W.)

K123

At the end of the game, you get 2 bonus points if your home contains 5 rooms, or 4 bonus points if you have 6 or more rooms.

Yoke (Cost 1W. Req 1 cattle.)

K124

When you play this card, you can immediately plough 1 field for each plough or Harrow **I68** that has been played by any player.

⇒ You may choose to plough fewer fields.

⇒ If a plough or Harrow has been discarded, e.g. for the Madonna Statue **E38**, it does not count.

Broom (Cost 1W.)

K125

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.
- ⇒ If the players are only playing with the complex (K) deck of cards, the new cards are also drawn from the complex deck. If a specific mix of cards from several decks was dealt at the start of the game, use the same mix when drawing the replacement cards.
- ⇒ The improvements are drawn from the cards that were removed from the game at the start. This does not include cards that were discarded during the game, e.g. for upgrades or to play the Madonna Statue **E38**.

Landing Net

(Cost 1R.)

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.

- ⇒ Is activated when you use an action space on which reed is placed each round. You cannot use such an action space just to use this card if the action space contains no reed (e.g. when you have the Bureaucrat **C07**.)
- ⇒ Is activated by the action space “Take 1 Building Resource” in 3-player game if you take reed.
- ⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “1 Reed, Stone, and Food” in 4-player game, but you receive only 1 food.
- ⇒ Is not activated when you receive reed because of a minor improvement or occupation.
- ⇒ If the Wood Distributor **K284** placed wood on the “1 Reed” action space, that space only provides 1 additional food.
- ⇒ Food is reduced when you receive other resources through improvements or occupations.
- ⇒ Other building resources are wood, clay, and stone.

Clapper

(Cost 1W.)

Whenever you use one of the family growth action spaces (or if you already have used one of these spaces in this round when you play the Clapper), place 1 additional grain on all of your fields that already contains at least 1 grain.

- ⇒ Take the grain from the general supply.
- ⇒ If there is more than one stack of grain on a field, on the Acreage **K105** or because of the Scarecrow **Z324**, you place 1 grain on each of the stacks.
- ⇒ Is not activated when you use the Wet Nurse **K270**, Village Beauty **Z325**, or Lover **K291**.
- ⇒ If you use the Mother of Twins **Z336** for the same action, you still only get 1 additional grain per field.
- ⇒ In the 5-player game, there is an action space that gives players a choice of actions, including family growth. From round 5 onwards, the Clapper is activated by using this space, even if you choose the other action.
- ⇒ Also place additional wood on the Copse **I78** or the Forester **K278**, and additional food on the Vineyard **Ö21**.

- ⇒ Using the Clapper does not count as sowing.

Cooking Hearth

(1VP. Return 1 fireplace.)

At any time, you can convert goods to food as follows: vegetables → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.

- ⇒ If you upgrade the Fireplace **A1/A2** major improvement, the card is returned to the major improvements board. If the minor improvement Simple Fireplace **E20** is upgraded, it is removed from the game.
- ⇒ You can own more than one Cooking Hearth.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy’s Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- ⇒ Is identical in all respects to the major improvement Cooking Hearth **A3/A4**, except that it can be played as a minor improvement, and that it cannot be paid for with clay.
- ⇒ (FotM) After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Corn Sheaf

When you play this card, you receive 1 grain. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Herb Garden

(1VP. Req 1 veg field.)

Place 1 food on each of the next 5 round spaces. At the start of each round, you receive the food.

- ⇒ Vegetable fields are fields on which there is at least 1 vegetable marker. An empty, harvested field does not count as a vegetable field.
- ⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Strawberry Patch, if there are vegetable markers on those cards.
- ⇒ The Seed Trader **Z332**, Grocer **E184**, Giant Pumpkin **Z323** and Pumpkin Seed Oil **Z319** do not count as prerequisites.

Clay Pit

(1VP. Req 3 occ.)

Whenever you use the “Day Labourer” action space, you receive 3 additional clay.

K128

K129

K130

K131

Clay Hut Extension

(Cost 1R 4C.)

When you play this card, immediately extend your clay hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The new room is free. You only have to pay the costs of this minor improvement.
- ⇒ Cards that change the costs of minor improvements, such as Golden Hands **Č13**, can be used to change the cost of the Clay Hut Extension. Cards that change the costs of a new room, such as Ladder **I91** or Frame Builder **K272**, cannot be used to change its cost.
- ⇒ Playing the Clay Hut Extension counts as building a room, and activates e.g. the Wet Nurse **K270**.
- ⇒ In a solo game, this card is removed from the game after you play it.

K132

Milking Stool

(Cost 1W. Req 2 occ.)

Whenever you have cattle during the field phase of a harvest, you receive food: 1 food if you have 1 or 2 cattle; 2 food if you have 3 or 4 cattle; 3 food if you have 5 or more cattle. At the end of the game, you receive 1 bonus point for every 2 cattle.

Ox Team

(1VP. Cost 3W. Req 2 cattle.)

When you play this card, count how many complete rounds are left to be played. You can plough this many fields, up to a maximum of 3.

- ⇒ You may choose to plough fewer fields.

Horse

You receive 2 bonus points for any one type of animal missing from your farm at the end of the game.

- ⇒ If you are missing several types of animal, you still only get 2 bonus points from the Horse, and you still receive 1 minus point for every missing type of animal.
- ⇒ The score for the missing type of animal still counts as negative for the Constable **K276** and Yeoman Farmer **E165**.
- ⇒ The Horse does not need to be placed in the farmyard.
- ⇒ The Horse does not count as an animal for prerequisites of minor improvements.
- ⇒ (FotM) The Horse does not count as a horse, but horses can be the type of animal for which the Horse gives you points.

K135

Brushwood Roof

(Req 2 occ.)

Whenever you extend or renovate your home, you can replace 1 or 2 reed with the same amount of wood.

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ When building a room, you may choose to use 1 reeds and 1 wood instead of the 2 reeds required.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Brushwood Roof for the same action. For example, if you also have the Clay Roof **E36**, you may use both to replace 2 reeds with 1 wood and 1 clay.

K136

Turnip Field

(1VP. Req 3 occ.)

When you sow, you can plant vegetables on this card as you would on a field. When you play this card, you can also carry out a sowing action.

- ⇒ You may use the sowing action for all of your empty fields.
- ⇒ Does not count as a field when scoring. Vegetables on this card do count for the score at the end of the game.
- ⇒ Whenever you sow on the Turnip Field, you may use the Potato Dibber **E32**, Fieldsman **I219**, and Smallholder **K286** to plant extra vegetables.
- ⇒ If you have vegetable markers on the Turnip Field, it counts as a prerequisite for the Herb Garden **K130** and the Strawberry Patch **I69**.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow on the Turnip Field.

K137

Reed Hut

(1VP. Cost 4R 1W.)

Place one family member token that you have not yet brought into the game onto this card, where it will live for the rest of the game. It can take actions and must be fed, but it is not worth any points while living in the Reed Hut.

- ⇒ The new person can be used in the current round, as it is put in “its own room” immediately when playing this card.
- ⇒ The occupant of the Reed Hut is placed after your family members and the guest from the Guest **I73** minor improvement, but before the guest received from the Keg **Z314**.
- ⇒ Playing the Reed Hut does not count as a family growth action.
- ⇒ The person in the Reed Hut is not counted when checking if family growth is allowed. They do not count as part of the family.
- ⇒ You can move this person into your home with a family growth action later. That family growth action must be taken by another family member. The former occupant of the Reed Hut counts as newborn, and may not take an action that round, unless you use the Adoptive Parents **K267**.
- ⇒ You can play this card even if you do not have a family member token left in your supply, but you don’t get an extra person.
- ⇒ If you discard the Reed Hut because of the Madonna Statue **E38**, you must discard the occupant of the Reed Hut immediately if you haven’t yet placed it this round. If you’ve already placed the occupant of the Reed Hut, discard it in the return home phase of this round.

K138

Sleeping Corner

(1VP. Cost 1W. Req 2 grain fields.)

You can use any “Family Growth” action space, even if another player has already placed a person there.

- ⇒ This works for all spaces that include a family growth action.
- ⇒ In the 5-player game, there is an action space that gives players a choice of actions, including family growth. From round 5 onwards, you may always use this space, even if you choose the other action.

K139

- ⇒ Grain fields are fields on which there is at least 1 grain marker. An empty, harvested field does not count as a grain field. Fields with other resources or food, such as Copse **I78** and Vineyard **Ö21**, do not count.
- ⇒ The Acreage **K105** and fields on which a second grain has been planted using the Scarecrow **Z324** count for the number of grain planted on them.
- ⇒ You cannot use the action space if it is occupied by one of your own family members.

Swan Lake
(2VP. Req 4 occ.)

Place 1 food each on the next 5 remaining round spaces. At the start of these rounds, you receive the food.

Boar Breeding
(Cost 1F.)

When you play this card, you receive 1 wild boar. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The wild boar may be immediately converted to food with a cooking improvement, Butcher **I247** or Meat Seller **E162**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Stone Cart
(Cost 2W. Req 2 occ.)

Place 1 stone on each remaining even-numbered round spaces. At the start of these rounds, you receive the stone.

Stone Exchange
(Cost 2W or 2C.)

When you play this card, you receive 2 stone. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You may not exchange 1 wood or 1 clay for only 1 stone, or exchange 1 wood and 1 clay for 2 stone.
- ⇒ In a solo game, this card is removed from the game after you play it.

Mansion
(Cost 3W 3C 2R 3S.)

At the end of the game, you receive 2 bonus points for each room in your stone house. In total, you receive 4 points per room instead of the usual 2 points.

- ⇒ If you also have the Half-timbered House **E21**, you only get the bonus points from the Mansion.
- ⇒ If you also have the Chief **E172**, you get the bonus points for both cards.

Forest Pasture
(1VP. Req 3 occ.)

This card can hold an unlimited number of wild boar.

- ⇒ Does not count as a pasture when scoring.
- ⇒ The wild boar on this card are included when scoring wild boar.

Loom
(1VP. Cost 2W. Req 2 occ.)

Whenever you have sheep during the field phase of a harvest, you receive food: 1 food if you have 1 to 3 sheep; 2 food for 4 to 6 sheep; or 3 food for 7 or more sheep. At the end of the game, you receive 1 bonus point for every 3 sheep.

Pelts
(Req 3 occ.)

For each animal that you convert to food and return to the general supply, you may place 1 food from your personal 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.

- ⇒ You can take the food from your supply after you've received the food from slaughtering the animal.
- ⇒ If you also have the Tanner **K280**, Basin Maker **K273**, Taxidermist **Z330**, and/or Brush Maker **E156**, you may use those cards as well as the Pelts for each converted animal.

K144

K145

K146

K339

K142

K143

14.1.4 Minor Improvements (M)

Fallow Fields

M015

Place 2 food from the general supply on each of up to 3 empty fields. You cannot harvest the food. You receive it when you sow in the fields.

Peat Burn-off

M016

You immediately receive 1 fuel. In addition you can (optionally) immediately exchange 1 moor tile for a field tile. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ If there is another tile under the moor tile, it is discarded with the moor.
- ⇒ Does not count as a ploughing action.
- ⇒ If you already have fields, you can only exchange a moor tile that borders an existing field.
- ⇒ In a solo game, this card is removed from the game after you play it.

Cattle Collar

M017

(1VP. Cost 1W. Not before round 8.)

Whenever you use the "Plough Field" action or the "Slash and Burn" special action, you can immediately place 1 additional field tile on an empty farmyard space. To do this, you must have at least 1 cattle in your farm.

- ⇒ Is activated on both the "Plough 1 Field" and the "Plough Field and Sow" action spaces, and when you plough a field using a card.
- ⇒ Is not activated by Peat Burn-off **M016** or Surveyor's Map **M018**.
- ⇒ You can only use this card once per turn to place 1 extra field, even if you plough several fields at once.
- ⇒ You may use the "Slash and Burn" action to create a field that does not border your other fields, as long as the extra field from the Cattle Collar connects all of your fields.
- ⇒ Placing the additional field does not count as ploughing.

Surveyor's Map

M018

(Cost 3F. Not after round 2.)

Place a field tile on the space for round 11, a moor tile on round 12, and a forest tile on round 13. At the start of the rounds, you must either place the tile on an empty space in your farm or return it to the supply.

- ⇒ Placing the field tile does not count as a ploughing action.
- ⇒ If you already have fields, you must place the field tile adjacent to an existing field.

Sowing Machine

M019

(1VP. Cost 3W. Req 1 horse.)

Whenever you use a special action, you may immediately take a "Sow" action as long as you have at least 2 horses.

- ⇒ The sowing action follows the special action. If you use the special action to play an improvement that gives you benefits when sowing (e.g. Fallow Fields **M015**), you receive those benefits when you sow after that special action.

Peat Fertilizer

M020

(Req 2 fields.)

Whenever you use the "Cut Peat" special action, you can

immediately take a "Sow" action.

- ⇒ You do not place a family member to perform the sowing action.

Peat Ash Fertilizer

M021

(Cost 1F.)

Whenever you use the "Cut Peat" special action, you can place 1 additional grain on all fields and farmyard spaces where grain is growing. In addition, you can place 1 additional vegetable on all fields and farmyard spaces where vegetables are planted.

- ⇒ You receive nothing for empty fields.
- ⇒ Does not count as a sowing action.
- ⇒ Is optional, but if you choose to add grain, you have to add them to all your grain fields, and if you choose to add vegetables, you have to add them to all your vegetable fields.

Nosebag

M022

(Cost 1F. Req 1 major imp.)

Whenever you use the "Take 1 Grain" action, you also receive 1 horse.

- ⇒ Is only activated by taking the "Take 1 Grain" action space.

Ploughhorse Market

M023

(1VP. Cost 1C. Req 1 major imp.)

Whenever you use a person to take a "Plough fields" action, you can buy 1 horse for 1 food immediately afterwards.

- ⇒ This does not include the "Slash and Burn" special action, but only the two action spaces "Plough 1 Field" and "Plough Field and Sow".

Large Livestock Market

M024

(Cost 1F.)

You can immediately exchange 2 sheep for 1 cattle and 1 horse. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You cannot exchange only 1 sheep for 1 other animal.
- ⇒ You cannot return 1 cattle and 1 horse to the supply to receive 2 sheep.
- ⇒ In a solo game, this card is removed from the game after you play it.

Special Pasture

M025

(Cost 2W. Req 1 pasture.)

Immediately fence 1 empty farmyard space (or a farmyard space with a stable) with 4 fences. You need not pay wood for these. The fenced space may not border your existing pastures.

- ⇒ You may connect your pastures later.
- ⇒ All future pastures must border at least one existing pasture.
- ⇒ If you build extra fences this turn, e.g. with the Hedge Keeper **E175**, you may not use these to connect the special pasture to the existing pastures: they should remain unconnected until the end of the turn.

Home Wood

M026

(Req 3 imp.)

With this improvement, you can keep 1 animal (except a sheep) on each of your forest tiles.

- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

⇒ The forest tiles do not count as pastures.

Horse Trough

(Cost 1S.)

M027

You can keep up to 2 horses in an unused farmyard space adjacent to your home.

- ⇒ The space does not count as used.
- ⇒ You may change which space you keep the horses in.
- ⇒ The farmyard space does not count as a pasture.

Open Grill

(2VP. Return fireplace.)

M028

At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 2 food; wild boar → 3 food; cattle → 3 food; horse → 2 food. Whenever you use a bread baking action, you may convert: grain → 2 food.

- ⇒ When you bake bread you can convert as many grain with the Open Grill as you want.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- ⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Pot Roast Recipe

(Req 2 horses.)

M029

You can use the Fireplace **A1/A2** or Cooking Hearth **A3/A4** major improvements to convert horses to food. You receive 2 food for each horse.

- ⇒ You can also use this card with the Cooking Hearth **K128** minor improvement (because it counts as a major improvement), but not with the Simple Fireplace **E20**.

Grain Distillery

(1VP. Cost 2S 1 grain.)

M030

In the feeding phase of each harvest, you can convert exactly 1 fuel and 1 grain to 5 food. In the final harvest, you can convert any number of pairs of 1 fuel and 1 grain from your supply to 1 bonus point per pair.

- ⇒ (FotM) With a maximum of 7 bonus points.

Forest Kindergarten

(1VP. Cost 1W 2S. Req max 3 forests.)

M031

Whenever you take any “family growth” action, you receive 1 food for each of your farmyard spaces that contains a forest tile.

- ⇒ This includes improvements and occupations that allow family growth.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Pheromones

(Req max 2 imp.)

M032

You immediately receive 1 food. In addition, each player who has at least one stable or pasture receives 2 food.

Malthouse

(1VP. Cost 2C.)

M033

Whenever you use the “Cut Peat” special action, you can

also convert 1 grain to 4 food.

Chimney Hood

(Cost 1C.)

M034

You immediately receive as much food as you would receive from one of your baking improvements if you baked 1 grain into bread. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You do not lose the grain.
- ⇒ Using the Chimney Hood does not count as baking bread.
- ⇒ If you have no baking improvements, you do not receive any food when you play this card. Baking improvements are improvements with a “baking” symbol.
- ⇒ In a solo game, this card is removed from the game after you play it.

Village Hall

(1VP. Cost 2W 2C.)

M035

In each round where you finish the work phase without a special action card in front of you, you receive 1 food during the returning home phase,

- ⇒ You also receive the food if you took a special action card which another player then took from you.
- ⇒ In the solo game, you receive the food if you have not used a special action card during a round.

Healing Clay

(1VP. Cost 1C.)

M036

You immediately receive 1 food. Whenever you take the “Infirmary” action with a person who is marked with a bed token, you receive 1 additional food.

Arid Field

(Req 3 imp.)

M037

Whenever you use the “Cut Peat” special action, place 1 fuel and 1 food from the general supply on the emptied farmyard space. You receive the token once the space is no longer empty.

- ⇒ A space with fuel and food counts as unused.

Birthing House

(2VP. Cost 2C 1S.)

M038

Whenever you use any “family growth” action, you receive 1 bonus point as well as 1 fuel and 1 food.

- ⇒ This includes improvements and occupations that allow family growth.

Barge

(1VP. Cost 3W. Req 2 imp.)

M039

Place, alternately, 1 fuel or 1 food on each remaining round space, beginning with 1 fuel. At the start of each round, you receive the token.

Peat Barge

(1VP. Cost 2W.)

M040

Whenever you use the “Fishing” action, you also receive 2 fuel.

Peat Sled

(Cost 1W.)

M041

Add your choice of 2, 4, 7, or 10 to the current round number. On the corresponding round space, place 3, 4, 5, or 6 fuel (depending on which number you added). At the start of that round, you receive the fuel.

Peat Iron

(Cost 1W.)

M042

Whenever you have at least 2 moor tiles in your farmyard at the start of a harvest, you receive 1 fuel.

- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Spinning Mill

(2VP. Cost 2W 2C. Req 1 sheep.)

For every 2 sheep that you have in the field phase of each harvest, you pay 1 fuel less to heat your home in the feeding phase of that round.

⇒ You can never pay fewer than 0 fuel.

Built-in Oven

(Return Furnace. -1VP.)

You no longer need to pay any heating costs.

⇒ The Furnace **M007** is found under the Clay Oven **A5**.

⇒ Is not an oven.

⇒ The point from this card counts as negative for the Constable **K276**, but can be compensated with Yeoman Farmer **E165**.

⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Coal Seam

(1VP. Cost 1W 1C.)

You immediately receive 1 fuel. Whenever you use the “Hiring Fair” special action or the “Day Labourer” action space, you also receive 1 fuel.

Oven Damper

(Cost 2S.)

You immediately receive 3 fuel. The Clay Oven **A5**, Stone Oven **A6**, Furnace **M007** and Heating Stove **M008** major improvements and the Built-in Oven **M044** minor improvement are each worth 1 additional bonus point to you.

⇒ Is not an oven.

Draughthorses

Whenever you take exactly 3 wood from an action space, you can pay 1 food to receive 1 additional wood. Whenever you take 4 or more wood from an action space, you can pay 1 food to receive 2 additional wood. To do either of these, you must have at least 1 horse.

⇒ Only wood that is taken directly from an action space is counted. Wood received from other cards is not.

⇒ Wood placed on an action space by the Wood Distributor **K284** is also counted.

⇒ Wood from the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “Take 1 Building Resource” in 3-player game is also counted, and may activate the Draughthorses if there is additional wood on the space.

⇒ If you also have the Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, the wood that you leave on the action space also counts for the Draughthorses.

Forest Path

(Cost 1C. Req 1 forest.)

You immediately receive 3 wood. Once this card has been passed, the player who has it at the end of the game receives -1 point. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ Use a green arrow to show who currently has the card.

⇒ In a solo game, this card is removed from the game after you play it.

M043**Moor Birch Tree**

(1VP. Cost 2F. Req 3 rooms.)

Whenever you use the “Cut Peat” special action, you also receive 2 wood.

River Clay

(Req 1 major imp.)

Whenever you use the “Fishing” action space, you also receive 2 clay.

Willow Bank

(Req 1 major imp.)

Whenever you use the “Fell Trees” special action, you also receive 1 reed.

Stone Quarry

(1VP. Cost 3F.)

Place 5 stone on this card. Whenever you use the “Hiring Fair” special action, you also receive 1 stone from this card.

⇒ (FotM) In 3-player game, you must buy 1 stone for 1 food.

Hardware Store

(Cost 2C 1R. Req 2 imp.)

Place 3 usage counters on this card. At any time, you can return one usage counter to the supply and take 1 of each building resource that you have none of.

⇒ Building resources are wood, clay, reeds, and stone.

Basic Supplies

(Cost 1 veg.)

Immediately take goods and tokens from the general supply until you have at least 1 fuel, 1 food, 1 wood, 1 clay, 1 reed, 1 stone, and 1 grain in your personal supply. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ Wood does not count as fuel and grain does not count as food.

⇒ In a solo game, this card is removed from the game after you play it.

Advance Payment

(-4VP.)

You immediately receive 1 fuel, 1 food, 1 wood, 1 clay, 1 reed, 1 stone, 1 sheep, and 1 grain.

⇒ The points from this card count as negative for the Constable **K276**, but can be compensated with Yeoman Farmer **E165**.

Peat Moss

(Req exactly 1 moor.)

You require 2 less wood to build wooden hut rooms.

⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Farmhands' Quarters

(Cost 1W 1R.)

Whenever you acquire a major improvement, you can save 1 building resource of your choice by paying 1 fuel instead. Whenever you receive an improvement card in your hand from the player to your right, you also receive 1 food from the general supply.

⇒ Minor improvements that can be upgrades of major improvements count as major improvements for this card.

Living History Museum

(4VP. Return Museum o/t Moors. Req clay hut.)

The following major improvements are cheaper for you: Village Church **M009**, by 1 stone; Furniture Stall **M010**, by 1 wood; Ceramics Stall **M011**, by 1 clay; Basket Stall **M012**, by 1 reed; Furnace **M007**, by 1 clay; Heating Stove **M008**, by 1 stone; Riding Stables **M003**, by 1 wood.

M049**M050****M051****M052****M053****M054****M055****M056****M057****M058**

- ⇒ The Museum of the Moors **M006** is under the Peat-charcoal Kiln **M001**.
- ⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards. (Of course, it still counts as a single improvement.)

Register of Craftsmen

(Req 2 major imp.)

M059

Immediately acquire the Joinery **A7**, Pottery **A8**, or Basketmaker's Workshop **A9**, without placing a person. You pay 1 stone less for it. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Tinker

(Cost 1F. Req 3 major imp.)

If you have at least one of the Joinery **A7**, Pottery **A8**, or Basketmaker's Workshop **A9** major improvements, you immediately receive 1 wood, 1 clay, 1 reed, and 1 stone. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.

Workbench

(Cost 2W. Req max 4 imp.)

You receive 3 wood, 2 clay, and 1 reed in the field phase of each of the last 2 harvests.

- ⇒ You can use these, for example, to earn bonus points from the Joinery **A7**, Pottery **A8**, or Basketmaker's Workshop **A9**.

Taps

(Req 2 imp.)

You can take an available special action card even after you have already placed all your person markers, when it would be your turn again. Then the work phase is over for you.

- ⇒ You cannot use this card twice in one round.
- ⇒ You can even use this card to take a special action when no other player has a family member left (or in the solo game).

Tool Shed

(1VP. Cost 1W 1C. Req 2 imp.)

Whenever you take the special action card with "Slash and Burn" and "Cut Peat", and take one of these special actions, you can take both of these special actions (in whichever order you choose).

Farm Extension

(1VP. Cost 1C.)

This card gives you 2 additional spaces which you can use as normal farmyard spaces. Place it beside your farmyard. Each of the new spaces must border an existing farmyard space. This expands your farmyard by 2 spaces.

- ⇒ If the new farmyard spaces are not used at the end of the game, they each score -1 point.
- ⇒ This card still counts as a minor improvement.
- ⇒ You may place this card anywhere around your farmyard. You may not move it later. The farmyard spaces are considered to be adjacent to the existing farmyard spaces, so you can e.g. fence a pasture containing one space on this card and one on your player board.

Thicket

(Req 4 forests.)

Choose up to 2 forest tiles, and place 1 additional forest tile on top of each of them. You can remove 1 tile with the "Fell

Trees" special action—you cannot use the "Slash and Burn" action on spaces with 2 forest tiles.

- ⇒ When counting forests, e.g. for requirements, only the top tile on a space is counted.
- ⇒ You may add a tile to a farmyard space already containing 2 or more tiles, as long as the top one is a forest.

Swamp

(Not after round 4.)

Place 1 moor tile on the space for round 12. At the start of this round, you can take the tile and place it on an empty space in your farmyard.

- ⇒ If you don't place the tile in your farmyard, it is returned to the general supply.

Clear Felling

(Req max 3 forests.)

You immediately receive 2 wood. You can immediately turn over up to 2 forest tiles to show the moor side, as long as there is nothing except the forest tile on those spaces. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Reforestation

(Req 3 major imp.)

Immediately place 1 forest tile on an empty space in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ Forest tiles need not be adjacent to one another.
- ⇒ In a solo game, this card is removed from the game after you play it.

Bog Body

(Req 1 moor.)

The owner of the Museum of the Moors **M006** and the owner of the Living History Museum **M058** each receive 1 bonus point at the end of the game.

- ⇒ The Museum of the Moors is a major improvement and is under the Peat-charcoal Kiln **M001**. The Living History Museum is a hand card and is an upgrade of the Museum of the Moors.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Administration

(Cost 1W 2C. Req max 4 cards in hand.)

You immediately receive 2 food. In the last harvest, for each major improvement that you have, you can exchange 1 food for 1 bonus point.

- ⇒ This card itself counts as a card in hand for its own requirement.
- ⇒ Minor improvements that are upgrades of major improvements count as major improvements for this card. Major improvements that are minor improvements to you, e.g. because of Manufacturer **K277** or Well Builder **I220**, also count as major improvements.

Leather Saddle

(1VP. Cost 1F. Req 2 horses.)

Whenever you have at least 3 horses, you receive 1 bonus point for each cattle that you convert to food.

Wedding Coach

(Cost 1W 1 veg. Req 4 horses.)

You can immediately carry out a "family growth even with-

M066

M067

M068

M069

M070

M071

M072

out space in your home” action, but you do not place a person to take this action. Place the offspring on this card until the returning home phase.

- ⇒ You cannot use the newborn to take an action in this round, unless you use the Adoptive Parents **K267**.

Forest Hut (1VP. Cost 2W.)

M073

Immediately place 1 guest marker on one of your forest tiles. You will receive the guest marker when you use a special action to clear that forest tile. Then, in that same round, you can place the guest marker as you would a person. At the end of that round, return the guest marker to the supply.

- ⇒ If a farmyard space contains more than 1 tile, you receive the guest marker when the top tile is removed.

Farm Cart (Cost 3W. Req 2 horses.)

M074

Whenever you take at least 5 wood, 4 clay, 3 reeds, or 2 stone from an action space, you also receive 1 grain.

- ⇒ Only building resources that are taken directly from an action space are counted. Building resources received from other cards are not.
- ⇒ Wood placed on an action space by the Wood Distributor **K284** is also counted.
- ⇒ Resources from the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “Take 1 Building Resource” in 3-player game are also counted, and may activate the Farm Cart if there are additional resources on the space (e.g. due to the Wood Distributor).
- ⇒ If you also have the Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, the wood that you leave on the action space also counts for the Farm Cart.

Moor Fire (Req 2 moors.)

M075

Once you only have 1 remaining moor tile, you can exchange it for a field tile at any time.

- ⇒ If there is another tile underneath it, you must also return it.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.
- ⇒ If you already have fields, you can only exchange the moor tile if it borders an existing field.

Deep Plough (2VP. Cost 3W. Req 2 imp.)

M076

Immediately place 1 moor tile on an empty space in your farmyard. Whenever you use a person to take the “Plough fields” action, you can also exchange one moor tile for 1 field tile.

- ⇒ This does not include the “Slash and BurnSlashXandXBurn special action, but only the two action spaces “Plough 1 Field” and “Plough Field and Sow”.
- ⇒ If another tile is underneath the moor tile, it must also be returned to the supply.
- ⇒ If you already have fields, you can only exchange a moor tile that borders an existing field.
- ⇒ This is a plough. Each time you use a ploughing action space, you may only use one card out of the ploughs and the **Harrow I68**.

Wild Fields (2F. Req 2 fields.)

M077

You can immediately place up to 2 field tiles on empty spaces in your farmyard—on the condition that neither tile borders any other field at the time when it is placed.

- ⇒ The two new fields may not border each other either.
- ⇒ Later, they may be connected.
- ⇒ All later fields should be adjacent to at least one existing field.
- ⇒ Does not count as a ploughing action.

No-Till Farming (Req 2 fields.)

M078

You can plant grain or vegetables on up to 2 empty farmyard spaces. These spaces do not count as fields when scoring, but as empty spaces.

- ⇒ You determine the 2 farmyard spaces immediately when you play this card (and cannot change this choice later), but you have to take a sowing action to actually plant the grain or vegetables.
- ⇒ After you’ve harvested all grain or vegetables from a farmyard space, you may not plant there again.
- ⇒ You can destroy the plants at any time, by returning the resources to the supply.
- ⇒ The grain and vegetables count towards those totals when scoring.

Nature’s Fertilizer (Cost 2F. Req 1 major imp.)

M079

Whenever you use the “Slash and Burn” special action, you immediately receive a “Sow” action for that field only. This also applies if you turn 1 moor tile into a field using the Moor Fire **M075** or Peat Burn-off **M016** minor improvement.

Peat Hut (1VP. Cost 5 fuel 2R.)

M080

This card serves as a room for one of your people. It must be heated with 1 fuel during the feeding phase of each harvest. You can use renovate action to discard this card and add 1 room to your wooden hut.

- ⇒ You can no longer exchange this card for a room after renovating to a clay hut or stone house.
- ⇒ You cannot exchange this card for a room and renovate to a clay hut with the same renovate action.
- ⇒ You can use the Hay Wagon **M094**, but not the Builder’s Trowel **E50** to exchange the Peat Hut for a room.
- ⇒ (FotM) This card can only be played as a major improvement.
- ⇒ (FotM) Peat Hut count as a room.

Flatboat (Cost 4W.)

M081

Place, alternately, 1 fuel or 1 horse on each of the next 7 remaining round spaces, beginning with 1 fuel. At the start of each round, you receive the fuel or the horse.

Livestock Market (Req 5 animals.)

M082

You can immediately exchange up to 3 animals for the next most valuable animal. You must swap them all at the same time, and you can only take the new animals if you have room for all of them on your farm. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The order (from least to most valuable) is: sheep, wild boar, cattle, horse.

- ⇒ The 3 animals need not be the same type.
- ⇒ In a solo game, this card is removed from the game after you play it.

Cattle Stall

(1VP. Cost 2W 2C.)

Add 2, 4, 6, 8 to the current round. Place 1 animal on each corresponding round space. You choose which animal goes on which space, but all the animals must be different. At the start of these rounds, you can buy the animal for 1 food.

- ⇒ If you don't buy the animal, it is returned to the supply.

Night Pasture

(Cost 2C.)

You can keep 3 animals of your choice on this card, and other players can keep 1. All the animals on this card count as yours when animals breed. You are always the last to play during the breeding phase.

Nature Reserve

(Cost 1F. Req 1 pasture.)

Immediately fence 1 farmyard space which contains a forest or moor tile. You do not pay any wood for these fences. Once there are no tiles left on the space, it becomes a pasture.

- ⇒ You can also fence a space which contains 2 tiles.
- ⇒ The fenced space must be adjacent to your pastures when you play this card.
- ⇒ The space does not count as a pasture while there is still a tile in it. When you fence a new pasture, it may not border only this fenced space, but it has to border at least one real pasture.

Building Plan

(Cost 1F.)

Whenever you build 2 rooms at once with the "Build rooms" action, you can immediately build 2 stables from your personal supply.

- ⇒ Instead of 2 stables, you can choose to only build 1.
- ⇒ You don't pay wood for these stables.
- ⇒ You also receive the free stables if you build more than 2 rooms. You cannot receive more than 2 stables from the Building Plan in one turn.

Horse Butcher

(3VP. Return Horse Slaughterhouse.)

At any time, you may convert animals to food as follows: sheep → 1 food; wild boar → 2 food; cattle → 3 food; horse → 2 food; 2 horses → 5 food.

- ⇒ There is a Horse Slaughterhouse **M004/005** under each Fireplace **A1/A2**.
- ⇒ The Horse Slaughterhouse is returned to the major improvements board, on the space from which it originally came, and on top of any card lying there.
- ⇒ Is a cooking improvement.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- ⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the

requirements of other cards. (Of course, it still counts as a single improvement.)

Butcher's Block

(1VP. Cost 1W.)

This card cannot be played in a round that is followed by a harvest. All other players must and you may immediately convert one animal of their (your) choice to food. Sheep provide 1 food, wild boar 2 food, cattle 3 food.

- ⇒ Players may not convert more than 1 animal and do not need to have a cooking improvement.
- ⇒ Is not a cooking improvement. Does not activate the Schnitzel Mallet **Ö18**.

Fire Brigade

(Cost 1C 1S. Req 4F 4 fuel.)

You immediately receive 2 food. If you still have forest tiles on at least 2 farm yard spaces, you get bonus points: 1 fewer point than you have forests, with a maximum of 4 points.

- ⇒ The food and fuel may not be in the form of raw resources like wood and grain.
- ⇒ You receive the bonus points immediately when you play this card; write them done on the scoring pad.

Wild Harvest

You immediately receive 1 food. At the start of each harvest, shuffle all the start cards and draw 1. The start cards are numbered from 1 to 9. If the number on the card is equal to or less than the number of forest tiles in your farmyard, you receive 1 food.

- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Fish Smokehouse

(2VP. Cost 1W 2C.)

Whenever you use the "Fishing" action space, you can pay 1 fuel to receive an additional 3 food.

Loan

(1VP. Cost 2F.)

At the start of each harvest, shuffle all the start cards and draw 1. The start cards are numbered from 1 to 9. If the number on the card is equal to or less than the amount of clay you have in your supply, the 2 food that you paid are returned to you with interest: you receive 6 food but must pass this improvement to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after the loan has been repaid.

Fallow Land

(Req 2 imp.)

Whenever you use the "Fell Trees" or "Cut Peat" special actions to clear a space in your farmyard, place 1 Food on the space. You receive the food when the space is no longer empty.

- ⇒ A farmyard space with food counts as unused.

Hay Wagon

(1VP. Cost 2W. Req 2 horses.)

Immediately after you take 3 wood, 3 clay, 2 reed, or 2 stone from an action space, you can take a "Build room(s)" or "Renovate" action without placing a person.

- ⇒ Is also activated if you take more resources. Is only activated once per action space.
- ⇒ Only building resources that are taken directly from an action space are counted. Building resources received from other cards are not.

M083**M084****M085****M086****M087****M088****M089****M090****M091****M092****M093****M094**

- ⇒ Wood placed on an action space by the Wood Distributor **K284** is also counted.
- ⇒ Resources from the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “Take 1 Building Resource” in 3-player game are also counted, and may activate the Hay Wagon if there are additional resources on the space (e.g. due to the Wood Distributor).
- ⇒ If you also have the Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, the wood that you leave on the action space also counts for the Hay Wagon.

Peat Bath
(1 VP. Cost 1W 1C.)

M095

Whenever you use the “Infirmity” action space with a person, count how many moor tiles are in your farmyard. Place 1 food on the next remaining round space(s) up to that number. At the beginning of those rounds, you receive the food.

- ⇒ It is irrelevant whether the person has a bed marker or not.
- ⇒ If the number of the current round is equal or higher to the number of moor tiles, the Peat Bath has no effect.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Edge of the Forest
(Req 3 imp.)

M096

For each border between a forest tile and a field in your farmyard, you receive 1 food. For each border between a forest tile and a moor tile in your farmyard, you receive 1 fuel. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ Borders are the spaces where you could place a fence.
- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Ecological Niche

M097

If there is at least one type of animal that only you own, you receive 2 food. If you are the only player who has planted grain, you receive 1 food. If you are the only player who has planted vegetables, you receive 1 food. You receive 1 fuel if you have more forest tiles than any other player and 1 fuel if you have more moor tiles than any other player. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ When checking for grain and vegetables, you only take into account grain and vegetables that are currently on your (and other players’) fields; not resources that were harvested earlier.
- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Winter Storehouse
(Cost 1W 2C.)

M098

Place 3 usage counters on this card. At any time (even while you are taking an action) you can return 1 usage counter and take fuel and food from the supply until you have at least 2 fuel and 2 food.

- ⇒ Resources such as grain and wood do not count as food or fuel until they have been converted.

Lawn Turf
(Req 4 imp.)

M099

If you have at least 3 unused spaces on your farmyard, you immediately receive 1 fuel for each unused space except the first 2, up to a maximum of 5 fuel. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ Spaces with forest or moor tiles do not count as unused spaces.
- ⇒ In a solo game, this card is removed from the game after you play it.

Firewood
(Cost 1W. Req 1 major imp.)

M100

You immediately receive 1 fuel. Whenever you convert at least 1 wood to fuel during a harvest to heat your home, you need a total of 1 fuel fewer.

- ⇒ Can only be used once per harvest.

Peat Pellets
(Req 1 major imp.)

M101

You immediately receive 1 fuel for each remaining moor tile in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Fuel Storage
(1VP. Cost 1C 1R.)

M102

Add 1, 5, and 9 to the current round. Place 1 wood on each corresponding round space. Add 3, 7, and 11 to the current round. Place 1 fuel on each corresponding round space. At the start of each round, you receive the wood or fuel.

Bog Pony
(Req 1 major imp.)

M103

At any time, you can lie one of your horses that is standing up on its side and take 2 fuel. This horse does not count during the breeding phase of the harvest. At the end of the game, it is worth only half a point, but it can (like other horses) be converted into food with an appropriate improvement.

- ⇒ Outside of the breeding phase, a pony counts as a horse. You get the full amount of food when you cook a pony.
- ⇒ You can have as many ponies as you want.

Drying Field
(1VP. Cost 2F.)

M104

Whenever you use the “Cut Peat” special action, add 3 to the current round. Place 2 fuel on the corresponding round space. At the start of the round, you receive the fuel.

Peat-cutting Expedition
(Cost 4F.)

M105

Immediately take as many moor tiles from your farmyard as you wish. For each moor tile that you remove, you receive 1 bonus point and 2 fuel. If you have at least 2 horses, you receive 1 additional fuel for each horse except the first one, up to a maximum of 4 additional fuel. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You cannot remove covered moor tiles.
- ⇒ In a solo game, this card is removed from the game after you play it.

Riverside Woods
(Req 3 major imp.)**M106**

Whenever you use the “Fishing” action space, you receive 1 additional wood for each of your farmyard spaces with a forest tile, up to a maximum of 3 wood.

- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Timber Mill
(3VP. Cost 3C 2S.)**M107**

Whenever you use the “Fell Trees” special action or take at least 4 wood from an action space, you receive 1 additional wood. If you pay 1 fuel, you receive 1 more additional wood.

- ⇒ Only wood that is taken directly from an action space is counted. Wood received from other cards is not.
- ⇒ Wood placed on an action space by the Wood Distributor **K284** is also counted.
- ⇒ Wood from the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “Take 1 Building Resource” in 3-player game is also counted, and may activate the Timber Mill if there is additional wood on the space.
- ⇒ If you also have the Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, the wood that you leave on the action space also counts for the Timber Mill.

Oak Bark
(Cost 1F. Req 2 major imp.)**M108**

You immediately receive 2 wood. Whenever you convert cattle, wild boar, or horses to food, you receive 1 additional wood for each of these animals that you convert.

Loam
(Req 1 imp.)**M109**

Whenever you have placed all except one of your people during the work phase and you use the “Hiring Fair” special action, you receive 1 additional clay.

Alder Swamp
(1VP. Cost 2F. Req 2 imp.)**M110**

Whenever you use a “Fell Trees” special action, you also receive your choice of 1 reed or 1 wood.

Stone Wagon
(Cost 2W.)**M111**

Whenever you use the “Day Labourer” action, you also receive 1 stone.

Wheelbarrow
(Cost 2W. Req 1 major imp.)**M112**

Whenever you take at least 4 of the same building resources from an action space, you also receive 1 fuel. Whenever you “Cut Peat”, you also receive 1 building resource of your choice.

- ⇒ Building resources are wood, clay, reeds, and stone.
- ⇒ Only building resources that are taken directly from an action space are counted. Building resources received from other cards are not.
- ⇒ Wood placed on an action space by the Wood Distributor **K284** is also counted.
- ⇒ Resources from the action space “1 Reed, Stone, and Wood” in 5-player game and the action space “Take 1 Building Resource” in 3-player game are also counted, and may activate the Wheelbarrow if there are additional resources on the space (e.g. due to the Wood Distributor).
- ⇒ If you also have the Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, the wood that

you leave on the action space also counts for the Wheelbarrow.

Peat Boat
(3VP. Cost 3W 2R.)**M113**

At any time, you can exchange fuel for goods as follows: 3 fuel → 2 wood or 2 clay; 4 fuel → 2 reed or 2 stone; 2 fuel → 1 grain; 3 fuel → 1 vegetable.

Household Inventory
(Cost 1F. Req 1 field, pasture, or stable.)**M114**

If you have 5/6/7/8/9/10 empty farmyard spaces, you receive the first 1/2/3/4/5/6 goods from the following list (in order): 1 reed, 1 grain, 1 cattle, 1 stone, 1 vegetable, 1 horse. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ Moor and forest tiles do not count as empty spaces.
- ⇒ In a solo game, this card is removed from the game after you play it.

Village Shop
(Cost 1W 1R. Not after round 4.)**M115**

Place 3 usage counters on this card. At any time, you can remove them to receive 1 other good or marker. The offer changes each round: 2: food, 3: grain, 4: fuel, 5: wood, 6: clay, 7: sheep, 8: reed, 9: wild boar, 10: stone, 11: cattle, 12: horse, 13: vegetable, 14: guest marker.

- ⇒ The guest marker allows you to take one additional action.
- ⇒ A harvest counts as part of the preceding round.
- ⇒ You may immediately convert the animals that you receive into food with an appropriate improvement, without having to make room for them in your farmyard.
- ⇒ You may use this card more than once per round, to take multiple identical items.

Hearth Brush
(Cost 1R.)**M116**

If the Stone Oven **A6** has not yet been built, you can immediately place it underneath the Heating Stove **M008**. From next round, whenever you use a person to take an action, you can build the Heating Stove immediately afterwards by paying the required resources. The Heating Stove is worth 1 additional bonus point for you.

- ⇒ The Stone Oven and the Heating Stove swap places. The Stone Oven cannot be acquired while it is covered by the Heating Stove.

Pastoral Letter
(Req 2 major imp.)**M117**

If the Well **A10** has not yet been built, you can immediately place it under the Village Church **M009**. From next round, whenever you use a person to take an action, you can build the Village Church immediately afterwards by paying the required resources. The Village Church and the Church **M132** are each worth 1 additional bonus point for you.

- ⇒ The Well and the Village Church swap places. The Well cannot be acquired while it is covered by the Village Church.

Co-operative Store
(1VP. Cost 2W 1C.)**M118**

Place 4 usage counters on this card. At any time, you can remove 1 of them to exchange any 1 building resource for any other building resource except stone.

- ⇒ Building resources are wood, clay, reeds, and stone.

⇒ You are allowed to pay stone for any other building resource.

Out on the Wallaby

M119

You receive goods if you own craftman's buildings. **Joinery** A7: 3 wood; **Pottery** A8: 3 clay; **Basketmaker's Workshop** A9: 2 reeds. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ In a solo game, this card is removed from the game after you play it.

Chamber of Commerce

(1VP. Cost 2C 1S.)

M120

You immediately receive 1 wood and 1 reed. At the end of the game, each of these major improvements: **Joinery** A7, **Pottery** A8 and **Basketmaker's Workshop** A9 is worth 1 additional bonus point to you.

Routine Work

(Cost 1F. Req no imp.)

M121

Whenever you choose not to use a craftman's building to convert building resources to food during the harvest, you receive your choice of 1 food or 1 fuel instead.

⇒ You can use this card on up to 3 buildings: the **Joinery** A7, the **Pottery** A8, and the **Basketmaker's Workshop** A9.

⇒ You can only get food or fuel for buildings that you own.

Peat-Cutting Rights

(Req 1 horse.)

M122

Add 4 and 7 to the current round. Place 1 moor tile on each of the corresponding rounds. These tiles show that you can use the special action "Cut Peat" at the start of the round.

⇒ Take the appropriate special action card whenever you use the Peat-Cutting Rights. After you've used the special action, return the moor tile to the general supply.

Agricultural Implement

(Cost 1W.)

M123

Whenever you use a person to take the "Plough fields" action, you can take a special action card immediately afterwards, as long as it has not already been used twice.

⇒ The special action card costs 0 or 2 food, as usual.

⇒ Is only activated on both the "Plough 1 Field" and the "Plough Field and Sow" action spaces, but not by the "Slash and Burn" special action or cards that allow you to plough.

⇒ You are allowed to take the special action even if you have no family members left at home.

Moor Enclosures

(1VP. Cost 1S. Req clay hut.)

M124

Place 2 Moor tiles on this card. The card represents 2 additional, normal farmyard spaces. Place it beside your farmyard. Each of the new spaces must border an existing farmyard space. This expands your farm by 2 spaces.

⇒ If the moor tiles are cleared, the new farmyard spaces must be used at the end of the game or they score -1 point.

⇒ You may place this card anywhere around your farmyard. You may not move it later. The farmyard spaces are considered to be adjacent to the existing farmyard spaces, so you can e.g. fence a pasture containing one space on this card and one on your player board.

Bog Forest

(Cost 1F. Req 3 imp.)

M125

Immediately place 1 forest tile on as many of your own moor tiles as you wish. You can only use the covered moor tiles once you have removed the forest tiles with the "Fell Trees" special action. You cannot use "Slash and Burn" on forest tiles that are on top of moor tiles.

⇒ When counting moors, e.g. for requirements, only the top tile on a space is counted.

Forest Swamp

(Req 2 major imp.)

M126

Whenever you use the "Cut Peat" special action, turn over the moor tile that you remove. Add 4 to the current round and place the tile on the corresponding round space. At the start of the round, you can place the forest tile on an empty space in your farmyard.

Tree Nursery

(Cost 1W. Req no imp.)

M127

Place 1 forest tile on the spaces for rounds 12 and 13. At the start of these rounds, you can take the tile and place it on an empty space in your farmyard.

⇒ If you choose not to place the tile in your farmyard, the tile is returned to the general supply.

Land Parcel

(Req max 2 imp.)

M128

When you play this card, you receive 1 forest tile that you must immediately place on an empty space in your farmyard. At the end of the game, you receive 2 bonus point if you have 1 unused farmyard space, you receive -1 bonus point if you have 2 unused spaces, and you receive -3 bonus point if you have 3 or more unused spaces.

⇒ You may not play this card if you have no unused farmyard spaces.

⇒ Negative points from this card count as negative for the Constable **K276** and Yeoman Farmer **E165**.

Stock-breeding Prize

(Cost 1 Grain.)

M129

At the end of the game, you receive 2 bonus points if you have at least 1 animal of each of the 4 types.

Family Burial Plot

(1VP. Cost 1S. Req stone house.)

M130

Immediately place the tombstone on an unused space in your farmyard. That space cannot be used to hold anything now, but is counted as used, and is worth 1 additional bonus point at the end of the game.

⇒ The bonus point is in addition to the 1 regular point of this card.

⇒ You may not play this card if you have no unused farmyard spaces.

Moor Archaeology

(1VP. Req clay hut.)

M131

Whenever you use the "Cut Peat" special action, you can place 1 fence from your supply on the emptied farmyard space. You cannot use this farmyard space to hold anything, but it is counted as used, and is worth 1 additional bonus point at the end of the game.

Church

(5VP. Discard Village Church.)

M132

For upgrading the Village Church **M009** to the Church, you receive 2 food. At the end of each round, you can tithe up to 1 fuel to earn 1 bonus point.

⇒ The Village Church is under the Well **A10**.

⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the

requirements of other cards. (Of course, it still counts as a single improvement.)

⇒ The discarded Village Church is removed from the game, not returned to the major improvements board.

14.1.5 Minor Improvements (WM)

Almshouse (Cost 2W 2R.)

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.

- ⇒ You may not use this to discard Beggar cards that you have received in other ways.

Animal Nursery (1 VP. Cost 2W.)

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

- ⇒ This card counts as available space for breeding animals.
- ⇒ Animals on this card are counted in bonus point calculations at the end of the game (such as that of Milking Stool **K133**, Milking Hand **I246**, Loom **K146**, etc.).

Apple Tree (1 VP. Cost 1W. Req 1 empty field.)

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.

- ⇒ The field is no longer empty.
- ⇒ The wood may never be harvested from the field.

Apprenticeship (Cost 1F.)

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 their hand.

- ⇒ You still must pay any additional costs for the occupation.

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.

- ⇒ If you remove a room with a Wood on it (for example, with Downsizing **WM075**), you also lose the Bonus point that Wood represents.

Back Door (Req "Family growth" action is revealed)

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 their hand.

- ⇒ In a 5-player game, you must wait for the "After Family Growth also 1 Minor Improvement" round card.
- ⇒ You must have another family member available as you play Back Door.

Backyard Well (2 VP. Cost 2S 1W.)

Once this game, at any time, you may place 1 Stone from the general supply on 1 Unused farmyard space next to your

WM056

home. (It now counts as used.) If you do this, place 1 Food on each of the next 3 Round spaces. At the start of these rounds, you receive the Food. (Backyard Well counts as a Well.)

- ⇒ Does not trigger the Flagon **I87**.
- ⇒ Does not activate Water Carrier **I262**.
- ⇒ Well Builder **I220** cannot be used to reduce its cost.
- ⇒ May be upgraded to Village Well **I66**, in which case Backyard Well is discarded. The Stone is also removed from your farm and the space no longer counts as used.

Birdcage (Cost 2W.)

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).

- ⇒ This card can be used in conjunction with House Goat **K120**.
- ⇒ If you have the Birdcage, the Animal Tamer **K306** has no effect.
- ⇒ (FotM) Each Harvest (except the last 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, Cattle or Horse in your home. (Even if another card allows this).

Bonfire (Req 1 Unused space.)

Place 1 Wood from the general supply on 1 Unused farmyard space. As long as the Wood remains, the space counts as used. You may return it at any time to convert animals to Food for the rest of the round. The conversion rates are: sheep → 2 food; wild boar → 3 food; cattle → 4 food.

Boundary Stones (Cost 1S.)

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.

Brazier (1 VP. Cost 1W 1C.)

During the Feeding phase of each Harvest, you can use the Brazier to convert exactly 1 animal or Vegetable to Food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food.

Buried Treasure (Req 2 occ.)

Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you also receive 1 Stone.

Cash Crop (Req 1 occ.)

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.

- ⇒ Goods that are harvested from this card at other times may not be converted to bonus points.
- ⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove Cash Crop

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WM058

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WM068

(e.g. with Madonna Statue **E38**.) you still receive the bonus points.

Changing Plans

(Req 1 stable.)

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 their hand.

Clockwork Man

(1 VP. Cost 1S.)

Clockwork Man counts as 1 Occupation and 1 Minor Improvement.

- ⇒ Playing this card gives you a Bonus point for the Tutor **E174**.
- ⇒ Does not activate cards that trigger upon playing an Occupation, such as Patron **E192**, Bookshelf **K112**, Educator **K271**, etc.

Cookies

(Req 1 occ.)

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.

- ⇒ Different cards (such as Pelts **K339** or Tapestry Weaver **WM050**) may put food in the rooms. The 1 Food maximum is for each such card.
- ⇒ If you remove a room with a Food on it (for example, with Downsizing **WM075**), you also lose the Bonus point that Food represents.

Crib

(Cost 2W.)

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.

- ⇒ Can only be activate once per round, even if you took a Family Growth action more than once.
- ⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove the Crib (e.g. with Madonna Statue **E38**) you still receive the bonus points.

Diamond Mine

(1 VP. Req 3 occ.)

Place 1 Stone each on the next 2 Round spaces. At the start of these rounds, you receive the Stone.

Donkey

(1 VP. Req 1 pasture.)

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 filed and/or Sow” Action space, you may Plow 1 additional field.

- ⇒ May be combined with other plows or the Harrow **I68**.
- ⇒ The Donkey does not count as an animal, e.g. for prerequisites of minor improvements.
- ⇒ The pasture containing the Donkey may be changed. If this happens, move the Clay to indicate the new pasture that is being used.
- ⇒ The pasture containing the Donkey gives Animal Farmer **G002** 1 Bonus point, as the pasture cannot contain more animals than it currently does.
- ⇒ The Donkey can only live in a pasture on your farmyard, not in, for example, Forest Pasture

WM069

WM070

WM071

WM072

WM073

WM074

K145, Wildlife Reserve **I102**, Animal Yard **E58**, a field (using Corral **G070**), etc.

Downsizing

(Req 1 occ.)

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.

- ⇒ If you have Hill Farmer **WM029**, count the number of rooms that you have after removing one.
- ⇒ If you have Pastor **E193**, it will still trigger upon downsizing if you are now the only player with 2 rooms, while the others have 3 or more.
- ⇒ The “After Renovation also fences” action cannot be combined with Downsizing when you renovate from a Wooden hut, as the renovation occurs first.

WM075

Drained Pond

(1 VP. Req 2 occ. Cost 1R.)

Add 4 to the current round and place 1 field on the corresponding Round space. At the start of that round, you may pay 1 Food to add the field to your farm.

Edible Roots

(Req 3 fields.)

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

- ⇒ You receive 1 Food when you harvest the last wood from Forester **K278** or Copse **I78**.

Farm School

(1 VP. Req 2 occ. Cost 1W 1R.)

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.

Festival Hall

(1 VP. Req 2 Grain fields. Cost 1W 1C.)

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.

Fish Hook

(1 VP. Req 2 occ. Cost 1W.)

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 a Food on that space.

- ⇒ Does not trigger any improvements or occupations that Use the “Fishing” Action space.

Fish Pond

(Req 1 Unused space. Cost 1C.)

Place 1 Clay from the general supply on 1 Unused farmyard space. It now counts as used. Whenever you use the “Fishing” Action space, you may place some or all of the Food on this card. At the end of the game, you receive -1/1/2/3/4 Bonus points for 0/1/4/6/8 Food on this card.

- ⇒ You may only place Food from the Action space itself, not food received due to Fisherman **E161**, Canoe **E30**, etc.

WM076

WM077

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WM079

WM080

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WM083

Flower Pots

(1 VP. Cost 1C.)

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.

Free-Range Chickens

(Req 1 Grain field. Cost 1W 1F.)

At the start of each round, if you have at least 1 Grain field, place 1 Food from the general supply on this card. You may

use this Food at any time. At the end of the game you receive 1/2 Bonus Points for 3/6 Food on this card.

Friendly Pastures

(1 VP. Cost 2W.)

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

WM084

Fruitcake

(1 VP. Req 2 occ. Cost 1 Grain.)

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

WM085

Glassblowers Shop

(3 VP. Req Return Pottery.)

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 you additional Bonus points, but can be used to convert an additional Clay each Harvest.)

WM086

⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards.

Gold Medal

(Req Round 7 or before.)

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

WM087

⇒ Forest Pasture **K145** does not count as a pasture for scoring, and thus does not add to your total when counting Points in the pastures category.

⇒ The Bonus points are awarded based on Points in the chosen category, not based on number of that item. Further, do not count Bonus points (for example, from Brewery **K110** or Schnapps Distillery **I98**) when counting Points for a particular category.

Grain Elevator

(Cost 2W.)

At the start of each round, add 1 Grain from the general supply to this card, unless it has Grain equal to the number of players. Whenever you use the "Take 1 Grain" action, you also take all the Grain on this card. Whenever another player uses the "Take 1 Grain" action, return all Grain on this card to the general supply.

WM088

Home Garden

(Cost 1W.)

Whenever you renovate your home, or if you renovated this round, place 1 Food on the next 3 remaining Round spaces. At the start of these rounds, you receive the Food.

WM089

Honeymoon

(5 VP. Cost 2F.)

In Round 14, you place 2 fewer Family members.

WM090

⇒ At the end of all of your turns in Round 14, you must have at least 2 family members left in your home. When you can no longer take actions and still have this be true, then you cannot take any more actions.

Iron Plow

(Cost 1S. 1W.)

Once during the game, when you use the "Plow 1 field" Action space, you may Plow 2 fields instead and take a "Sow" action afterward.

WM091

Keys

(1 VP. Cost 1S.)

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.

WM092

Kindling

(Cost 1W.)

You may build Major Improvement Fireplace and Cooking Hearths with a "Minor Improvement" action. Pay 1 Clay less for each.

⇒ Does not reduce the cost of the Simple Fireplace **E20**.

WM093

Lamp Oil

(1 VP. Req 2 animals)

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

WM094

Mountain Cave

(1 VP. Cost 1F.)

Each Harvest, you may use the Mountain Cave to exchange up to 1 Wood for 1 Stone.

WM095

Oak Cask

(Cost 1W.)

When you play this card, place 1 Food from the general supply on it. During the Field phase of each Harvest, add 1 Food from the general supply to this card if it has Food on it. At any time, you may take all of the Food from this card.

WM096

Open Gate

(1 VP. Cost 1S.)

At the start of the Feeding phase of each Harvest, you may return 1 Sheep to the general supply to receive 1 Bonus point.

⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove the Open Gate (e.g. with Madonna Statue **E38**) you still receive the bonus points.

WM097

Petting Zoo

(1 VP. Cost 2W.)

At the end of the game, if you have all the animal types in your farm, you receive 1 Bonus point if you have at least 2 Sheep and 1 Bonus point if you have at least 2 Wild boar.

WM098

Pig Wallow

(Req 1 empty field.)

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 their hand.

WM099

⇒ This is a "fences" action.

Plum Patch

(2 VP. Req 1 Grain field and 1 Vegetable field.)

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

WM100

Prize-winning Sheep

(Req 1 Sheep.)

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 their hand.

WM101

Ram

(1 VP. Cost 1 Sheep.)

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.

WM102

⇒ Counts as a Sheep for the purposes of determining bonus points for cards that count animals at the end of the game, such as Loom **K146**, Animal Holder **G003**, Estate Manager **E170**, etc.

⇒ Does not count as a Sheep otherwise, for example for determining food gained in Harvests from Spindle **E51**, Loom **K146**, Butter Churn **E53**, Milking Shed **I93**, etc.

Raspberries

(1 VP. Req 2 occ.)

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

WM103**Reed Nursery**

(Cost 1R.)

You may Sow and harvest Reed in your fields as if it were Grain. At the end of the game, you may exchange 1/4/6/8 Reed from your supply or from your fields for 1/2/3/4 Bonus points.

- ⇒ Does not interact with anything that specifies Grain (e.g. Permaculturist **WM040**, Planter Box **I90**, etc.). But it does interact with cards that mention sown “Resources” or “Goods” (e.g. Fieldsman **I219**).

WM104**Rotherham Plow**

(Req 1 occ. Cost 2W.)

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.

WM105**Ruins**

(3 VP. Cost 4S.)

Place 4 Stone on this card from the general supply. In the Field phase of each Harvest, you may move 1 Stone from this card to your supply.

WM106**Slapdash Renovation**

(Cost 1C 1S.)

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.)

WM107**Steamer**

(Cost 1W.)

At any time, you can convert pairs of goods to Food as follows: Grain and Vegetable → 5 Food; Grain and Sheep → 4 Food; Grain and Wild boar → 5 Food; Grain and Cattle → 6 Food.

- ⇒ If you use the Steamer to convert Grain and animals to food, this counts as converting animals to food. (For example, for Pelts **K339**, Slaughterman **K299**, etc.)

WM108**Steel Plow**

(Req 3 occ. Cost 3W 1S.)

Once during the game, when you use either the “Plow 1 field” or “Plow 1 field and/or Sow” Action space, you can Plow up to 4 fields instead of 1.

WM109**Storage Shed**

(1 VP. Req 1 stable.)

Remove 1 built stable and place is 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.

WM110

- ⇒ The stable still counts as a built stable, but is no longer considered to be on your farmyard.

- ⇒ You may receive resources from the Storage Shed when you play Major Improvements as Minor Improvements.

Undisturbed Pond

(1 VP. Req no occ.)

Place 1 Food on each of the next Round spaces, up to the number of completed rounds. At the start of these rounds, you receive the Food.

WM111**Village School**

(1 VP. Req 1 occ. Cost 1S 1R.)

Once per turn, when paying a cost, you may discard 1 card from your hand to pay 1 less Building resource of your choice.

- ⇒ The discarded card is discarded face down.
- ⇒ May only be used to pay costs during your turn.
- ⇒ (FotM) Once per turn, when paying a cost, you may discard 1 card from your hand to pay 1 less Building resource of your choice except stone.

WM112**Wild Breeding****WM113**

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 their hand.

Wine Closet

(Cost 1W 2C.)

When you play this card, you receive 1 Vegetable. Once each round, you may move 1 Vegetable from your supply to a future Round space. If it is at least 5 rounds away, add 1 Vegetable from the general supply. At the start of that round, you must convert each of those Vegetables to 2 Food or 1 Bonus point.

- ⇒ The Vegetable received initially will trigger Market Woman **K292**. Any Vegetables placed on future Round spaces do not trigger Market Woman when you convert them to Food or Bonus points.
- ⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove the Wine Closet (e.g. with Madonna Statue **E38**) you still receive the bonus points.
- ⇒ (FotM) Up to a maximum of 5 bonus points.

WM114**Worm Bait****WM115**

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.

14.1.6 Minor Improvements (FR)

Abandoned Willow (Req 1 empty field.)

FR001

Immediately remove 1 empty field from your farmyard and receive 4 Wood. (That space now counts as unused).

⇒ You may not remove a field which causes other fields to be isolated.

Absinthe (1 VP. Req 3 occ.)

FR002

Place 1 Food on the next 5 remaining Round spaces. At the start of these rounds' Work phase, place the Food on an Action space of your choice. (The next player to use this space receives the Food.)

Amusement Park (1 VP. Req 1 pasture.)

FR003

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.

Apple Garden

FR004

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

⇒ If you are missing both types of crops, you still only get 2 bonus points.

⇒ The score for the missing type of crop still counts as a negative for the Constable **K276** and Yeoman Farmer **E165**.

⇒ Apple Garden does not count as a crop for the prerequisites of minor improvements.

Artists Garden (1 VP. Req 3 occ.)

FR005

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

⇒ You may harvest goods which are sown onto occupations or improvements.

⇒ The returning home phase occurs after the work phase but before the end of the round, and before harvests.

Badger (Cost 1C.)

FR006

Immediately place a marker on an Action space of your choice. At the start of each round, you must move it to an orthogonally adjacent revealed Action space. Any player that uses that space also receives 1 Food.

⇒ You may take the Badger food before using an action space.

⇒ Chamberlain **I238** reveals action spaces.

⇒ May not be moved to "additional" action spaces (occupations or improvements).

⇒ You cannot place the Badger on the spot you used to place it and immediately take 1 Food.

Baguette

FR007

During each Harvest, you may pay 1 Wood to Bake bread at the start of the Feeding phase if you have an Improvement with the bread symbol.

Barber shop (Cost 3W 1R.)

FR008

For every Harvest remaining when you play this card, you receive 1 Bonus point.

⇒ If you play this card at the start of (or during) a harvest, that harvest is not counted.

Bathroom (Req 1 field.)

FR009

Each time you convert a Grain or Vegetable into Food, you may place it on this card. For each field you Sow, you may take 1 Good of the same type from this card and add it to that field. (Goods on this card do not count for points when scoring.)

⇒ Plowed field (so Acreage **K105** and Bean Field **E18** do not combo).

Breakfast Outdoors (1 VP. Cost 1 vegetable or 2 grains.)

FR010

In each Feeding phase, you receive 1 Food.

Brickyard (Req 2 occ.)

FR011

At the start of each round, if you have no Clay in your supply, place 1 Clay on this card. At any time when this card has 4 or more Clay on it, you may move all of the Clay to your personal supply.

⇒ You may not return clay to the general supply for no reason.

Camembert (1 VP. Req 2 occ.)

FR012

Place 1 Food each on 3 Action spaces (unoccupied or occupied) from the general supply. The next player to use the Action space receives the Food.

⇒ Revealed action spaces only.

Chameleon (Cost 1 sheep.)

FR013

When you play this card, you receive 1 Wild boar. You may keep 1 Wild boar in each of your pastures that hold Sheep. (Pastures can still only hold the normal amount of animals).

⇒ A pasture that can hold two animals can only hold two animals, not two sheep and a boar.

Chocolade (Req 1 major imp.)

FR014

Place 4 Food from the supply on this card. This food can only be used to pay for Occupations.

⇒ You may not use food from this card to pay for any extra occupation costs (Chief **E172**).

Coffee Break (1VP. Cost 1C.)

FR015

Place 1 Food on the next 5 Round spaces. At the start of these rounds, you receive the Food. If you play an Occupation before receiving the Food, immediately remove this cards remaining Food from future Round spaces.

Cornrick ((Cost 1F. Req 1 field.))

FR016

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

Diary (Req 2 occ.)

FR017

Whenever you play an Occupation, you receive 1 Wood.

Encircling Wall (2 VP. Cost 4S.)

FR018

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

⇒ This counts as "Building fences" but not a fence action.

- ⇒ You cannot build more than 15 fences using this card.
- ⇒ You must still follow fencing rules (connect to existing pastures).

Evening Prayer

(Req no occ.)

FR019

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

Five Rings

(Cost 1W or 1S.)

FR020

Whenever you play an Improvement, pay 1 Wood/Stone less if you chose Wood/Stone as the cost of this card. (Mark this card with 1 Wood/ Stone from the supply.)

Flat Hill

(Req 4 planted fields.)

FR021

When you play this card, immediately Renovate your Wooden hut to a Clay hut for free.

- ⇒ A planted card which has goods you harvest during the field phase counts (Forester **K278**, Copse **I78**).
- ⇒ A field with goods on it you do not harvest does not count (Apple Tree **WM58**, Vineyard **Ö21**).

Full-bottomed Wed

(1 VP. Req 3 sheeps.)

FR022

You no longer need Reed when you renovate your home.

Goblet

(Cost 1W.)

FR023

The Well is a Minor Improvement for you. When you build the Well, place 2 Food on the next 5 Round spaces instead of 1 Food. (If you have already built the Well, then this card has no effect.)

- ⇒ Goblet does not work if you have already built Village Well **I66**.

Golden Rose

(1 VP. Req 1 planted field.)

FR024

Whenever you pay Food to play an Occupation or a Minor Improvement, you may pay up to 2 Food less.

- ⇒ You must still pay any additional food costs specified by the card.

Grain Mill Oven

(Cost 1C 1S.)

FR025

You can't Bake bread with the Grain Mill Oven. Clay and Stone Ovens are Minor Improvements for you. You may discard this instead of paying an Oven's cost. When you play this card, you can immediately take the "Bake bread" action.

- ⇒ Grain Mill Oven is not an oven, it can not be upgraded to any oven upgrade (Baker's kitchen **I65**, Baker's Oven **E14**).
- ⇒ Does not have a bake symbol so does not activate Charcoal Burner **E182**.
- ⇒ Can only bake when playing if you have another card which allows you to bake.

Grotto

(Req 2 occ.)

FR026

Place 3 Clay and 2 Stone from the supply on this card. At the end of each round, you may pay 2 Food to receive 1 of these resources. Once this card is empty, it provides room for 1 Family member.

- ⇒ Any extra family members in your house move into and occupy the Grotto when it is emptied.
- ⇒ If the Grotto is removed (or in any way turned down) then a peep living in it is moved into the rest of your house.

- ⇒ Grotto does not count as a room in your house.

Ground Pickaxe Plow

(Cost 1W.)

FR027

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.

- ⇒ Can be combined with other plows on the same action due to the word "additional".

Hammock

(1 VP. Cost 2W 1 sheep. Req 4 rooms.)

FR028

One of your rooms can hold 1 additional Family member.

Hay Rake

(Cost 1W.)

FR029

Each Work phase, the third person you place can use the "Plow 1 field" Action space even if it is occupied.

- ⇒ You may use the Hay Rake even if you occupy the space and/or multiple other players occupy the space.
- ⇒ If you have played the Acrobat **K269** and you use your third person to take "Travelling Players", you can then move to Plow 1 Field even if it is occupied.

Haystack

(Cost 1W. Req 6 animals.)

FR030

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

- ⇒ (FotM) Horse does not count (only Sheep, Wild Boar and Cattle).

Heatwave

(Cost 1S. Req clay hut or stone house.)

FR031

Immediately build a Fireplace for free or upgrade a Fireplace to a Cooking Hearth.

Homework

(1 VP. Cost 2R 2F.)

FR032

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

- ⇒ You do not need to pay food for those occupations (unless they have an additional cost).

Kid's Corner

(1 VP. Cost 1R.)

FR033

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

- ⇒ If you have played the House Goat **K120**, you may not hold any animals in your home.

Kitchen Table

FR034

For you, all "Bake Bread" actions now read "Bake Bread or place 1 Food from your supply on Kitchen Table." At any time, you may return 1 Food from this card to your supply and take a "Bake Bread" Action.

- ⇒ The bread symbol on this card is an error.

Lighthouse

(2 VP. Cost 2S 1W. Req Exactly 2 stone rooms)

FR035

The Lighthouse provides room for 1 Family member.

- ⇒ Any extra family members in your house move into and occupy the Lighthouse when it is emptied.

March

FR036

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

⇒ The returned animals come from your farm.

Necklace

(Cost 1S. Req 1 occ.)

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

⇒ Action spaces do not need to be the same dimensions.

Orchard

(1 VP. Req 1 planted field.)

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.

⇒ Include definition of planted field in extra.

Par Force Hunting

(1 VP. Cost 2W.)

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.

⇒ The placed Wild boar comes from the general supply.

Park Cemetery

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.

⇒ The stone may be bought with Stone Buyer **I255**.

⇒ If stone is placed on the “Plow 1 Field” space for other reasons (Mailman **WM35**) then you may not discard this card to plow.

Peasants Boutique

(3 VP. Req Return Basket Maker's Workshop.)

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.

Rock Pyramid

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.

⇒ If you build a stone room using Stone House Extension **E55**, Mason **E191**, etc, you may plow one field.

⇒ If you build more than 1 stone room at the same time, you can plow more than 2 fields.

Sofa

(Cost 1R.)

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

Star Classification Meal

(1 VP. Req stone house.)

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

Stone House Reconstruction

(1 VP. Cost 1S.)

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.)

Straw-Thatched Hut

(Req 2 planted fields.)

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.

⇒ Sets a new optional base cost for clay rooms.

FR037

⇒ Can be combined with Bricklayer **I243**, a clay room costs 1F 1G.

Sunday School

(Cost 2F.)

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.

⇒ You must still pay any additional costs of the occupation.

Swimming Studio

(1 VP. Cost 1R.)

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

The Port Le Havre

(1 VP. Req 1 oven.)

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

Threshing Machine Plow

(Cost 1W.)

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.)

⇒ The three spaces are the three farmyard spaces that do not touch the edge of the farmyard in any way.

⇒ You may only use the effect of this card if all three spaces are able to be plowed.

⇒ You must plow all three spaces with this plow.

Timetable

(Req 1 major imp.)

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

⇒ These resources are not “in your supply” and therefore cannot be used in combination with Storehouse Clerk **K287** or contribute to the Joinery/Pottery/Basketmaker's Workshop bonuses.

⇒ A major improvement played “as a minor” or that “is a minor to you” satisfies the prerequisite.

Trees for the Citizens

(1 VP. Cost 3W. Req 3 occ.)

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.

Trip to the Lake

(Cost 1R. Req 2 occ.)

Whenever you use the “Fishing” Action space, you receive an additional 1 Food and 1 Wood.

Tuileries Garden

(1 VP. Cost 1W 3S. Req 4 occ.)

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.

⇒ You receive the Grain or Vegetable from the supply before sowing it (so therefore it triggers cards like Market Woman **K292**).

Vegetable Harvest

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

FR047

FR048

FR049

FR050

FR051

FR052

FR053

FR054

FR055

FR038

FR039

FR040

FR041

FR042

FR043

FR044

FR045

FR046

Watering Can

(Cost 1F.)

Immediately add 1 Grain from the supply to each of your planted Grain fields and 1 Vegetable to each of your planted Vegetable fields.

⇒ This card has no effect on fields with other resources planted on them.

Wild Game

(Cost 1 Wild boar.)

You immediately receive 5 Food.

Winter Deadwood

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.

⇒ The wood comes from the supply.

Witches' Dance Ground

(Req 3 occ.)

Place this card on or beside your farm. If you place it beside your farm, you gain 2 extra farmyard spaces (to be scored

FR056

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.

⇒ If you extend your farm with this card, you do not receive any additional points for the Cloister Dweller **WM10**.

⇒ If you cover part your farm with this card, Cloister Dweller **WM10** scores as if those two spaces were not a part of your farm.

FR057**FR058****FR059****Wood Saw**

(Cost 1W.)

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

⇒ You may activate the Wood Saw at any time, provided every other player has more family members than you.

⇒ This card has no effect in solo games.

FR060

14.1.7 Minor Improvements (FL/WA)

Farm Cart (1 VP. Cost 3W.)

FL001

Whenever you use the “Sow” action, you can Sow 1 Grain on an existing Vege field or 1 Vegetable on an existing Grain field.

⇒ You can have at most 1 pile of Vegetables and 1 pile Grain on each field.

Beguine Courtyard (1 VP. Cost 2C 2S.)

FL002

Once your home is shaped like the picture below (5 room home shaped like a “C”), you must immediately move all the people still in your supply into your home. They may take actions starting that round.

⇒ They count as adult Family members and not “newborns”.

Belgian Shepherd (1 VP. Req 1 sheep.)

FL003

You may keep up to 2 Sheep on exactly 1 Unused space in your farmyard. The space still counts as unused. You may not keep any animal other than the Belgian Shepherd in your home.

⇒ Even if you have special Occupations or Improvements.

Educational Building (Cost 2C 1R.)

FL004

This card is an additional Action space for you only. The first time you use your 3rd and/or 4th Family member this game, you may use it on this card and alternate placing 1 Wood and 1 Stone on each remaining Round space. Start with Wood. At the start of these rounds, you receive the resource.

Brabant

FL005

At the end of the game, you receive 5 Bonus points if have 2 or 3 animal categories where you score 1 negative point.

⇒ You still lose the points for the missing animal types.

Endive Field (Cost 2F. Req 2 occ.)

FL006

When you play this card, you receive 1 Vegetable. In Rounds that end with a Harvest, you may Sow Vegetables on this card as if it were 1 field.

⇒ This card counts as a field but not for scoring.

Diamond Trading Post (1 VP. Cost 3W 3C. Req 3 occ.)

FL007

Place 3 Stone from the general supply on this card. At any time, you can move these Stone in your supply. At the start of each Harvest, if you have more Stone in your supply than there are on this card, you may return 1 Stone on this card for a pair of animals. You receive Sheep/ Wild boar/ Cattle with the 1st / 2nd / 3rd return.

Wooden Draisine (Cost 2W.)

FL008

You can use 2 orthogonally adjacent Accumulation spaces on the same game board with 1 person by placing the person between the spaces. You must leave 2 of the items on each space.

⇒ Afterward, both spaces count as occupied.

Ebony Shoe (Cost 1W.)

FL009

If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Clay. After playing this card, the next player

to have no Unused farmyard spaces receives 3 Bonus points.

Stuck Cart (Cost 2F. Req 2 people placed.)

FL010

Immediately place and use all the Family members that are in your home.

⇒ Afterward, play continues as normal. This card can only be played during the Work phase.

Towhead (Cost 1 F. Round 4 or before.)

FL011

Place the after “Family growth also 1 Minor Improvement” Action space face-down on Round 6. In Round 5, you can use it as if it were already face-up.

⇒ In addition to the regular new Action space in Round 5.

Cart (Cost 3W.)

FL012

Whenever there are at least 6 Wood, 5 Clay, 4 Reed, or 3 Stone on an Action space, only you can take this space with your first person in the Work phase.

Gift Table (Cost 1 W.)

FL013

Pile 1 of each on this card (from bottom to top) : Vegetable, Wood, Sheep, Wood, Grain. At any time, you may buy the top item for 1 Food. When you buy the Sheep: it moves to your supply, it can be exchanged for 2 Food at any time, it does not breed, and it counts for scoring.

Jenever Distillery (1 VP. Cost 3C 1S.)

FL014

When you play this card, place 1 to 4 Wood from your supply on this card. You can move this Wood back to your supply at any time. In the Field phase of each Harvest, you receive 1 Food for each Wood on this card (without removing the Wood).

⇒ (FotM) Place 1 to 3 Wood from your supply on this card.

Courtyard Garden (Cost 1S 3W. Req Wooden Hut.)

FL015

At the end of the game, you receive 2 Bonus points for each Unused farmyard space orthogonally adjacent to your Stone house.

⇒ These spaces still count as unused when scoring.

Janneken Pis (1 VP. Cost 1S. Req a Well.))

FL016

Your Well is an additional Action space for you only. Whenever you use your Well, you activate its effect again.

⇒ Wells are cards whose name ends with “Well”.

⇒ (FotM) You can use your well 3 times maximum.

Bobbin Table (Cost 1W.)

FL017

This card is an additional Action space for you only. Whenever you use this space, you may afterward (and until the next Harvest) use Action spaces even if they are occupied.

Office (1 VP. Cost 4C 3W 2R.)

FL018

At any time, you may exchange 1 Clay for 1 Stone. At any time you may exchange 1 Grain in your supply for 1 Vegetable. At any time you may exchange 1 Wild boar for 1 Cattle.

⇒ (FotM) Cost 3C 2W 2R.

Lantern Wonder
(8 VP. Req no occ.)

At the end of the game, you receive 1 Negative point for each card in your hand. (Cards must be played and cannot be discarded.)

⇒ (FotM) You still receive 1 Negative point for each card in your hand with Yeoman Farmer **E165**

Love Garden

(Cost 2F. "Family growth" Action space in play.)

At the end of a Work phase, whenever you have more rooms than people and all "Family growth" and "Build room(s)" Action spaces are occupied, you immediately receive a Family member token as a newborn.

Lions Mound

(1 VP. Cost 5C. Req see below.)

You may only play this card after Round 13/11/9/7/4 in a 1/2/3/4/5 player game. At the end of each Work phase, you receive 1 Bonus point if no other player occupies an Action space with a lower round number than you do.

⇒ Using the Round 1 space guarantees you the point.

Corn Maze

(Cost 1F. Req 2 Grain fields.)

At the start of each round, you receive 1 Wood and 1 Reed if you have 4 Grain fields arranged in 2x2 (In the Field phase of each Harvest, you may not skip harvesting).

Carrot Museum

(1 VP. Cost 2C 1W. Round 7 or before.)

At the end of Rounds 8, 10, and 12, you receive 1 Stone for each Vegetable field that you have; you also receive 1 Wood for each Vegetable that you have in your supply.

⇒ (FotM) Up to a maximum of 2 Stone and 2 Wood at rounds 8, 10 and 12 (buff to 2 VP).

Lover's Tryst

(Req 2 occ.)

If you play this Minor Improvement on the "Starting player" Action space, instead of taking Starting player, you may take a "Family growth" action. You must have room in your home.

⇒ (FotM) From Round 5, you can play Lover's Tryst.

Cockaigne

(Req at most 1 occ.)

Once during the game, when you have at least 1 Food, 1 Grain, and 1 Vegetable in your personal supply and 1 Sheep and 1 Wild boar on your farmyard, you may choose to not place any people in a round and instead receive 7 Bonus points.

Speculoos Bakery

(1 VP. Cost 2W 2C.)

Whenever you use the "Bake bread" action on an Action space, you may also exchange 1 Grain for 1 Guest token to place in the same round.

⇒ Return the Guest token after using.

⇒ (FotM) You can exchange 1 Grain for 1 Guest token 3 times maximum.

Trappist Beer

(Req Play with "Major improvement" action.)

At the start of each Harvest, you may pay 1 Grain to skip all 3 phases of that Harvest.

⇒ (FotM) You can pay 1 Grain to skip all 3 phases of that Harvest 1 time maximum.

Hash with Fries

(Req 1 Grain, 1 Vegetable and 1 cattle.)

Immediately convert 1 Grain, 1 Vegetable and 1 Cattle to 3 Bonus points and 5 Food.

FL019**Bird Trap**

(Cost 2W. Req 1 Grain field)

In the Field phase of each Harvest, you receive 1 Food from the general supply and you can Harvest 1 additional resource from 1 field of your choice.

Wild Boar Hunt

(1 VP. Req 2 occ.)

In the Replenish phase of each even-numbered round, place 1 additional Wild boar on the "Take 1 Wild boar" Action space. Every round, other players can only use the "Take 1 Wild boar" Action space with their first person.

Clutch Drive

(Cost 1C. Req 1 occ.)

Whenever you use the Round space with the number that is equal to the total of Wood in your supply, you receive 1 Wood from the general supply afterwards.

Ardennes

(Req 6C.)

Place 1 Wood on each remaining even-numbered Round space. At the start of these Rounds, you receive the Wood.

Begging Letter

(Req No Food.)

Each of your opponents must give you 1 Minor Improvement card from their hand. Choose 1 of those cards and take it into your hand. Then shuffle the remaining cards and the Begging Letter and deal 1 card at random to each of your opponents. Immediately afterwards, you receive an additional "Minor Improvement" action.

Beer Table

(Cost 2W. Req No Grain.)

At the end of the Field phase of each harvest, you may pay 1 Grain for 2 Bonus points. If you do, all other players receive 1 Food from the general supply.

⇒ (FotM) At the end of the Field phase of each harvest, you may pay 1 Grain for 1 Bonus point, up to a maximum of 5 bonus points.

Beer Museum

(2 VP. Cost 2C 2W. Req 2 Grain.)

In the Feeding phase of each harvest, you may convert 1 Grain to 6 Food, but you only receive the Food in the Field phase of the next harvest.

⇒ You do not need any improvement with the bread symbol for this conversion.

⇒ (FotM) 1 Grain to 4 Food.

Beer Parlor

(Cost 2C.)

When you play this card, you receive 1 Grain. Before each Returning home phase, if all of your Family members were placed on the same game board, you may convert 1 Grain from your supply into 3 Food.

⇒ All the Action spaces are distributed on 3 game boards. You do not need any improvement with the bread symbol for this conversion.

Comic Shop

(3 VP. Cost 1W 1C. Req play in Round 8 or 9.)

This card is an additional Action space for all players. It can only be used if the player using it has no more Family members in his home afterwards. In the Work phase of the following 2 rounds, that player may place up to 2 persons whenever it is his turn.

Steam Engine

(1 VP. Cost 2W.)

Whenever you use an accumulation space with the last person you place each Work phase, you can also take a "Bake bread" Action afterwards.

⇒ Accumulation spaces are those Action spaces on which goods or Food accumulate.

FL029**FL030****WA001****WA002****WA003****WA004****WA005****WA006****WA007****WA008**

⇒ (FotM) You can take a “Bake bread” once a Stage.

Bowler Hat

(Cost 1R.)

Whenever another player uses the “Fishing” Action space with a person, he must first pay you 1 Food. In the following Returning home phase, place 2 Food from the general supply on that Action space.

WA009

Franki Pile

(Req 2 occ.)

Place 1 Stone from the general supply on as many of your unused Farmyard spaces as you choose. These spaces still count as unused; you may not use them any more except to build rooms on them. Whenever you build a room on such a space, pay 1 Building resource of your choice less and place the Stone from the space in your supply.

WA010

Islands of Peace

(Cost 1F. Req 2 plowed fields.)

Place 1 Food from the general supply on every junction point between 4 of your unused Farmyard spaces (maximum 5 Food, in rare cases 6). You receive the Food when all the corresponding 4 spaces are used.

WA011

Cast-iron Oven

(2 VP. Cost 3C.)

Whenever you use the “Bake bread” Action or after you play an Occupation, you may convert 1 Grain into 4 Food with this Oven.

WA012

Ideal Landscape

(-1 VP. Req 8 unused farmyard spaces.)

At the end of the game, if your farm contains exactly 4 pastures (totaling 6 pasture spaces), 5 fields and 4 rooms, you receive 4 Bonus points.

WA013

Cat Tongue

(Cost 1F.)

Whenever you use a “Family growth” Action, you receive a Guest token which you may use immediately in a Work phase to place it on the “Fishing” Action space only.

WA014

No Son of Man

(Req 1 occ.)

You receive 1 Wood and may immediately place another person.

WA015

No Potato

(Req 5 cards played.)

Until the end of the game, Vegetables give you 1 Food less. For every harvest remaining when you play this card, you receive 1 Bonus point. Begging cards included in prereq

WA016

⇒ (FotM) Req changed to 9 cards played. Until the end of the game, Vegetables give you 1 Food less. For every harvest remaining, except the last Harvest, when you play this card, you receive 1 Bonus point. Begging cards included in prereq

Grey Matter

WA017

You receive 1 Wood for every Improvement in front of you whose function you didn't use so far.

Cloister Ruins

(1 VP. Cost 5F.)

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

WA018

La Grace Fountain

(2 VP. Cost 2S.)

Place 1 Food on as many remaining Round spaces as you have Sheep. At the start of these rounds, you receive the Food. This card counts as a Well.

WA019

Market Fountain

(3 VP. Cost 3S.)

At the start of the next Work phase, place 1 Food on each of the next 6 remaining Round spaces. At the start of these rounds, you receive the Food. This card counts as a Well.

WA020

Marly Machine

(Cost 1 W 1F. Req at least 1 opponent has a Well.)

At the beginning of a turn, whenever at least one player (including you) gets at least 1 Food from a Well, you also get 1 Food.

WA021

Materne Jam

(Req 1 occ.)

At the start of each harvest, you may show and discard 1 Minor Improvement card from your hand. If you do, you receive 1 Building resource from the general supply of a type that would be needed to play the discarded card.

WA022

Pilgrimage Site

(Req Improvements with total value of 3.)

This card is an additional Action space for all players. A player who uses this Action must pay you 1 Grain to receive 1 Vegetable and 1 Stone from the general supply and 1 Bonus point. If you use the Pilgrimage Site yourself, pay the Grain to the general supply instead.

WA023

Smoking Mantlepiece

(-3 VP. Cost 1S. Req Clay or Stone house.)

When you play this card, you get 1 Bonus point per complete Round left to be played. You cannot use any more Renovation actions.

WA024

⇒ You cannot renovate to stone house if you play Stone Breaker **K303**

⇒ (FotM) Up to a maximum of 8 bonus points.

Saxophone

(Cost 1F. Req first person played this Work phase.)

Your remaining Family members leave the house and flee to different unused Action spaces on a single game board that is not occupied by your first person. Take those actions immediately in any order.

WA025

⇒ (FotM) Only one family member leave the house.

Hovering Stone

WA026

As soon as you use the Round space with the number that is equal to the total number of Stone in your supply, you receive 1 Stone from the general supply afterwards.

6th Sense Academy

(Cost 2F. Req 1 occ.)

In each Returning home phase, if you have 0 of exactly one of the goods shown below (G V W C R S), take 1 of that good from the general supply. You cannot convert goods to Food if you have exactly 1 of this good.

WA027

⇒ (FotM) You cannot convert Wood to Fuel if you have exactly 1 Wood.

Foie Gras

WA028

Whenever you use either the “Fishing” or “1 Reed” Action space on the middle game board, you get 2 Food if another person uses the other Action space later during this Work phase.

⇒ If the other Action space is already used, you gain nothing.

Archway

(4 VP. Cost 2C. Req no occ.)

This card is an additional Action space for all players. A player who uses it gets 1 Food and may move the person, immediately before the Returning home phase, to an empty Action space.

WA029

⇒ That Action ends the Work phase.

⇒ (FotM) 3 VP.

River Port

(1 VP. Cost 1F.)

At the start of the Work phase of each round, check which Action space holds the maximum number of a single good.

WA030

You may buy one good of that type from the general supply types of goods.
for 1 Food. In case of a tie, you can choose between those

14.1.8 Minor Improvements (G)

Almanac (Cost 1W 1S.)

G061

When you play this card, immediately take the field and breeding phases of a harvest on your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ Activates all your cards that can be used during the field and breeding phases of a harvest.
- ⇒ Activates the Water Mill **I103** (only for you), also if owned by another player.
- ⇒ Does not activate the Layabout **I244**.

Animal Farm (Cost 1W. Req 2 animal types.)

G062

Once per round, you may return 1 of your animals to the supply for a guest token, which you place this round as you would a family member. (The guest represents the animal.)

- ⇒ You can use the Animal Farm at the latest when it's your next turn after the one in which you placed your last family member (including the occupant of the Reed Hut **K138** and other guests except for the one from the Keg **Z314**).
- ⇒ If another player has the Robber, Animal Farm does not count as a person left to place, unless you already took the guest token.
- ⇒ You can exchange an animal that comes directly from an action space or from an improvement or occupation, without having to make room for it in your farmyard.
- ⇒ If you discard the Animal Farm with the Madonna Statue **E38** before you've used the guest marker, you have to discard that guest marker without using it. If you've already placed the guest marker, it is discarded in the return home phase as usual.
- ⇒ (FotM) Requirement 2 animal types, except horse. You may return 1 of your animals to the supply for a guest token, except horse.
- ⇒ (FotM) The guest may be taken before or during your last family member placing.

Baking Field (Req 2 occ & 1 baking imp)

G063

When you sow, you can plant grain on this card as you would on a field. When harvesting, you must immediately bake this field's harvested grain.

- ⇒ You receive a baking action that you can and must use for this grain only.
- ⇒ The grain still counts as harvested, e.g. for Bountiful Harvest **G067** and Grain Market **G078**.
- ⇒ Every grain that is moved from this field to your personal supply has to be baked, including when Manure **I92**, Almanac **G061**, Harvest Feast **G080**, or Fish Farm **G115** are used.
- ⇒ Grain moved elsewhere (e.g. to another player's supply by Harvest Helper **I223**) cannot be baked immediately.
- ⇒ When you harvest more than 1 grain at the same time, e.g. with the Harvest Feast, you must bake all grain in 1 baking action.

- ⇒ If you cannot bake a grain, e.g. because you discarded your baking implement for the Madonna Statue **E38**, you must convert it to 1 food.
- ⇒ If you also have the Baker **E150**, you get two separate baking actions during the harvest; you may use the same baking implement for both.
- ⇒ This card does not count as a field when scoring.
- ⇒ It counts as a field towards prerequisites of minor improvements.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow on the Baking Field.
- ⇒ The Baking Field is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box **I90**.

Bartering Hut

G064

When you play this card, immediately buy up to 2 animals from the general supply. Pay any 2 building resources for each sheep, any 3 for each wild boar, and any 4 for each cattle.

- ⇒ The animals can be the same or different.
- ⇒ Building resources are wood, clay, reed, and stone.
- ⇒ You may immediately convert the animals to food with an appropriate improvement without having to make room for them in your farmyard.
- ⇒ In a solo game, this card is removed from the game after you play it.

Beehive Oven (1VP. Cost 2S.)

G065

Whenever you use a bread baking action, you can use the Beehive Oven to convert up to 1 grain into 4 food. Whenever you bake 1 or more grain into bread without using the Beehive Oven, you receive 1 additional food. When you play this card, you can also bake bread immediately.

- ⇒ Is both an oven and a baking improvement.
- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.

Birthstone

G066

Whenever you grow your family, you may pay 1 stone for 1 bonus point. When you play Birthstone, you may immediately do this for any new family member that you already received this round.

- ⇒ If you receive 2 new family members at once with Mother of Twins **Z336**, you may pay 2 stone for 2 bonus points.

Bountiful Harvest (Req 2 occ.)

G067

If you harvest at least 2 resources and breed at least 1 animal during a harvest, place 1 food from the general supply on this card. You may use this food at any time. At the end of the game, you receive 1 bonus point for each food on this card.

- ⇒ Food on this card is part of your personal supply, and counts for e.g. Pilgrim **G045**.
- ⇒ Is activated by Almanac **G061**.
- ⇒ If you also have Harvest Helper **I223**, grain harvested from another player's field counts for this card.
- ⇒ (FotM) At the end of the game, you receive 1 bonus point for each food on this card, up to a maximum of 3 bonus points.

Chronicle (Cost 2W or 2C. Req 1 occ.)

Place 1 food on each remaining major improvement on the major improvements board. When these improvements are acquired, you receive the food.

- ⇒ (FotM) If there are two major improvements on top of each other, place only 1 food on the revealed card.

Clear Cutting (Cost 1W. Req 1 occ.)

Whenever you plough 1 or more fields, you receive 1 wood from the general supply for each field you just ploughed.

- ⇒ (FotM) Is not activated when you place a field without ploughing, e.g. using the “Slash and Burn” special action, Cattle Collar **M017**, or Peat Burn-off **M016**.

Corral (Cost 3W. Req 1 occ.)

You may keep up to 2 animals of the same type on each unsowed field orthogonally adjacent to your home. Different corrals may hold different types of animals. At the end of the game, you receive 1 bonus point for each of these fields that holds at least 1 animal.

- ⇒ The fields do not count as pastures.

Cow Bell (Cost 1C.)

You may keep up to 2 cattle on each unused space on your farmyard, to a maximum of 4 cattle.

- ⇒ The spaces still count as unused.

Dunghill (Cost 1W. Req 2 occ.)

Whenever you have 2/3 different types of animals at the beginning of the field phase, you may add 1 more resource on 1/2 of your planted fields (or planted cards).

- ⇒ Animal cards like House Goat **K120** do not count, but animals kept on cards do.

Errant Oven

When you play this card, immediately take the “Bake bread” a bread baking action.

- ⇒ Is an oven, but not a baking improvement.

Extra Effort (Cost 1F.)

When you play this card, immediately build a major improvement.

- ⇒ Pay the costs for the improvement normally.

Farmers Market (Cost 2F.)

When you play this card, you receive 1 vegetable.

Gardening Tools (Cost 2W.)

Whenever another player sows, you may pay 1 food to the supply to immediately take a “Sow” action.

Gimlet (1VP. Cost 1W 1C.)

Pay 1 less wood/clay/stone for each wood/clay/stone room. Each round you build stables, pay 1 less wood for up to 2 stables.

Grain Market (1VP. Req 3 grain fields.)

Whenever you harvest at least 1 grain, you may immediately afterward exchange 1 grain from your personal supply for 1 vegetable.

Hammer

When you play this card, immediately take a “Fences” action. Pay 1 wood to every other player who has at least 1 fence.

- ⇒ ERRATA: error in printing of this card, the following font small text is missing: “After you play this card, pass it to the player on your left, who adds it to his/her hand”.

Harvest Feast (1VP. Req 3 occ.)

When you play this card, each player may immediately move any amount of their planted resources to their personal supply.

- ⇒ This does not count as a harvest.

Hayloft (Cost 1W.)

At the end of the game, you receive 1/2 bonus points for 3/4 stables, 1 bonus point if you have 3 stables, or 2 bonus points if you have 4 stables.

- ⇒ A stable used by Emergency Housing **Ö20** counts as a stable for the Hayloft.

Hired Helpers (Cost 1F.)

Each round, you may place 1 guest token as you would a family member. If you do this, you must place 1 fewer person next round. You can not use this ability in consecutive rounds nor in round 14.

- ⇒ You can decide to use the Hired Helpers at the start of any of your turns, and at the latest when it's your next turn after the one in which you placed your last family member (including the occupant of the Reed Hut **K138** and other guests except for the one from the Keg **Z314**).
- ⇒ You have to place the guest token in the same turn that you receive it, unless you skip that turn (e.g. because of the Robber **Č11** or (MOOR) because of a special action). If another player has the Robber, Hired Helpers does not count as a person left to place, unless you skipped a turn.
- ⇒ If you have a card that is activated by placing your last person or taking your last action, e.g. Magician or Opportunist, and you use that card when you place your last family member, you can no longer use the Hired Helpers that turn. You may choose not to use that card when you place your last family member, but then you have to use the Hired Helpers next turn (and it counts as a person left to place until then).

Holiday Present (Cost 1W or 1C.)

When you play this card, immediately either discard 1 begging card or take 1 animal (of your choice) from the supply.

- ⇒ If you take an animal, you may immediately convert it to food with an appropriate improvement

G077**G078****G079****G068****G069****G070****G071****G072****G073****G074****G075****G076****G080****G081****G082****G083**

without having to make room for it in your farmyard.

- ⇒ In a solo game, this card is removed from the game after you play it.

Horse Barn

(Req 1 occ.)

Whenever you sow, each field you sow that is orthogonally adjacent to exactly 1 stable gets an additional 1 grain or 1 vegetable. Each field that is orthogonally adjacent to 2 or more stables, gets an additional 2 grain or 2 vegetables.

- ⇒ It does not matter if the stable is fenced.
- ⇒ You can only put extra grain on grain fields, and extra vegetables on vegetable fields.
- ⇒ Cards such as Acreage **K105** and Bean Field **E18** do not benefit from the Horse Barn.
- ⇒ If you also have the Winter Garden **G118**, grain or vegetable fields inside your home do not benefit from the Horse Barn.

Irrigation Canal

(1VP, Cost 1W 1S.)

Whenever you plow a field that is orthogonally adjacent to a planted field, you may take 1 grain or vegetable from that field and sow it immediately on the newly plowed field. Place 1 fewer grain or vegetable from the supply on the newly planted field.

- ⇒ If you use the “Plough Field and Sow” action space, you may sow before you plough.
- ⇒ If you plow more than 1 field at the same time (e.g. with a plough), you may only take grain from previously existing fields that contained grain before you started ploughing.
- ⇒ You get a single sowing action that you can only use for one grain or vegetable per ploughed field. This activates e.g. the Smallholder **K286** and the Liquid Manure **K118**, but not the Scarecrow **Z324**.
- ⇒ Removing the grain or vegetable from the planted field does not count as a harvest.

Itinerant Laborers

(Cost 1F.)

When you play this card, immediately take a “Sow” action.

- ⇒ In a solo game, this card is removed from the game after you play it.

Magic Beans

(Cost 1 cattle.)

When you play this card, you receive 2 vegetables.

- ⇒ In a solo game, this card is removed from the game after you play it.

Meat Pie

(1VP, Cost 2F or 1 animal.)

Whenever you bake 1 or more grain into bread, you may pay 1 additional grain and 1 animal for 3 Bonus points. When you play this card, you may also take the “Bake bread” action.

- ⇒ Is activated when you use a baking improvement (with the “baking” symbol) to convert grain to food.
- ⇒ You may only use this card once per baking action, regardless of how many grain you bake.
- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.

- ⇒ (FotM) You may pay 1 additional grain and 1 animal for 2 Bonus points (up to a maximum of 6 bonus points).

Migrant Workers

(Cost 2W, Req 1 Occ.)

Whenever you use the “Day Labourer” action space, you may immediately afterward pay 1 food to plow 1 field.

- ⇒ You can use the food from “Day Labourer” to pay for the field.

Paddocks

(Req 1 pasture & 1 occ.)

You may not use the Paddocks to fence unfenced farmyard spaces.

- ⇒ This is a fence building action, and activates Farmer **E160**, Hedge Keeper **E175**, and Stablehand **E207**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Pelt Roof

(Req 2 occ.)

For each wild boar, cattle, or 2 sheep you convert into food, you may place 1 reed from the general supply on this card. You may use this reed to extend or renovate your home.

- ⇒ If you convert a single sheep into food, you don't receive any reed, not even if you already converted a single sheep earlier.
- ⇒ Reed on this card is not part of your personal supply. It does not count for Basketmaker's Workshop **A9** or Storehouse Clerk **K287**.
- ⇒ You may not use the reed on this card to pay for the Wooden Hut Extension **I81**, Clay Hut Extension **K132**, or Stone House Extension **E55**.
- ⇒ If you also have the Pelts **K339**, Tanner **K280**, Basin Maker **K273**, Taxidermist **Z330**, and/or Brush Maker **E156**, you may use those cards as well as the Pelt Roof for each converted animal.

Pine Forest

At the start of each round, you may place 1 wood on this card if you have zero wood in your supply. When this card has 5 wood, move the wood from this card to your personal supply.

- ⇒ You may not give wood to the general supply for nothing, unless you also have the Pilgrim **G045**.
- ⇒ If you receive wood at the start of the round, e.g. because of Rancher **I340** or Private Forest **E45**, you may use the Pine Forest before you receive that wood.
- ⇒ You must take the wood as soon as there are 5 wood on the card; you may not wait until there is 6 or more wood on the card.

Plentiful Fields

When you play this card, you receive 1 food for each planted plowed field in your farmyard. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You do not receive any food for improvements with planted resources, such as Bean Field **E18** and Forester **K278**.
- ⇒ You receive only 1 food for a field with 2 stacks of grain because of the Scarecrow **Z324**.
- ⇒ In a solo game, this card is removed from the game after you play it.

G084

G085

G086

G087

G088

G089

G090

G091

G092

G093

Potter's Wheel
(Cost 1W.)**G094**

Whenever you convert 1 clay into food using the Pottery **A8** or Potter **E214**, you receive 1 additional food. The Pottery is now a minor improvement for you.

- ⇒ The Pottery still counts as major improvement as well, e.g. for Nosebag **M022** or Administration **M070**.

Private Market
(1VP. Cost 1W 1C.)**G095**

Once per round, you may exchange 2 food for a building resource of your choice.

- ⇒ Building resources are wood, clay, reed, and stone.

Private School
(1VP. Cost 3W or 3C. Req 1 occ.)**G096**

This card is an additional action space for all players. Any player who uses the Private School must pay you 1 food to play an occupation. All players must still pay any additional costs for their occupation (for Chief **E172**, Lover **K291**, etc).

- ⇒ If you use the Private School yourself, you do not need to have or to pay any food.

Pulley
(1VP. Cost 2W.)**G097**

Whenever you use the “Day LabourerDayXLabourer action space you may immediately afterward build one room.

- ⇒ Pay costs for the room normally. You can use discounts from e.g. Axe **E13** and Thatcher **E157**.
- ⇒ If you receive building resources for the “Day Labourer” action, e.g. because of Quarry **E54** or Clay Pit **K131**, you can use these to pay for the room.
- ⇒ Activates Wet Nurse **K270**, Building Tycoon **Ö07**, and Unusual Architecture **Ö22**.
- ⇒ If you also have the Oldest Occupation **G042**, you may first use the Pulley to build a new room and then the Oldest Occupation to grow a family member there.

Pumpkin Pie
(1VP. Cost 2 grain or 1 veg.)**G098**

Whenever you bake 1 or more grain into bread, you may pay 1 additional grain and 1 vegetable for 3 bonus points. When you play this card, you can also take the “Bake bread” action.

- ⇒ Is activated when you use a baking improvement (with the “baking” symbol) to convert grain to food.
- ⇒ You may only use this card once per baking action, regardless of how many grain you bake.
- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.
- ⇒ (FotM) You may pay 1 additional vegetable for 2 bonus points (up to a maximum of 6 bonus points).

Reed Beds
(1VP. Cost 2W. Req 1 occ.)**G099**

Whenever you use the “Plough 1 Field” action space, you receive 1 reed.

Reed Sale
(Cost 1R.)**G100**

When you play this card, you receive 3 food.

- ⇒ In a solo game, this card is removed from the game after you play it.

Remodeling
(Cost 1W 1R. Req 1 stable)**G101**

When you play this card, immediately return a stable from your farmyard to your supply and extend your wooden hut by 1 room. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The room does not cost anything, but you must pay the cost shown on this card.
- ⇒ You can not use discounts on room building costs, e.g. from Ladder **I91** and Thatcher **E157**, when paying for this card.
- ⇒ You cannot remove a stable that is used for Emergency Housing **Ö20**.
- ⇒ In a solo game, this card is removed from the game after you play it.

Sausage Grinder
(1VP. Cost 2S.)**G102**

Whenever you convert animals into food, you receive 1 additional food for each animal.

Scythe
(1VP. Cost 1W 1S. Req 1 occ.)**G103**

You may sow fields even if they already contain resources. Place the new resources on top of the existing ones. You cannot sow different resources on a single field.

- ⇒ If you receive extra resources when sowing, e.g. because of Smallholder **K286** or Liquid Manure **K118**, you also receive them when you use the Scythe.
- ⇒ Is activated by any sowing action, including those from Hobby Farmer **E180** and Five-year Plan **Č24**, except sowing actions on empty fields only (e.g. Corn Storehouse **I86**).
- ⇒ You may also use the Scythe on improvements like the Acreage **K105**, Bean Field **E18**, and Copse **I78**, and on the indoors field of Winter Garden **G118**, and on the farmyard spaces used by No-Till Farming **M078**.
- ⇒ If you sow an empty field, you cannot use the Scythe on that same field in the same sowing action.
- ⇒ You cannot use the Scythe twice on the same field in the same sowing action.

Seasonal Plants
(Req 1 occ.)**G104**

Whenever you sow during an even-numbered round, add 1 additional resource of the appropriate type to 1 field you just sowed.

- ⇒ You may choose to sow an extra resource on cards like Forester **K278** and Bean Field **E18**.

Seed Spreader
(Cost 1W 1C.)**G105**

Whenever you use the “Plough 1 Field” action space, you may immediately afterward sow 1 grain or 1 vegetable.

- ⇒ You get a single sowing action that you can only use for one grain or vegetable from your personal supply. This activates e.g. the Smallholder **K286** and the Liquid Manure **K118**, but not the Scarecrow **Z324**.

Shared Wall
(Cost 1S. Req 2 occ.)**G106**

Areas of one or more unused farmyard spaces that are completely surrounded by fences or rooms are now automatically

pastures. You may not use them any longer for any other purpose.

- ⇒ If you want, you can add fences of another colour where these pastures border your home, for clarity.
- ⇒ If a farmyard space is entirely surrounded by your home, it becomes a pasture as well, even though it is not connected to your other pastures. You may not create an unconnected pasture in any other way with this card.
- ⇒ The sides of your home do not count as fences (even when they help surround one of your pastures). If you create a pasture by placing a new room, this does not count as building fences, e.g. for Hedge Keeper **E175**. It does count as fencing a new pasture for Shepherd's Crook **I77** and Animal Breeder **K307**.
- ⇒ If Shared Wall is discarded with the Madonna Statue **E38**, incompletely fenced spaces are no longer pastures. Leave the fences on your farmyard; they have no effect.

Sheep Market (Cost 1W. Req 1 occ.)

G107

At the beginning of each harvest, you may exchange 1 grain or vegetable for 1 sheep. Alternatively, you may exchange 1 sheep for 1 grain or vegetable.

- ⇒ Is activated before the field phase of the harvest.
- ⇒ If you take a sheep, you may immediately convert it to food with an appropriate improvement without having to make room for them in your farmyard.

Sheepdog (-)

G108

You may keep up to 2 sheep on each unused space in your farmyard. You may not keep any animal other than sheep in your home. The Sheepdog must be fed 1 food each harvest.

- ⇒ The farmyard spaces where you keep the sheep still count as unused.
- ⇒ If you don't have enough food to feed the Sheepdog, you have to take a begging card.
- ⇒ The food for the dog must be paid during the feeding phase of the harvest.
- ⇒ If you already have played the House Goat **K120**, you cannot play the Sheepdog, and vice versa.
- ⇒ The Sheepdog does not count as an animal, e.g. for prerequisites of minor improvements.

Sheepskin Rug (Cost 1 sheep.)

G109

At the end of the game, if you own a Fireplace **A1/A2**, you receive 2 bonus points.

- ⇒ A Simple Fireplace **E20** counts as a fireplace; a Cooking Hearth **A3/A4** doesn't.
- ⇒ You only receive the bonus once, even if you have 2 fireplaces.

Shovel (Cost 1W 1C.)

G110

Whenever you use the "Day Labourer" action space, you may immediately afterward take the "Sow" action.

- ⇒ If you receive resources on the "Day Labourer" action space, e.g. because of Seasonal Worker **E202** or Undergardener **E166**, you may use these in the sowing action.

Sickle (Cost 1W.)

G111

At the end of the game, you receive 3 bonus points if you have at least 5 plowed fields, 8 grain and 4 vegetables.

- ⇒ Planted grain and vegetables count.
- ⇒ Improvements such as Acreage **K105** and Bean Field **E18** do not count as fields for this card.
- ⇒ (FotM) At the end of the game, you receive 2 bonus points if you have at least 5 plowed fields, 8 grain and 4 vegetables.

Stone Crane (1VP. Cost 1W 1S. Req 2 occ.)

G112

Whenever another player builds a room or renovates, you may immediately perform this action yourself (without placing a family member). Pay the costs using 1 less building resource of your choice.

- ⇒ You cannot build a room when another player renovates, or vice versa.
- ⇒ If the other player builds multiple rooms, you may build up to that same number. The Stone Crane gives a discount on all of those rooms.
- ⇒ You can use cards like Axe **E13** or Renovator **E199** to reduce the costs of the new room(s) or the renovation.
- ⇒ Is also activated when another player builds a room or renovates because of an improvement or occupation, such as Wooden Hut Extension **I81**, Master Builder **E151**, or Builder's Trowel **E50**.
- ⇒ If the other player does an additional action, e.g. builds a stable as well as a room, or plays an improvement as well as renovates, you cannot do that action as well.

Stone Kitchen (2VP. Cost 3S.)

G113

At any time, you may convert goods to food as follows: vegetables → 4 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use the "Bake bread" action, you may convert: grain → 3 food.

- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Stonecutter's Hall (2VP. Cost 2S 3W or 2S 3C or 2S 3R.)

G114

In each harvest, you can use the Stonecutter's Hall to convert at most exactly 1 stone to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 stone.

Fish Farm (Req 1 planted field & 1 occ.)

G115

Whenever another player takes the "Fishing" action, you can take 1 grain or vegetable from each of your planted fields and place it in your personal supply.

- ⇒ This also applies to field cards such as Acreage **K105** and Bean Field **E18**.
- ⇒ You cannot take other resources, such as wood from Copse **I78** or Forester **K278**.
- ⇒ Using the Fish Farm does not count as harvesting.
- ⇒ Activates Sower **Z331** when used, but not e.g. Corn Storehouse **I86** or Gardener **I226**.
- ⇒

Tree House
(Cost 2W 1R. Req 3 occ.)

G116

Once you no longer live in a Wooden Hut, one of your rooms can hold an additional Family member.

- ⇒ You can take a normal family growth action even if you have the same number of family members as rooms.

Vegetable Scoop
(Cost 2W.)

G117

Whenever you use the “Take 1 Vegetable” action space, you receive 1 additional vegetable.

Winter Garden

G118

You may sow 1 of your rooms as if it were 1 field. Whenever you have an animal in your home (including House Goat **K120**), move all resources planted in this room to the general supply. Harvest resources from your room as normal and additionally at the end of rounds 6, 8, 10 and 12.

- ⇒ The Sheepdog **G108** does not count as an animal for this card.
- ⇒ You are allowed to sow in a room when you have an animal in your home, e.g. to use the Serf **K266**, but you lose the grain or vegetables immediately.
- ⇒ You cannot use the Scarecrow **Z324** when you sow in a room.
- ⇒ The field in your home does not count as a field for prerequisites of minor improvements or in scoring at the end of the game.

Wooden Bridge
(1VP. 3W.)

G119

Whenever you use the “1 Reed” action space, you receive 1 additional food. Whenever you use the “Day Labourer” action space, you receive 1 additional Reed.

14.1.9 Minor Improvements (Z)

Stump-Jump Plough

(Cost 2W.)

Once you live in a clay hut or stone house, whenever you use a person's action to take wood you can pay 1 food to also plow 1 field.

- ⇒ This is a plough.
- ⇒ Is activated when you use an action space on which wood is placed each round. You cannot use such an action space just to use this card if the action space contains no wood (e.g. because of the Wood Distributor **K284**).
- ⇒ Is activated even if you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**.
- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor **K284**.
- ⇒ Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "Take 1 Building Resource" in 3-player game if you take wood.
- ⇒ Is not activated when you receive wood because of a minor improvement or occupation.

Keg

(Cost 1W.)

Once all the people have been placed in this round, you may place a guest marker to carry out an additional action. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ The guest is played after all family members, other guests, and the occupant of the Reed Hut **K138**, but before moving a person (e.g. because of the Countryman **K289** or Acrobat **K269**).
- ⇒ The action performed by a guest counts for the Church Warden **I227**.
- ⇒ The guest does not need to be fed during harvest time.
- ⇒ This card is passed to the left immediately when it has been played. The next player may use the Keg the same round.
- ⇒ In a solo game, this card is removed from the game after you play it.

Brewer's Copper

(1VP, Cost 1 Grain 1S.)

During the feeding phase of each harvest, you can use the Brewer's Copper to convert at most 1 grain to 2 food. At the end of the game, you receive 1 bonus point if you have at least 7 grain.

- ⇒ Using the Brewer's Copper does not count as baking.

Bust

(2VP, Cost 1S.)

This card cannot be played once all other players have 2 or more occupations (3 occupations in a 3-player game, 4 occupations in a 2-player game).

- ⇒ In a 1-player game, you can always play this card.

Family Portrait

Pay 2 food for each of your family members, and receive a total of 4 bonus points. After you play this card, pass it to

Z313

the player on your left, who adds it to their hand.

- ⇒ Write the bonus points on the scoring pad.
- ⇒ You do not have to pay for guests or the occupant of the Reed Hut **K138**.
- ⇒ In a solo game, this card is removed from the game after you play it.
- ⇒ (FotM) Pay 2 food for each of your family members, and receive a total of 2 bonus points.

Barbecue

Z318

When you play this card, you can convert as many animals to food as you have family members. For each sheep, you receive 3 food; for each wild boar, 4; and for each cattle, 5. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You do not need a cooking improvement to convert the animals to food.
- ⇒ Is not a cooking improvement. Does not activate the Schnitzel Mallet **Ö18**.
- ⇒ Guests or the occupant of the Reed Hut **K138** do not count as family members.
- ⇒ You may choose to convert fewer animals to food than you have family members.
- ⇒ In a solo game, this card is removed from the game after you play it.

Pumpkin Seed Oil

(Req 1 veg field.)

Three times during the game (but at most once per round), you can place 1 vegetable from your personal supply on this card and receive 3 food in exchange. The vegetables on this card are counted in the scoring at the end of the game.

- ⇒ You do not need a cooking improvement to exchange the vegetable for food.
- ⇒ A harvest counts as part of the preceding round.
- ⇒ Placing a vegetable on this card does not count as sowing.
- ⇒ The vegetables on this card are not considered to be in your personal supply.
- ⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Pumpkin Seed Oil, if there are vegetable markers on those cards.
- ⇒ The Giant Pumpkin **Z323**, Seed Trader **Z332**, and Grocer **E184** do not count as prerequisites.
- ⇒ Placing a vegetable on this card does not activate the Spices **E25**.

Maypole

(Cost 1W.)

Play this card before the end of round 4. When you play this card, place one of your unbuilt fences upright on an unused farmyard space. If you have not knocked it over by the end of the game, it is worth 2 bonus points.

- ⇒ The farmyard space counts as used, even if the fence is knocked over, in which case, it remains on the farmyard space. You cannot reclaim it for use as a fence.
- ⇒ The farmyard space cannot be used for anything else until the end of the game. In the scoring at

Z315

Z316

Z317

Z320

the end of the game, the farmyard space counts as used, even if the fence has been knocked over.

- ⇒ If another player knocks the fence over, you can re-place it.
- ⇒ Placing the Maypole does not count as building fences.
- ⇒ You cannot play this card after round 4, or after you've built all of your fences.

Ranch

(Req no unused spaces.)

Z321

For each round that has not yet begun when you play this card, you receive 1 bonus point and 2 food.

- ⇒ Write down the bonus point(s) on the scoring pad immediately.
- ⇒ (FotM) Up to a maximum of 3 bonus points.

Dozing Bull

Z322

As long as you have at least 1 cattle in your farm, you can knock down your fences and rebuild them at any time, for no cost.

- ⇒ Your animals do not run away.
- ⇒ Fences must always be placed according to the rules.
- ⇒ Rebuilding fences does not activate the Animal Breeder **K307**, Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207**, and Shepherd's Crook **I77**, or another player's Fencer **I264**.
- ⇒ When you rebuild the fences, you must use the same number of fences. You may not remove fences from your farm.
- ⇒ You can only rearrange those fences that have been placed as fences; not those used by the Waggenburg **Č16**, Hop Field **Č18** or Maypole **Z320**.

Giant Pumpkin

Z323

Place 1 vegetable from your own supply on this card. At any time, you can harvest this vegetable and convert it to food. If it is still on the card at the end of the game, you receive 2 bonus points.

- ⇒ You can count the vegetable in scoring at the end of the game.
- ⇒ You have to place the vegetable immediately when you play the Giant Pumpkin; you cannot play this card if you do not have a vegetable.

⇒ You may not place another vegetable on this card after you have harvested the first.

⇒ When you harvest the vegetable, you have to convert it to food immediately. You may not add it to your supply or sow it.

⇒ The Giant Pumpkin does not count as a field, and is not harvested during the field phase of a harvest. You cannot use the Gardener **I226** for the Giant Pumpkin.

Scarecrow

(Req 2 empty fields.)

Z324

Whenever you sow, you can pay 1 wood and sow 2 grain instead of 1 on an empty field.

- ⇒ You can use this card once for every sowing action.
- ⇒ You may not sow an extra stack of grain on a field that is not empty.
- ⇒ If you also have the Planter Box **I90**, Liquid Manure **K118**, Fieldsman **I219**, or Smallholder **K286**, you may add extra grain to both stacks when you sow. The field for which you use the Scarecrow counts as 2 fields for the Fieldsman and Smallholder.
- ⇒ In each harvest, you take one grain from each of the stacks.
- ⇒ The Bean Field **E18**, Lettuce Patch **E47**, and Turnip Field **K137** count as prerequisites for the Scarecrow, if there are no vegetables on them. The Acreage **K105** counts as two empty fields if there are no markers on it, and as one empty field if there is one field planted on it.
- ⇒ The Copse **I78**, Forester **K278**, Vineyard **Ö21**, and Giant Pumpkin **Z323** do not count as prerequisites.
- ⇒ You cannot use the Scarecrow to sow extra grain on the Acreage, or extra goods on the Copse, Forester, or Vineyard.
- ⇒ Fields that have two stacks of grain on them count as two fields for prerequisites. They count as 1 field during the final scoring.
- ⇒ When both stacks of grain have been completely harvested, you can only sow 1 grain on the field with your next sowing action, unless you use the Scarecrow again for that field.

14.1.10 Minor Improvements (NL)

Dutch Windmill

(1VP. Cost 2S 2W.)

Whenever you use the “Bake bread” action in a round immediately following a Harvest, you receive 2 additional Food.

⇒ (FotM) 2VP. and you receive 3 additional food.

NL001

Parlor

(Cost 1F. Req 2 occ.)

Immediately change 1 room at no cost into a Stone room. (You will never need to renovate this room. Your home is still considered the material of your other rooms.)

⇒ (FotM) If you live in a wooden/clay hut you do not need to heat the Parlor, in a stone house you must follow the usual rules.

NL002

Year of Disaster

(Req 2 occ.)

Between the next Harvest and the Harvest after that, each other player must pay 1 Food to the general supply at the start of each Work phase. If they cannot pay 1 Food, they receive 1 negative point.

NL003

Cheese Market

At the end of each round that does not end with a Harvest, the player with the most dairy animals receives 1 Grain. (Dairy animals are Sheep and Cattle). Cattle count double in this calculation. If you tie for the most, only you receive the Grain. If two other players tie or no one has dairy animals, no one receives the Grain.

NL004

Studio

(1VP. Cost 1C 1R.)

In the Feeding phase of each Harvest, you can use the Studio to convert either 1 Wood, Clay, or Stone into Food. You receive 2 Food for Wood or Clay and 3 Food for Stone.

NL005

Backyard

(Cost 1W. Req 2 occ.)

Any 2x2 Unused farmyard space, where 1 of the spaces is orthogonally adjacent to your home, provides room for 1 person. (Once one of the spaces becomes used, move the Family member back to your supply or your home if you have room.)

NL006

Stage

(Cost 1W.)

Whenever you have a person on all 3 gameboards at the end of a Work phase, you receive 1 Food.

NL007

Water House

(Cost 1S 1C.)

In the Replenish phase of each round (Phase 2), place 1 additional Food on the “Fishing” Action space. Whenever another player uses the “Fishing” Action space, they must pay you 2 Food from that Action space.

NL008

Junk Room

(Cost 1W 1C.)

Whenever you play an Improvement (including this one), you receive 1 Food afterward.

NL009

Love Letter

(Req 2 imp.)

If you use a “Family growth” action 1/2/3 rounds after playing this card, you also receive 2/3/5 Food. (Mark the 3rd round with an Arrow marker.)

⇒ You can get food more one time, e.g. when you use “Family growth” 1 and 3 rounds after playing this card.

NL010

Spittoon

(Cost 1W. Req play in round without harvest*.)

Steal 2 Food markers from your left or right neighbor (your choice) and give them this card which they add to their hand.

NL011

(*Rounds without Harvest are 1,2,3,5,6,8,10, and 12)

Brook

(Req 1 of your people on “Fishing”.)

Whenever you use the “Take 3 Wood”, “Take 1 Clay”, or “Take 1 Reed” Action spaces located above the “Fishing” Action space, you receive 1 additional Food.

NL012

Grasshopper Bundles

(Req 2 pastures.)

In the Breeding phase of each Harvest, if you breed Sheep/ Wild boar/ Cattle and you have exactly 0-3/4-7/8+ planted Grain, you may receive 1 additional baby Sheep/ Wild Boar/ Cattle.

NL013

Ditch

(Cost 2F. Req 3 family members.)

When you Sow, you can plant Vegetables between orthogonally adjacent field tiles as though the gaps were fields. (These gaps do not count as fields when scoring.)

NL014

Row Boat

(1VP. Cost 1W. Req 1 occ.)

Whenever another player uses the “Fishing” Action space, you may move 1 of your already placed people to “Fishing” too and receive 1 Food from the general supply. (Thus, you free an Action space. You do not take the “Fishing” action.)

NL015

Caravan

(Cost 3W.)

This card provides room for 1 Family member.

NL016

Monastic Vows

At the end of each Work phase, you may take a Begging card. If you do, you may immediately receive 3 Food and place a Guest token. Afterward, return the Guest token.

NL017

Front Garden

(Cost 1S.)

At the end of the game, you receive 1 Bonus point for each Unused farmyard space diagonally or orthogonally adjacent to your home. (These spaces still count as unused when scoring.)

NL018

Milk Jug

(Cost 1C.)

Whenever any player uses the “Take 1 Cattle” Action space, you receive 3 Food and each other player receives 1 Food.

NL019

Beach Chair

(1VP. Cost 1R.)

Whenever any player uses the “Fishing” Action space, they may pay you 1 Food afterward for 1 Bonus point.

NL020

Large Greenhouse

(Cost 2W. Req 2 occ.)

Add 5,7, and 9 to the current Round and place 1 Vegetable on each corresponding Round space. At the start of these Rounds, you receive the Vegetable.

NL021

Bookcase

(Cost 2W. Req 1 occ.)

Whenever you play an Occupation, you receive 1 Vegetable.

NL022

Stone Bank

(Req 1 occ.)

Whenever you take Stone from a Stone Accumulation space, you may take 1 Stone only and leave any remaining Stone. Place the 1 Stone on this card. The Stone cost of all Improvements is reduced by the number of Stone on this card for you.

NL023

⇒ (FotM) Stone cost of minor improvements.

Park Bench

(2VP. Cost 1W. Req 8 unused farmyard spaces.)

The player on you left chooses 1 of your Unused farmyard spaces. Place 1 Wood from the general supply on this space.

NL024

It counts as used and you can not build anything on it. (In a Solo game randomly choose a space.)

Minimum Wage
(Req play in round 4 or before.)

NL025

Once each round, whenever you have no Food in your personal supply, you receive 1 Food.

Garden Wood
(Cost 1F.)

NL026

You immediately receive 1 Wood for every Unused farmyard space orthogonally adjacent to your home.

Grain Sheaves
(Cost 1F.)

NL027

Whenever you play another Minor Improvement, you receive 1 Grain afterward.

⇒ After playing this card, each time you play a minor improvement, receive 1 grain immediately afterward.

⇒ (FotM) Up to a maximum of 3 grain.

Cut Willows
(Cost 1W.)

NL028

Place 2 Wood from the general supply on this card. Whenever you take Wood from an Accumulation space, this card gets 1 additional Wood. Whenever you pay at least 1 Wood with a person's action, you may use 1 Wood from this card as payment.

⇒ Does trigger Wood Distributor **K284**.

⇒ Does not trigger on "1 Reed, Stone and Wood" action space, you get wood from the supply.

Dwelling Mound
(4VP. Req play in round 2 or before.)

NL029

Whenever you Plow, you must pay 1 Food for each new field.

⇒ (FotM) 2VP instead of 4 VP.

Dutch Claypipe
(Cost 1C.)

NL030

In the Returning Home phase after each Work phase where you gained at least 7 building resources, you receive 2 Food.

Vegetable Garden
(Req 3 occ.)

NL031

When you Sow, you can plant Vegetables on this card as you would on a field. When you play this card, it starts with 2 Vegetables planted on it from the general supply. After those Vegetables are harvested, it can be Sowed again. (This card does not count as a field when scoring.)

⇒ After harvesting the last vegetable, you do not get a free action "Sow" for this card, you have to take a "Sow" action to do that.

Wooden Shoes
(Cost 1W.)

NL032

Whenever you use a Stage 1 Action space (Round 1 to 4 spaces), you may reveal the next round card and place it in front of you. You and only you can use it this round. (At the start of next round, return the Action space to the board and all players use it normally.)

Herring Pot
(Cost 1C.)

NL033

Whenever you use the "Fishing" Action space, place 1 Food on the next 3 Round spaces. At the start of these rounds, you receive the Food.

⇒ (FotM) 4 times during the game, when you use the "Fishing" Action space, place 1 Food on the next 3 Round spaces.

Golden Earring
(Cost 1 Grain. Req play in round 7 or before.)

NL034

Each round, you may place your second person on this card instead of an Action space. If you do this, place 1 Grain from

the general supply on this card. At the end of the game, you receive 7 Bonus points if there are 2 Grain on this card.

⇒ Grain on this card do not count towards scoring.

⇒ (FotM) At the end of the game, you receive 4 Bonus points if there are 2 Grain on this card.

Wooden Gable
(Cost 2W.)

NL035

At the end of the game, if all of your rooms hold exactly 1 Family member, you receive 3 Bonus points.

Single-Sided Plow
(Cost 2W. Req 2 occ.)

NL036

Once during the game, when you use the "Plow 1 field" action, you may Plow 2 fields instead of 1. Additionally, you can Sow these new fields (1 or 2), but only with Vegetables. (This does not apply to the "Plow and/or Sow" action.)

⇒ (FotM) Cost 1W. Req 1 occ.

Poppy Field
(Req 1 unused farmyard space.)

NL037

You immediately receive 1 Grain and 1 Vegetable. The player on your left chooses 1 of your Unused farmyard spaces. Mark it with a green Arrow marker. This space must remain unused until all other spaces are used.

⇒ The space must be alone and last of the unused spaces on your farm.

Undergrowth

NL038

You immediately receive 2 Wood.

Stockpile
(1VP. Cost 5W.)

NL039

At the beginning of each round (before Phase 1), if you have exactly 0-1/2-3/4-5/6+ Food in your personal supply, you receive 1 Wood/Clay/Reed/Stone. (You may give Food to the general supply at any time.)

Ox Cart
(Cost 2W. Req play in round 11 or later.)

NL040

The first time you have 1 Cattle, you may immediately Plow 1 field for each Harvest remaining. (If you already have Cattle when you play this card, Plow immediately.)

Canal
(Req 2 occ.)

NL041

Whenever you use the "Fishing" Action space, you may take up to 2 different building resources that you do not have in your personal supply.

Draw Well
(2VP. Cost 2S 1W.)

NL042

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

Bottles
(4VP.)

NL043

When you play this card, immediately pay 1 Clay and 1 Food for each of your Family members. (Guests are not counted.)

⇒ (FotM) 3VP.

Pancake Pan

NL044

If you have a Cooking Improvement, you may convert 1 Grain into 2 Food at any time.

Dutch Mountains

NL045

You immediately receive 1 Stone.

Poorhouse
(Cost 1W 1C.)

NL046

At the start of each round, randomly choose 1 player among the players with the least Food markers in their personal supply, to receive 1 Food. If you have the least, then you receive the Food.

Early Grain**NL047**

Immediately harvest 1 Grain from each of your Grain fields.

Tulip Field

Req 1 empty field.

NL048

Immediately place 4 Food from the general supply on 1 of your empty fields. In the Field phase of each Harvest, move 1 of these Food to your personal supply. You cannot Sow this field until it is empty again.

Lumber mill

(2VP. Cost 2S.)

NL049

Pay 1 Wood less for all Major and Minor Improvements.

Night Watch

(2VP. Req at most 1 occ.)

NL050

The Night Watch is an additional Action space for all. In the Replenish phase of each round, add 1 Grain to this card. A player who uses this action must pay 2 Food to the general supply and receives the Grain. Some or all of this Grain may be immediately exchanged for Bonus points, 1 for 1.

⇒ (FotM) You can not exchange some or all of this grain for bonus points.

Carriage Trip

(Req 1 unplaced person.)

NL051

Immediately place 1 of your people.

⇒ This card can be only played in the work phase. Does not trigger with Scholar **K279**, Task Artisan **A096**, etc.

East India Company

(Cost 2C 1S 1R.)

NL052

Place 1 Grain, 1 Vegetable, 1 Sheep, 1 Wild Boar, 1 Cattle, 1 Wood, 1 Clay, 1 Reed, and 1 Stone on this card. At the start of each round, before Phase 1, you randomly take 1 good. (Goods on this card at the end of the game do nothing.)

House Boat

(1VP. Cost 2W.)

NL053

Place 2 Guest tokens on this card. In the Returning home phase each Round, you can use one of these Guests to use the “Fishing” Action space. (Return the Guest to the general supply after using it.)

⇒ If another player has played Net Fisherman **I248**, actions are resolved in turn order.

Horse-Drawn Boat

(1VP. Cost 2W. Req 3 occ.)

NL054

Alternate placing 1 Food and 1 Sheep on each remaining Round space. Start with 1 Food. At the start of these rounds you receive the item.

Golden Helmet

(2VP. Cost 2W. Req play in round 3 or before.)

NL055

Once each round that ends with a Harvest, immediately after placing 1 of your people, you may place 1 Food from the general supply on any Action space. The next player to use this Action space receives the Food (even in a following round).

Impossible Crate

(2VP. Req 12 unused fences.)

NL056

Add 3 to the current round and place 12 of your fences on the corresponding Round space. At the start of that round only, take your fences back and immediately take a “Fences” action without placing a Family member. (Pay fence costs normally)

Joy House

(1VP. Cost 1S 1W 1 Grain.)

NL057

Immediately after each Work phase, you may pay 1 Food to place 1 of your people on the Joy House instead of your home. Whenever you use a person from the Joy House, you may pay 1 Food to use 2 vertically adjacent Action spaces. Use the top one first then the bottom one. (People in the Joy House also use a room in your home)

Cypress

(5VP. Req exactly 3 family members*.)

NL058

Immediately remove the person who played this Minor Improvement from the game completely. This person does not occupy space in your home anymore. (You can only play this card using a Family member's action. The Cypress stands for death and mourning. *without guest)

⇒ If you play this card on “Family Growth and Minor Improvement”, newborn continue to occupy the action space.

⇒ You can play this card with Businesswoman **G025**.

⇒ If you play this card on “Starting Player”, it gives you the starting player marker, but other players are allowed to use “Starting Player” again.

⇒ (FotM) 3VP.

Bean Basket

(Cost 1R 1 vegetable.)

NL059

Place 2 Vegetables from the general supply on this card. Whenever you Plow 1 field, you may take 1 Vegetable from this card. Whenever you use the “Take 1 Grain” Action space, you may place 1 Vegetable from the general supply on this card.

Shack

(1VP. Cost 1S 1W.)

NL060

Whenever you start a round in a Wooden Hut, you receive 1 Food.

14.1.11 Minor Improvements (Ö)

Coffee House

(2VP. Cost 1W 1C 1S.)

The Coffee House is an action space for all players. Whenever a player uses the Coffee House, that player and the card's owner each receive 1 food from the general supply. In the next round, the person from this space can be placed before the starting player places his first person.

- ⇒ If you use this card yourself, you receive 2 food.
- ⇒ The person from the Coffee House is placed before using the Taster **I260**. The taster still pays food to the original starting player.
- ⇒ The Coffee House counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.

Ö13

Spielefest

(2VP. Cost 2W 3F. Req 3 occ.)

The Spielefest is an action space for all players. Whenever a player visits the Spielefest, he pays the owner of this card 1 food and receives 2 bonus points.

- ⇒ You can visit the Spielefest yourself. If you do, you do not need to have or to pay any food.
- ⇒ The Spielefest counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.

Ö14

Farmers' Ball

(1VP. Req 3 occ.)

When this card is played, each player who immediately pays 5 food into the general supply receives 3 bonus points.

- ⇒ Before paying 5 food, each player has the chance to convert goods to food.
- ⇒ (FotM) Each player who immediately pays 5 food into the general supply receives 2 bonus points.

Ö15

Neutrality

(Req 2 occ.)

In the next round, you can only place your people after the other players have placed all of theirs. For each person that you place late, you receive 1 bonus point.

- ⇒ If you would have placed a number of your people after all other player's people anyway, e.g. because you are last in player order or because you have more family members than anyone else, you do not receive bonus points for them.
- ⇒ You place your people after all guests of other players, including the one from the Keg **Z314**, but before moving a person (e.g. because of the Countryman **K289** or Acrobat **K269**).
- ⇒ You may not use the Taster **I260** next round. If you use the Coffee House **Ö13** this round, you may not place that person first.

Ö16

Guest Worker

(1VP. Req more rooms than people.)

Take a Guest marker. From the next round, you can place this as you would a family member. The guest worker can use the most recent round card even if it has already been taken. He occupies a room in your home and must be fed with 2 food during the feeding phase of each harvest.

- ⇒ The most recent round card is always the one corresponding to the current round, even if the

Ö17

Chamberlain **I238** has been played.

- ⇒ The guest worker may also be placed on another available action space, but in that case it has to be unoccupied.
- ⇒ The guest worker does not count as a family member when scoring or for the Ratcatcher **E198**, Midwife **I232**, Barbecue **Z318**, or Family Portrait **Z317**, but its action does count for the Church Warden **I227**.
- ⇒ Playing the Guest Worker is not a family growth action.
- ⇒ The guest worker is placed as one of the ordinary family members, before the occupant of the Reed Hut **K138** and the guest received from the Keg **Z314**.
- ⇒ If the most recent round card is "1 Stone", "1 Sheep", "1 Wild Boar", or "1 Cattle", and there are no animals on the space because another player took them earlier in the round, you cannot use that action in this round.

Schnitzel Mallet

(1S. Req 2 occ.)

For each cattle that you turn to food using a cooking improvement, you receive 1 additional food and 1 bonus point.

- ⇒ A cooking improvement is an improvement with a "cooking" symbol.
- ⇒ Is activated by using the Horse Butcher **M087**, but not by Barbecue **Z318**, Meat Seller **E162**, or Butcher **I247**.
- ⇒ (FotM) You receive 1/2/3 bonus points for 2/3/4 cattle converted into food using a cooking improvement.

Ö18

Compulsory Education

(Req 1 occ.)

Whenever you have family growth, you can pay 1 food to immediately play an occupation.

- ⇒ If you can also play a minor improvement, you must first play the occupation.
- ⇒ Is activated when you use the Wet Nurse **K270**, Lover **K291**, or Village Beauty **Z325**.

Ö19

Emergency Housing

(Cost 1W 1R. Req 1 stable.)

Select 1 of your built stables. It is now a room for one of your family members. The stable loses its original function, but it is still worth 1 additional point if fenced.

- ⇒ You can still keep animals in the pasture, as if the stable did not exist.
- ⇒ You may not build a second stable on that farmyard space.
- ⇒ Playing the Emergency Housing does not count as building a room and, for example, does not activate the Wet Nurse **K270**.
- ⇒ The stable only counts as a room when you have family growth (including when you use the Wet Nurse or Village Beauty **Z325**) or when you play the Guest Worker **Ö17**. It does not count as a room when renovating, scoring, or for other improvements and occupations.

Ö20

Vineyard

(1VP. Cost 1W 1S.)

Whenever you use the “Sow” action, you can plant up to 3 food on this card. Up to 3 stacks of food may be planted on it in total. These food are treated in the same way as sowed grain and are harvested during the harvest.

- ⇒ You place up to 3 food from your personal supply next to each other on this card, and pile additional food from the general supply on your own 1–3 food markers.
- ⇒ You may choose to only sow 1 or 2 food on this card. You may then in a later sowing action sow more food here.
- ⇒ In each harvest, you take one food from each of the stacks.
- ⇒ It is allowed to choose an action space with a sowing action, only to sow food on the Vineyard.
- ⇒ This card does not count as a field when scoring.
- ⇒ If you may place 4 grain on a field when sowing, e.g. with an occupation, you also receive 4 food on each stack on the Vineyard; if you would receive 5 grain, you receive 5 food. If you have the Fieldsman **I219**, you get a total of 5 food on the card if you only plant 1 food on this card (and nothing elsewhere); if you plant 2 food (and nothing else), you receive 4 food on each stack.
- ⇒ The Smallholder **K286** may not be used to plant extra food.
- ⇒ At the end of the game, the food is not counted as grain.

Ö21

- ⇒ The Vineyard is not considered to be adjacent to any farmyard space or other card, regardless of its location, and does not benefit from the Planter Box **I90**.

Unusual Architecture

(1VP. Cost 2C.)

Whenever you extend your home with 1 or more rooms, you receive 2 food for each new room.

Ö22**Lederhosen**

(Req 3 occ.)

For each sheep that you convert to food, place 1 food from the general supply on this card. If, at the end of the game, you have at least as many food on the Lederhosen as you have family members, you receive 2 bonus points; if you have twice as many, you receive 3 bonus points.

- ⇒ The food on the Lederhosen is not part of your supply. You cannot use it in any way.

Ö23**Styrian Oak**

(Req 1 occ.)

Place 5 food from the general supply on the Styrian Oak. At the start of each round, you can return 1 food to the general supply. Once during the game, at any time, you can pay the number of food (0 to 5) remaining on the Styrian Oak to receive 6 wood from the supply.

- ⇒ The food on the Styrian Oak is not part of your supply. You cannot use it in any way.
- ⇒ (FotM) You can pay the number of food (0 to 5) remaining on the Styrian Oak to receive 4 wood from the supply.

Ö24

14.1.12 Minor Improvements (Č)

Golden Hands
(Cost 1F.)

Č13

Whenever you play a minor or major improvement, you can replace exactly 1 building resource with another.

- ⇒ Building resources are wood, clay, reeds, and stone. You cannot replace anything else (food, grain, vegetables, animals, etc.).
- ⇒ (FotM) If you replace 1 stone, you must pay 1 additional food.

School
(1VP. Cost 1W 1C.)

Č14

Whenever you can play 1 minor or major improvement, you can play 1 occupation instead. The price of the occupation is 1 food.

- ⇒ You can also use the School for actions in which you can play only a minor improvement, such as the one on the “Family Growth and Minor Improvement” action space.
- ⇒ In combination with one of Traveling Salesman **K281**, Businessman **I228**, or Merchant **E179**, you can use the School to play either two occupations, or one improvement and one occupation, in any order.
- ⇒ (FotM) Do not trigger with special action cards.

Beer Festival
(Cost 1F. Req 3 persons.)

Č15

You can bake bread immediately when you play this card. At the end of the game, you get 1 bonus point for every 3 food you have left, with a maximum of 3 points.

Wagenburg

Č16

You may place 1 fence on each of any number of your unused farmyard spaces. This costs 1 wood per fence. You may at any time return a fence from a farmyard space to your personal supply. Spaces with fences count as used at the end of the game.

- ⇒ If you take fences back from your farm, you don’t get your wood back.
- ⇒ Farmyard spaces with fences also count as used during the game, e.g. for the Rancher **I340**.
- ⇒ Placing the fences is not a fencing action, and does not activate the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207**, or another player’s Fencer **I264**.

Chapel
(1VP. Cost 2C.)

Č17

The Chapel is an additional action space. Whenever a player uses it, they can discard up to 2 begging cards. Every begging card is paid with 1 stone, which is placed on the Chapel. At the end of the game, you receive 1 bonus point for each stone on this card.

- ⇒ The stone on this card is not part of your personal supply.
- ⇒ The Chapel counts as played improvement, e.g. for the Village Elder **I221** or as prerequisite for the Carp Pond **E31**.
- ⇒ (FotM) Up to a maximum of 4 bonus points.

Hop Field
(Req 1 empty field.)

Č18

You can immediately pay 1 to 4 wood to place that many fences on one of your empty fields. This field is no longer suitable for sowing, but will be scored as a field at the end of the game. For each fence on the field you receive 1 food immediately and 1 bonus point at the end of the game.

- ⇒ You cannot return fences from the field to your supply.
- ⇒ Placing the fences is not a fencing action, and does not activate the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207**, or another player’s Fencer **I264**.
- ⇒ (FotM) You can immediately pay 1 to 3 wood to place that many fences on one of your empty fields (up to a maximum of 3 bonus points).

Wine Cellar
(1VP. Cost 2S. Req 1 unfenced stable.)

Č19

Immediately convert one of your unfenced stables to a wine cellar by turning it on its side. You can no longer keep animals in it. You receive 2 food from the general supply in the field phase of each harvest. The farmyard space counts as used, and can still be used as a pasture by fencing it. The wine cellar does not count as a stable.

Golem
(1VP. Cost 2C. Req oven or cooking hearth.)

Č20

Place the 2 clay that you paid on this card. At the start of each of the next 2 rounds, return 1 of the clay to the general supply. In these 2 rounds, you use the action space where you place your first person, twice in succession. For accumulating action spaces, this means that for the second action you receive the number of resources or food that is added at the start of each round.

- ⇒ The clay on this card is not part of your personal supply.
- ⇒ You use only one person to take the double action.
- ⇒ The person counts only once for the Church Warden **I227**.
- ⇒ Taking a double action is not optional. You may only use an action space that you are able to use twice. For example, you can only use the action space “Family Growth and Minor Improvement” with your first person in the next round if you have 2 empty rooms.
- ⇒ If you only pay 1 clay for the Golem because of another improvement or occupation, you can only take the double action once, and only in the next round. If you pay no clay, you cannot take any double action. If you pay another type of resource, e.g. because of Golden Hands **Č13**, you cannot use those resources to take a double action.
- ⇒ (FotM) Do not trigger on “Family growth even without room” action space.

Venus Figure
(Cost 2C.)

Č21

Whenever you use the action space “Family Growth and Minor Improvement”, you may carry out the family growth action twice in the same turn, using only 1 person.

- ⇒ This action space is revealed in round 5, 6, or 7.
- ⇒ You may only play 1 minor improvement.
- ⇒ Taking the family growth action twice activates the Clapper **K127** only once, but Midwife **I232**, Adoptive Parents **K267**, Child Prodigy **Ö12**, and Compulsory Education **Ö19** twice.
- ⇒ You can only use the Farm Steward **I233** for the first family growth action.
- ⇒ You cannot use the Venus Figure on the action space “Family Growth without Room”, or “1 Occupation or Family Growth” in the 5-player game, or when you carry out family growth because of a card.
- ⇒ The person that takes the family growth action counts only once for the Church Warden **I227**.

Bible

(1VP, Cost 1W, Req 1 occ.)

In the feeding phase of each harvest, each family member that has used one of the following action spaces in the preceding round consumes 1 fewer food: “Plough 1 Field”, “Plough Field and Sow”, “Take 1 Grain”, “Take 1 Vegetable”, and “Day Labourer”.

- ⇒ If you also have the Cook **E181**, it is possible that some of your family members do not consume food at all.
- ⇒ You can use this card to pay less food for the occupant of the Reed Hut **K138** or the Guest Worker **Ö17**, but you do not receive food if you take any of the actions with another guest.
- ⇒ You can only receive the discount once for each family member, even if they took one of the ac-

tions twice because of e.g. Countryman **K289** or Golem **Č20**.

- ⇒ If you use the Acrobat to move a person at the end of the round, you receive the discount for that person.

Hunger Wall

(Cost 3C.)

In the feeding phase of each harvest, each player can pay 1 clay instead of 2 food to feed exactly 1 family member. Each paid clay is placed on this card. You receive 1 bonus point for every 2 clay on this card at the end of the game.

- ⇒ The clay on this card is not part of your personal supply.
- ⇒ If a player has the Bible **Č22**, and all their family members need only 1 food, they can still use the Hunger Wall, but only to replace just 1 food with 1 clay.
- ⇒ In the solo game, you can replace 3 food with 1 clay.
- ⇒ (FotM) Up to a maximum of 3 bonus points.

Five-year Plan

(Req 2 occ, 1 empty field.)

Place a claim marker on an empty field. You cannot sow again on this field. It no longer counts as a field, but only as a used farmyard space. You may immediately sow on all of your other empty fields. Put 2 extra grain or vegetables on each stack that you plant.

- ⇒ You put extra grain on grain fields, and extra vegetables on vegetable fields.
- ⇒ The field with the claim marker does not count as a field during scoring.

Č23**Č22****Č24**

14.1.13 Minor Improvements (P)

Angry Duck**P13**

When you play this card, if there any food on future Round spaces that you would receive in a later round, you may place some or all of that Food on this card. At the end of the game, you receive 1/2/3/4/5 Bonus points for 1/2/3/5/8 Food on this card. (You may not use the food on this card.)

⇒ (FotM) You receive 1/2/3/4 bonus points for 1/2/5/8 food on this card.

Fertility Shrine

(1VP. Cost 2S.)

P14

In the Breeding phase of each Harvest, if 2 or more animal types in your farm breed, you may return 2 newborn animals to the general supply and immediately take a “Family growth even without room” action. (You must have room for the baby animals on your farm first.)

⇒ The two newborn animals that you return need not be different types.

⇒ Ruling about interaction with Adoptive Parents **K267** and Cat Tongue **WA014**.

⇒ If you use fertility shrine, it does not interact with cards that allow for additional actions in the workphase. (e.g Adoptive Parents **K267**, Returnee **FL044**, etc.)

⇒ (FotM) Does not trigger with horses.

Fishing Pier

(1VP. Cost 2W. Req 1 occ.)

P15

Whenever you use the “Fishing” Action space, you may also take 1 Building resource from any other Action space.

Gardeners’ Bothy

(1VP. Cost 2W 1R.)

P16

Whenever you use the “Plow 1 Field” Action space, you may immediately afterward move that person to this card to receive 1 Grain. Whenever you use the “Plow 1 field and/or Sow” Action space, you may immediately afterward move that person to this card to receive 1 Vegetable.

⇒ If you double the action (e.g., with Sunday Worker **WM048**, Golem, etc) then you double the action, but still only receive 1 Good from Bothy.

⇒ You may place multiple Family members or Guests on the Bothy.

Geode

(Req Have 1 Stone.)

P17

Draw 3 Minor Improvements randomly from the deck. You may immediately play 1 of these Minor Improvements (pay costs and fulfill prerequisites normally), or add it to your hand. Discard the other 2 Improvements.

Landscape Design**P18**

Your fields no longer need to be orthogonally adjacent to each other. Fields plowed at the same time must be adjacent. At the end of the game, you receive 1/2/3 Bonus points for 3/4/5 fields that are not orthogonally adjacent to another field.

⇒ If you have 6+ fields that are not orthogonally adjacent to another field, you receive 3 Bonus points.

⇒ (FotM) You receive 1/2/3/4 bonus points for 2/3/4/5 fields that are not orthogonally adjacent to another field.

Market Square

(1VP. Cost 2W.)

P19

When you play this card, place 4 Building resources of your choice from the general supply on it. Whenever any player (including you) receives Building resources from an Action space, they may exchange one for a different resource on this card. Any player who does this must pay you 1 Food.

Meeting Post

(1VP. Cost 1W or 1C.)

P20

When you play this card, every player must place 1 Occupation from their hand face up on the board. Add random Occupations from the deck until there are 5. Whenever any player plays an Occupation, that player may play 1 of these Occupations instead of 1 from their hand. If so, you get any Food paid.

⇒ If you play an Occupation from the board, you still must be able to afford the Food cost, even though you receive the payment.

Pitchfork

(Cost 1W 1S.)

P21

Whenever you extend or renovate your home, you may pay with Reed directly from Accumulation spaces.

Retirement

(1VP. Req 1 occ.)

P22

Immediately turn all of your Occupations before you face down. At the start of each round, you receive 1 Food as long as you have no face up Occupations. All effects of the face down cards are forfeited but they still count as played Occupations.

⇒ If an Occupation has given you bonus points that you write on your score sheet, you do not forfeit these points.

⇒ If you turn face down an Occupation that has added an Action Space to the game board (e.g. Master Forester **E164**, Clay Digger **I230**, etc.) then that Action space remains. However, you no longer collect any benefits from that Action space being used.

Shelter in the Field

(1VP. Cost 3W or 3C, 1R. Req 1 planted field.)

P23

This card can hold 1 Family member who can only use the “Take 1 Grain”, “Take 1 Vegetable”, “Plow 1 field” or “Sow and/or Bake” Action spaces. This Family member cannot be moved to your home.

⇒ If the Family member that lives in the Shelter cannot take an action because they are all blocked, then that Family member does not take an action and remains in your home.

⇒ The Family member that lives in the Shelter may take the Infirmary action.

Spars

(Req see below.)

P24

Whenever you build a Room or Renovate your home, you may receive 1 Negative point instead of paying the required 1 or 2 Reed. In a 2/3 player game, you may only play this Minor Improvement on the “1 Major or Minor Improvement” Action space.

⇒ The negative points should be recorded on your score sheet. Therefore, if you remove Spars (e.g. with Madonna Statue **E38**) you still receive the bonus points.

14.1.14 Minor Improvements (BI)

Sparren Castle

(2VP. Cost 1W 1C 2S. Req 2 occ.)

Whenever anyone uses a Wood/Stone Accumulation space, place 1 Wood/Stone from the general supply on this card. Whenever you place a person on a “Renovation” Action space, take up to 5 resources from this card. (Before scoring, discard all the resources from this card.)

⇒ (FotM) Whenever another player uses a Wood/Stone Accumulation space.

BI01**Bielefeld Cards**

(5VP. Req no occ.)

Whenever you use an Accumulation space, place all the items received on this card instead of placing them in your supply. Whenever there is 4 or more of the same item on this card, move exactly 4 of those to your supply. (Before scoring, discard the items on this card.)

⇒ (FotM) Nerf to 3VP.

BI02**Spielwiese**

(Cost 1F. Req at most 1 occ.)

Reveal 2 Occupations randomly from the deck and add them to your hand. Look at the player size number on each card (either 1, 3, or 4). Take as many different Building resources as the smaller of the two numbers.

BI04**Home Zoo**

(1VP. Cost 1W 1C.)

This card can hold up to 1 Sheep, 1 Wild boar and 1 Cattle. You may only place animals here when you receive them from Accumulation spaces. While here, they do not participate in the Breeding phase of Harvest. During the last Harvest, you may exchange animals here for 1 Bonus point each.

BI05**Conspiracy**

(Req 1 BI-deck card.)

In the Field phase of each Harvest, you receive 1 Food for every 2 BI-Deck cards you have played. At the end of the game, every player receives 1/2/3 Bonus points for 1/3/5 played BI-Deck cards.

BI06**Baking Powder**

(Req 1 baking imp.)

Whenever you use the “Sow and/or Bake Bread” Action space, place 1 Grain from the supply on each of your Major Improvements. Whenever you play an Occupation, move these Grain to your supply. (Before scoring, discard the Grain from your Major Improvements.)

BI07**Custard**

(Req 1 cooking imp.)

You immediately receive 1 Food for every Harvest remaining when you play this card. Whenever you take Stone from an Accumulation space leave 1 Stone on the space.

⇒ (FotM) Buff to 1VP.

BI08**Alm**

(1VP. Cost 1 sheep.)

When you play this card, you may remove 1 stable from your farmyard and receive 1 Cattle. This card can hold an unlimited number of Cattle. (This card does not count as a pasture when scoring).

BI09**The 52nd Latitude**

(Cost 1W 1S.)

Immediately place 1 Stone from the general supply on 1 unused farmyard space. (It now counts as used.) At the end of the game, you receive 1 Bonus point for each empty plowed field orthogonally adjacent to this Stone.

BI10**Schlachter Church**

(1VP. Cost 1W 1C 1S. Req 2 animal types.)

Whenever another player converts an animal to Food with a Cooking Improvement, place it on this card. At any time, you may convert all the animals on this card to 1 Food each. Afterward, this card loses its function but still counts as an Improvement.

⇒ (FotM) Buff Req 1 animal type.

BI11**Skybridge**

(Req stone house.)

Immediately place Stone from your supply between any adjacent rooms of your home. Between each 2 rooms you may place exactly 1 Stone. In the Feeding phase of each Harvest, you receive 1 Grain for each placed Stone. At the end of the game, you receive 1 Bonus point for each placed Stone.

⇒ (FotM) Up to a maximum of 3 stone and you receive grain in the feeding phase of the last harvest.

BI12**Wooden Buttons**

(Cost 1W. Req 2 empty rooms.)

Immediately take 1 Guest token for each empty room in your home. Place these Guests as you would additional Family members and return them at the end of this round. You do not have room for offspring this round.

BI13

14.2 Revised edition

14.2.1 Minor Improvements (A)

Shelter

A001

You can immediately build a stable at no cost, but only if you place it in a pasture covering exactly 1 farmyard space.

Paper Knife

(Cost 1W.)

A003

Select 3 occupations in your hand and determine one of them at random. You can immediately play that occupation, without paying an occupation cost.

- ⇒ May not be played if you have 2 or fewer occupations in your hand.
- ⇒ If you select an occupation that has an additional cost you cannot pay, that occupation is removed from the game instead of played.

Baseboards

(Cost 2F or 1 Grain.)

A004

You immediately get 1 wood for each room you have. If you have more rooms than people, you get 1 additional wood.

Storage Barn

A006

If you have the Joinery, Pottery, Basketmaker's Workshop, or Well, you immediately receive 1 wood, 1 clay, 1 reed, and 1 stone, respectively.

- ⇒ You may only get 1 of each resource, even in a 6-player game with multiple copies of the same improvement.

Gardener's Knife

(Cost 1W.)

A007

You immediately receive 1 food for each grain field and 1 grain for each vegetable field you have.

Food Basket

(Cost 1R. Req 2 occ and 2 impr.)

A008

You immediately receive 1 grain and 1 vegetable.

Wooden Shed

(Cost 2W 1R. Req still in wooden house.)

A010

This card can only be played as a major improvement. It provides room for 1 person. For that, you cannot renovate anymore.

- ⇒ May not be played on the "House Redevelopment" action space, as the "Renovate" action is mandatory and comes before the improvement action.
- ⇒ May be played through the effect of a card, such as Angler A095.

Mud Patch

A011

When you play this card, you immediately receive 1 wild boar. You can hold 1 wild boar on each of your unplanted field tiles.

Renovation Company

(Cost 4W. Req in wooden house with exactly 2 rooms.)

A013

When you play this card, you immediately get 3 clay. Immediately after, you can renovate without paying any building resources.

- ⇒ The renovation can be declined, but the free cost cannot be applied later.

Carpenter's Hammer

(Cost 1W.)

A014

Each time you build at least 2 wood/clay/stone rooms at once, you get a total discount of 2 reed as well as 2 wood/3

clay/4 stone.

Carpenter's Axe

(Cost 1W.)

A015

Each time after you use a wood accumulation space, if you then have at least 7 wood in your supply, you can build exactly 1 stable for 1 wood.

Reclamataion Plow

(Cost 1W.)

A017

After the next time you take animals from an accumulation space and accommodate all of them on your farm, you can plow 1 field.

- ⇒ Taking, but not fully accommodating, the animals neither triggers nor voids the effect.
- ⇒ It's legal to avoid accommodating all animals even if you can, e.g. by eating them with a Fireplace.

Wheel Plow

(Cost 2W. Req 2 occ.)

A018

Once this game, when you use the "Plow 1 field" or "Plow 1 field and/or Sow" action space with the first person you place in a round, you can plow 2 additional fields.

Double-Turn Plow

(Cost 1 Grain (+1F). Req play in round 3 (5) or before.)

A020

When you play this card, you can immediately plow up to 2 fields. If you play this in Round 3 or before, you immediately receive 1 food.

- ⇒ You cannot play the Double-Turn Plow after Round 5.

Family Friendly Home

(Req 1 occ.)

A021

Each time you take a "Build Rooms" action while having more rooms than family members already, you also receive a "Family Growth" action and 1 food.

- ⇒ This card allows exactly 1 growth action regardless of how many rooms are built.
- ⇒ (FotM) You can use this card from round 5.

Telegram

(1VP. Cost 2F Req at least 1 fence in supply.)

A022

Add 1 to the current round for each fence in your supply and place 1 guest on the corresponding round space. In that round, you must place the guest as an additional person.

- ⇒ The person is returned to your supply in the returning home phase.

Stone Company

(1VP. Cost 2C 1R.)

A023

Immediately after each time you use a "Stone" Accumulation space, you get a "Major or Minor Improvement" action during which you must spend at least 1 Stone.

- ⇒ You may not decline an automatic stone discount in order to trigger this card's effect, e.g. from Stonecutter A143.

Bassinet

(Cost 1W 1R.)

A025

Each work phase, you can place a(nother) person on the first non-accumulating action space used by any player (including you), as long as there is only 1 person on that space.

- ⇒ This refers to 1 specific space, not 1 space for every player's first non-accumulating action space.

- ⇒ Note that Family Growth usually leaves 2 people on the space.
- ⇒ The relevant space can be provided by another card, such as the one from Forest Tallyman **A162**.
- ⇒ Meeting Place may never be used a second time, even if it is the relevant space.
- ⇒ Mark this space with a suggestion/claim marker.

Oven Site

(Req both fireplace and cooking hearth.)

When you play this card, you receive 2 wood and you can immediately build the major improvement Clay Oven **A5** or Stone Oven **A6**. Either way, it only costs you 1 clay and 1 stone.

Forest School

(1VP. Cost 1W 1C.)

You can consider “Occupation” action spaces not occupied. You can replace each food that an occupation costs with wood.

Ale-Benches

(Cost 1W. Req 2 occ.)

In the returning home phase of each round, you can pay exactly 1 grain from your supply to get 1 bonus point. If you do, each other player gets 1 food.

Baking Sheet

(Req No grain field.)

Each time you take a “Bake Bread” action, you can use this card to exchange exactly 1 grain for 2 food and 1 bonus point.

- ⇒ You need to bake at least 1 grain into food before being able to use this card.
- ⇒ (FotM) Up to a maximum of 3 bonus points.

Debt Security

(Cost 2F.)

During scoring, you get 1 bonus point for each Major improvement you have, up to the number of your unused farmyard spaces.

Loppers

(Cost 1W. Req 2 occ.)

Each time you build 1 or more fences, you can also use this card to exchange 1 wood and 1 fence in your supply for 2 food and 1 bonus point.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Swimming Class

(Cost 1F. Req 2 occ.)

In the returning home phase of each round, if you return a person from the “Fishing” accumulation space, you receive 2 bonus points for each newborn that you return home.

- ⇒ If you used Adoptive Parents **A092**, there is no longer a newborn to return home.

Facades Carving(Cost 2C. Req wood in your supply \geq current round.)

When you play this card, you can exchange 1 food for 1 bonus point, up to the number of completed harvests.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Bucksaw

(Cost 1W.)

Each time you renovate, you can also pay 1 wood to get 1 bonus point and 1 grain.

Chapel

(3VP. Cost 3W 2C. Req 2 occ.)

This is an action space for all. A player who uses it gets 3 bonus points. If another player uses it, they must first pay you 1 grain.

- ⇒ (FotM) A player who uses it gets 2 bonus points.

Potter's Yard

(Cost 1W 1R. Req at most 7 unused farmyard spaces.)

Immediately place 1 clay on each unused space in your farmyard. As soon as you use a space, you receive the clay and you can immediately exchange it for 2 food.

Vegetable Slicer

(Cost 1W.)

Each time you upgrade a Fireplace to a Cooking Hearth, you immediately receive 2 wood and 1 vegetable (not retroactively).

Forest Lake Hut

(1VP. Cost 2C.)

Each time you use the “Fishing” / “Take 3 Wood” accumulation space, you also receive 1 wood/food.

Farmyard Manure

(Req 1 animal.)

Each time you build 1 stable during an action, place 1 food on each of the next 3 round spaces. At the start of these rounds, you receive the food.

- ⇒ Stables built off-turn, e.g. with Stable Planner **A089** or Groom **B089**, do not trigger this card.

Fire Protection Pond

(Cost 1F. Req still in wooden house.)

As soon as you do not live in a wooden house anymore, place 1 food on each of the next 6 round spaces. At the start of these rounds, you receive the food.

Claw Knife

(1VP. Cost 1W. Req exactly 1 pasture.)

Each time you use the “Take 1 Sheep” accumulation space, place 1 food on each of the next 2 round spaces. At the start of these rounds, you receive the food.

Trellises

(Cost 1W.)

Immediately place 1 food on each of the next round spaces, up to the number of fences you built. At the start of these rounds, you receive the food.

Shaving Horse

(Cost 1W.)

Each time you obtain 1 wood, if afterward you have at least 5/7 wood in your supply, you can/must exchange 1 wood for 3 food.

- ⇒ Food obtained from this effect may not be used to pay for Shifting Cultivator **A091**.

- ⇒ If you have multiple sources of wood obtained at the same time (e.g. in the preparation phase,) you can activate the Shaving Horse effect multiple times if (and only if) you perform an effect (e.g. playing a card with Scholar **B097**) or receive a non-wood good (e.g. food from Pond Hut **A044**) in-between the multiple wood (e.g. 2 uses of Stable Tree **A074**.)

Nest Site

(Cost 1F. Req 1 occ.)

Each time 1 reed is placed on a non-empty “Take 1 Reed” accumulation space during the preparations phase, you receive 1 food.

Drift-Net Boat

(1VP. Cost 1W 1R.)

Each time you use the “Fishing” accumulation space, you receive an additional 2 food.

Throwing Axe

(Cost 1W. Req play in round 7 or later.)

Each time you use a wood accumulation space while the “Take 1 Wild boar” accumulation space has at least 1 wild boar, you also receive 2 food.

A040**A041****A042****A043****A045****A046****A047****A048****A049****A051****A052**

Credit

(Req at most 3 occ.)

When you play this card, you immediately get 5 food. At the end of each round that does not end with a harvest, you must pay 1 food, or else take a begging marker.

Milking Parlor

(1VP. Cost 2W. Req at least 4 unused farmyard spaces.)

When you play this card, if you have at least 1/3/4 sheep, you receive 2/3/4 food. The same applies for 1/2/3 cattle.

Asparagus Knife

(Cost 1W.)

In the returning home phases of rounds 8, 10, and 12, you can take 1 vegetable from exactly 1 vegetable field. You can immediately exchange it for 3 food and 1 bonus point.

Potato Ridger

(Cost 1W.)

Each time after you harvest at least 1 vegetable, if you then have at least 3/4 vegetables in your supply, you can/must exchange 1 vegetable for 6 food.

⇒ “Harvest” is equivalent to the field phase, or any literal effect of a card saying “Harvest a [crop/vegetable]”.

⇒ (FotM) You can/must exchange 1 vegetable for 5 food.

Oriental Fireplace

(1VP. Return fireplace/cooking hearth.)

At any time, you can turn goods into food. You receive 4 food per vegetable, 3 food per sheep, and 5 food per cattle. Each time you take a “Bake Bread” action, you can turn grain into 2 food each.

⇒ This card counts as either 1 minor improvement or 1 major improvement, whichever is most convenient when considering another effect. But it never counts as 2 improvements at once.

⇒ If returned to pay for a Cooking Hearth **A3/A4**, remove this card from the game.

⇒ You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy’s Crock **C053**.

Winnowing Fan

(Cost 1R. Req baking improvement.)

After the field phase of each harvest, you can bake exactly 1 grain. (This is not considered a “Bake Bread” action.)

Beer Keg

(Cost 1W. Req 2 grain in your supply.)

In the feeding phase of each harvest, you can use this card to exchange 1/2/3 grain for 0/1/2 bonus points and exactly 3 food.

⇒ (FotM) Up to a maximum of 6 bonus points.

Barley Mill

(1VP. Cost 1W 4C/2S.)

In the field phase of each harvest, you get 1 food for each grain field that you harvest.

Seed Pellets

(Req 3 fields.)

Each time before you take a “Sow” action, you receive 1 grain.

A054**A057****A058****A059****A060****A061****A062****A064****A065****Feeding Dish**

(Cost 1W.)

Each time you use an animal accumulation space while already having an animal of that type, you receive 1 grain.

Asparagus Gift

(Req 1 unplanted field.)

Each time you build a number of fences equal to or greater than the current round, you immediately get 1 vegetable.

Lifting Machine

(Cost 1W. Req 3 fields.)

At the end of each round that does not end with a harvest, you can move 1 vegetable from one of your fields to your supply. (This is not considered a field phase.)

Calcium Fertilizers

(Req no field tiles.)

Each time you use a stone accumulation space, add 1 additional good of the respective type to each of your planted fields growing a single type of crop.

Agricultural Fertilizers

(Req 1 pasture.)

Each time after you turn at least 2 unused spaces into used spaces in one action, you get an additional “Sow” action.

⇒ One action means you only placed one person.

Stable Tree

(Cost 1W.)

Each time you build at least 1 stable on your turn, place 1 wood on each of the next 3 round spaces. At the start of these rounds, you receive the wood.

⇒ Stables built off-turn, e.g. with Stable Planner **A089** or Groom **B089**, do not trigger this card.

Cob

(Cost 1F.)

At the start of each work phase, you can exchange exactly 1 clay plus 1 grain for 3 clay plus 1 food.

Hod

(Cost 1W.)

When you play this card, you immediately receive 1 clay. Each time any player (including you) uses the “Take 1 Wild boar” accumulation space, you immediately receive 2 clay.

Garden Hoe

(Cost 1W.)

Each time you take a “Sow” action planting vegetables in at least 1 field, you receive 1 clay and 1 stone.

Interim Storage

(Cost 2F.)

Each time you use a clay/reed/stone accumulation space, place 1 wood/clay/reed on this card. At the start of rounds 7, 11, and 14, move all the goods on this card to your supply.

Work Certificate

(Cost 1F. Req 3 occ.)

Each time after you use an action space, you can take 1 building resource from a building resource accumulation space with at least 4 building resources on it.

⇒ This card’s effect may not be immediately triggered.

Silage

(Req 2 fields.)

In each returning home phase after which there is no harvest, you can pay exactly 1 grain - even from a field - to breed exactly one type of animal.

A066**A068****A070****A072****A073****A074****A076****A077****A079****A081****A082****A084**

14.2.2 Minor Improvements (B)

Upscale Lifestyle
(Cost 3W.)**B001**

You immediately get 5 clay and a “Renovation” action. If you take the action, you must pay the renovation cost.

Moonshine**B003**

Randomly select an occupation in your hand. Either play it for an occupation cost of 2 food, or give it to the player to your left.

⇒ If you cannot pay to play an occupation and/or its additional cost, that occupation must be passed left (or removed from play in a solo game).

⇒ May not be played with no occupations in hand.

Wood Pile**B004**

You immediately get a number of wood equal to the number of people you have on accumulation spaces.

Store of Experience**B005**

If you have 0-4/5/6/7 occupations left in hand, you immediately get 1 stone/reed/clay/wood.

Excursion to the Quarry

(Cost 2F. Req 1 occ.)

B006

You immediately get a number of stone equal to the number of people you have.

⇒ A newborn is a person.

Wage**B007**

You immediately get 2 food and 1 additional food for each major improvement you have from the bottom row of the supply board.

⇒ (FotM) Including each FotM major improvement from the bottom row of the supply board.

Beating Rod**B009**

You can immediately choose to either get 1 reed or exchange 1 reed for 1 cattle.

Feedyard

(1VP. Cost 1C 1 Grain.)

B011

This card can hold 1 animal for each pasture you have, even different types. After the breeding phase of each harvest, you receive 1 food for each unused spot on this card.

Stockyard

(1VP. Cost 1W 1S.)

B012

This card can hold up to 3 animals of the same type. (It is not considered a pasture.)

Hawktower

(Cost 2C. Req play in round 7 or before.)

B014

Place a stone room on round space 12. If you live in a stone house at the start of that round, you can build the stone room at no cost. Otherwise, discard the stone room.

Carpenter's Bench

(Cost 1W.)

B015

Immediately after each time you use a wood accumulation space, you can use the taken wood (and only that) to build exactly 1 pasture. If you do, one of the fences is free.

⇒ Subdividing a pasture does not qualify as building.

Forest Plow

(Cost 1W.)

B017

Each time you use a wood accumulation space, you can pay 2 wood to plow 1 field. Place the paid wood on the accumulation space (for the next visitor).

⇒ You may take less than 2 wood from the space and still use this card's effect.

Grassland Harrow

(Cost 2W. Req 2 occ 1 building resource in your supply.)

B018

Add 1 to the current round for each building resource in your supply and place 1 field on the corresponding round space. At the start of that round, you can plow the field.

Chain Float

(Cost 3W.)

B020

Add 7, 8, and 9 to the current round and place 1 field on each corresponding round space. At the start of these rounds, you can plow the field.

Hayloft Barn

(Cost 3W. Req 1 occ.)

B021

Place 4 food on this card. Each time you obtain at least 1 grain, you also get 1 food from this card. Once it is empty, you get a “Family Growth Even without Room” action.

⇒ Harvesting 2+ grain at once only counts as obtaining once, regardless of any other crops harvested.

⇒ (FotM) Once per turn, you obtain at least 1 grain, you also get 1 food from this card. From round 5, once it is empty, you get a “Family Growth Even without Room” action.

Walking Boots

(Req at most 4 people.)

B022

You immediately get 2 food. You must immediately place a person from your supply. If you do, in the next returning home phase, you must remove that person from play.

⇒ ERRATA:This card must be played in the work phase.

⇒ ERRATA:Remove the “If you do” clause.

Final Scenario

(Req round 13 or before.)

B023

Place the action space card for round 14 face up in front of you. Only you can use it until it is placed on the game board.

Agrarian Fences**B026**

Each time you use the “Sow and/or Bake Bread” action space, you can take a “Build Fences” action instead of one of the two actions provided by the action space.

⇒ You can take a “Build Fences” action in this way without the ability to sow or bake.

Toolbox

(Cost 1W.)

B027

In the work phase, after each turn in which you build at least 1 room, stable, or fence, you can build the “Joinery”, “Pottery”, or “Basketmaker's Workshop” major improvement.

⇒ Stables built off-turn, e.g. with Stable Planner **A089** or Groom **B089**, do not trigger this card.

⇒ Pay the cost of the major improvement normally.

Forestry Studies

(Cost 2F.)

B028

Each time after you use the “Take 3 Wood” accumulation space, you can return 2 wood to that space to play 1 occupation without paying an occupation cost.

Cookery Lesson

(Cost 2F.)

B029

Each time you use an “Occupation” action space and a Cooking improvement on the same turn, you get 1 bonus point.

- ⇒ Cooking improvements have the bowl icon.
- ⇒ (FotM) Up to a maximum of 3 bonus points.

Wood Palisades (Cost 1F.)

B030

Instead of a fence piece, you can place 2 wood from your supply on fence spaces at the edge of your farmyard. These fence spaces with 2 wood are worth 1 bonus point.

- ⇒ The spaces with 2 wood (palisades) function as fences. Therefore, functionally, you may have more than 15 fences by building palisades and fences.
- ⇒ (FotM) Up to a maximum of 4 bonus points.

Pottery Yard (1VP. Req pottery (or an upgrade thereof).)

B031

During scoring, if there at least 2 orthogonally adjacent unused spaces in your farmyard, you get 2 bonus points. (You still get the negative points for those unused spaces.)

Kettle (Cost 1C.)

B032

At any time, you can exchange 1/3/5 grain for 3/4/5 food plus 0/1/2 bonus points.

- ⇒ (FotM) Up to a maximum of 7 bonus points.

Special Food (Req No animal.)

B034

The next time you take animals from an accumulation space and accommodate all of them on your farm, you get 1 bonus point for each of these animals.

- ⇒ Taking, but not fully accommodating, the animals neither triggers nor voids the effect.
- ⇒ It's legal to avoid accommodating all animals even if you can, e.g. by eating them with a Fire-place.

Hook Knife (Cost 1W.)

B035

Once this game, when you have 9/8/7/6/5/5 sheep on your farm in a 1/2/3/4/5/6 player game, you immediately get 2 bonus points.

Grange (3VP. Req 6 field tiles and all animal types.)

B037

When you play this card, you immediately get 1 food.

Future Building Site (3VP. Req play in round 4 or before.)

B038

Until all other farmyard spaces are used, you cannot use spaces that are orthogonally adjacent to your house.

- ⇒ You may use the adjacent spaces if you are using all the remaining other spaces in the same action.
- ⇒ (FotM) You cannot use a farmyard space that contains a moor tile or a forest tile that is orthogonally adjacent to your house.

Brewery Pond (-1VP. Req 2 occ.)

B040

Each time you use the "Fishing" or "Take 1 Reed" accumulation space, you also get 1 grain and 1 wood.

Hauberg (Cost 3F. Req 3 occ.)

B041

Alternate placing 2 wood and 1 wild boar on the next 4 round spaces. You decide what to start with. At the start of these rounds, you get the goods.

Forest Inn (1VP. Cost 1C 1R. Req play in round 6 or before.)

B042

This is an action space for all. A player who uses it can exchange 5/7/9 wood for 8 wood and 2/4/7 food. When another player uses it, they must first pay you 1 food.

Chophouse (1VP. Cost 2W or 2C.)

B043

Each time you use the "Take 1 Grain/Vegetable" action space, place 1 food on each of the next 3/2 round spaces. At the start of these rounds, you get the food.

- ⇒ Note the errata for Swagman **A129**.

Chick Stable (Cost 1W or 1C.)

B044

Add 3 and 4 to the current round and place 2 food on each corresponding round space. At the start of these rounds, you get the food.

Club House (1VP. Cost 3W or 2C.)

B046

Place 1 food on each of the next 4 round spaces and 1 stone on the round space after that. At the start of these rounds, you get the respective good.

Forest Stone (1VP. Cost 2W or 1S. Req 1 occ.)

B048

Place 2 food on this card. Each time you use a wood accumulation space, move 1 of these food to your supply. Each time you use a stone accumulation space, add 2 food to this card.

Scales (Cost 1W. Req no occ.)

B049

Each time after you place an improvement or occupation in front of you, if you have the same number of improvements and occupations in play, you get 2 food.

- ⇒ Passing cards will not trigger this effect, as they are never in front of you.

Digging Spate (Cost 1W. Req play in round 7 or later.)

B051

Each time you use a clay accumulation space, you also get a number of food equal to the number of wild boar in your farmyard.

Growing Farm (2VP. Cost 2C 1R. Req see below.)

B052

You can only play this card if you have at least as many pasture spaces as the number of completed rounds. If you do, you get a number of food equal to the current round.

Sculpture Course (Cost 1 Grain.)

B053

At the end of each round that does not end with a harvest, you can use this card to exchange your choice of 1 wood for 2 food, or 1 stone for 4 food.

Tumbrel (Cost 1W.)

B054

When you play this card, you immediately get 2 food. Each time after you take a "Sow" action, you get 1 food for each stable you have.

Maintenance Premium (Req 2 occ.)

B055

Place 3 food on this card. Each time you use a wood accumulation space, you get 1 food from this card. Each time you renovate, restock this card to 3 food.

Crack Weeder (Cost 1W.)

B058

When you play this card, you immediately get 1 food. For each vegetable you take from a field in the field phase of a harvest, you also get 1 food.

Food Chest (Cost 1W.)

B059

If you play this card on the "Major Improvement" action space, you immediately get 4 food. Otherwise, you get only 2 food.

Brewing Water

B060

Each time you use the "Fishing" accumulation space, you can pay 1 grain to place 1 food on each of the next 6 round spaces. At the start of these rounds, you get the food.

⇒ (FotM) 3 times during the game, when you use the “Fishing” accumulation space, you can pay 1 grain to place 1 food on each of the next 6 round spaces.

Tasting (Cost 2W.)

Each time you use an “Occupation” action space, before paying the occupation cost, you can exchange 1 grain for 4 food.

Mill Wheel (Cost 2W.)

Each time you use the “Sow and/or Bake Bread” action space while the “Fishing” accumulation space is occupied, you get an additional 2 food.

Grain Depot (Cost 2W or 2C or 2S.)

If you paid wood/clay/stone for this card, place 1 grain on each of the next 2/3/4 round spaces. At the start of these rounds, you get the grain.

Hand Truck (Cost 1W.)

Each time before you take a “Bake Bread” action, you also get 1 grain for each of your people occupying an accumulation space.

⇒ (FotM) Once per turn, whenever you take a “Bake Bread” action, you also get 1 grain if 1 of your people occupying an accumulation space.

Potters Market (1VP. Cost 2W.)

At any time, you can pay 3 clay and 2 food. If you do, place 1 vegetable on each of the next 2 round spaces. At the start of these rounds, you get the vegetable.

New Purchase

Before the start of each round that ends with a harvest, you can buy one of each of the following crops: 1 grain for 2 food 1 vegetable for 4 food

Harvest House (2VP. Cost 1W 1C 1R.)

When you play this card, if the number of completed harvests is equal to the number of occupations you played, you immediately get 1 food, 1 grain and 1 vegetable.

Love for Agriculture

You can sow crops in pastures covering 1 or 2 farmyard spaces. If you do, these pastures are also considered fields and hold 1 and 2 animals less, respectively.

Gift Basket (1VP. Cost 1R. Req 3 occ.)

When you play this card, if you have exactly 2/3/4/5 rooms, you immediately get 1 vegetable/food/grain/vegetable.

Wood Workshop (Cost 1C. Req 1 occ.)

Each time before you play or build an improvement, you get 1 wood.

⇒ You are able to pay for the improvement with just the wood given by this card.

Ceilings (Cost 1C. Req 1 occ.)

Place 1 wood on next 5 round spaces. At the start of these rounds, you get the wood. Remove the wood promised by this card from future round spaces the next time you renovate.

Reed Belt (Cost 2F.)

Place 1 reed on each remaining space for rounds 5, 8, 10, and 12. At the start of these rounds, you get the reed.

Corf (Cost 1R.)

Each time any player (including you) takes at least 3 stone from an accumulation space, you get 1 stone from the general supply.

Handcart (Cost 1W.)

Before the start of each work phase, you can take 1 building resource from at most one wood/clay/reed/stone accumulation space containing at least 6/5/4/4 building resources of the same type.

Value Assets

After each harvest, you can buy exactly one of the following building resources: 1 wood for 1 food 1 clay for 1 food 1 reed for 2 food 1 stone for 2 food

Reed Belt (Cost 2C.)

Pile (from bottom to top) 1 wild boar, 1 food, 1 cattle, 1 food, and 1 sheep on this card. At any time, you can pay 1 clay to take the top good.

B072**B073****B075****B076****B078****B079****B081****B082****B083****B063****B064****B065****B067****B069****B070****B071**

14.2.3 Minor Improvements (C)

Overhaul
(Cost 1W. Req 2 occ.)

C001

Immediately raze all of your fences, add up to 3 fences from your supply, and rebuild them. (You do not lose any animals during this.)

⇒ For purposes of combos, you are building fences.

Writing Boards
(Cost 1F.)

C004

You immediately get 1 wood for each occupation you have in front of you.

Remodeling
(Cost 1F.)

C005

You immediately get 1 clay for each clay room and for each major improvement you have.

Blade Shears
(Cost 1W. Req 1 pasture.)

C007

You immediately get your choice of 3 food or 1 food for each sheep you have. (Keep the sheep.)

⇒ Choose exactly 3 food, or food equal to your sheep.

Plant Fertilizer

C008

In each field with exactly 1 good, you can immediately place 1 additional good of the same type.

⇒ Boar held on unplanted fields (from Mud Patch **A011**) do not apply for this effect.

⇒ If there is exactly 1 wood on the Wood Field **D075**, another wood may be added on either the same or a different stack.

Automatic Water Trough
(Cost 1W.)

C009

If you can accommodate the animal, you can immediately buy 1 sheep/wild boar/cattle for 0/1/2 food.

Bunk Beds
(Cost 1W. Req 2 major imp.)

C010

Once you have 4 rooms, your house can hold 5 people.

Cattle Farm
(Cost 1W.)

C012

For each pasture you have, you can keep 1 cattle on this card.

Wood Slide Hammer
(Cost 1W.)

C013

On your first renovation, if you have at least 5 wood rooms, you can renovate to stone directly and you get a discount of 2 stone on the renovation cost.

Trellis
(Req 2 occ.)

C015

Each time before you use the “Take 1 Wild Boar” accumulation space, you can take a “Build Fences” action. (You must pay wood for the fences as usual.)

Newly Plowed Field
(Req exactly 3 field tiles.)

C017

When you play this card, you can immediately plow 1 field, which needs not be adjacent to another field.

Roll-Over Plow
(Cost 2W.)

C018

At any time, if you have at least 3 planted fields, you can discard all goods from one of those fields to plow 1 field.

Mole Plow
(Cost 3W 1F. Req play in round 9 or later.)

C020

Each time you use the “Plow 1 Field” or “Plow 1 Field and/or Sow” action space, you can plow 1 additional field.

Heart of Stone
(Cost 4F.)

C021

Each time a Stone accumulation space is revealed, if you have room in your house, you can immediately take a “Family Growth” action without placing a person.

Basket Chair
(1VP. Cost 1R.)

C022

When you play this card, you can immediately move the first person you placed this work phase to this card. If you do, immediately afterward, you can place another person.

⇒ If the first person placed added a newborn (usually via an Family Growth action), the newborn also moves to this card.

Job Contract
(Req no occ.)

C023

If both are unoccupied, you can use the “Day Laborer” and the adjacent “Occupation” action space with a single person (in that order). Afterward, both spaces are considered occupied.

⇒ Recommendation: occupy Day Laborer with a suggestion marker and Lessons with your person.

Bed in the Grain Field
(Req 1 grain field.)

C024

At the start of the next harvest, you get a “Family Growth” action if you have room for the newborn.

⇒ The newborn must be fed.

Teacher’s Desk
(Cost 1W. Req 1 occ.)

C028

Each time you use the “Major Improvement” or “Renovation and Improvement” action space, you can also play 1 occupation at an occupation cost of 1 food.

Beer Table
(Cost 2W. Req no grain in your supply.)

C029

At the end of the field phase of each harvest, you can pay 1 grain from your supply to get 2 bonus points. If you do, all other players get 1 food each.

Writing Chamber
(Cost 2W.)

C031

During scoring, you get a number of bonus points equal to the total of negative points you have, to a maximum of 7 bonus points.

⇒ Negative point examples: printed card values, beggars, negative categories, negative bonuses.

Abort Oriel
(3VP. Cost 2C. Req see below.)

C032

You can no longer play this card when any player (including you) has 5 or more cards in front of them.

⇒ This card may be played as one’s fifth card.

Greening Plan
(Cost 3F.)

C033

During scoring, if you then have at least 2/4/5/6 unplanted fields, you get 1/2/3/5 bonus points.

⇒ Garden Designer **C099** allows planting of food (see errata) so such fields do not count.

⇒ Boar held on unplanted field tiles (from Mud Patch **A011**) do not affect scoring of this card.

Elephantgrass Plant
(Cost 2C 1S. Req 2 occ.)

C034

Immediately after each harvest, you can use this card to exchange exactly 1 reed for 1 bonus point.

⇒ (FotM) Up to a maximum of 5 bonus points.

Clay Deposit

(Cost 2F. Req 1 occ.)

Immediately after each time you use a clay accumulation space, you can exchange 1 clay for 1 bonus point. If you do, place the clay on the accumulation space.

Christianity

(2VP. Req exactly 1 sheep.)

When you play this card, all other players get 1 food each.

Studio Boat

(Cost 1W. Req 1 occ.)

Each time you use the “Traveling Players” accumulation space, you also get 1 bonus point. In games with 1-3 players, this card is considered “Traveling Players” (same effect as “Fishing”).

⇒ In 1/2/3 player game, the card becomes another accumulation space (+1 food) for all.

Canvas Sack

(1VP. Cost 1 grain or 1R. Req no occ.)

When play this card, paying grain/reed for it, you immediately get 1 vegetable/4 wood.

Farm Building

(1VP. Cost 1C 1R.)

Each time you build a major improvement, place 1 food on each of the next 3 round spaces. At the start of these rounds, you get the food.

Stew

(Cost 1C.)

Each time you use the “Day Laborer” action space, also place 1 food on each of the next 4 round spaces. At the start of these rounds, you get the food.

Mandoline

(Cost 1W.)

Once per round, you can pay 1 vegetable to get 1 bonus point. If you do, place 1 food on each of the next 2 round spaces. At the start of these rounds, you get the food.

Garden Claw

(Cost 1W.)

Place 1 food on each remaining round space, up to three times the number of planted fields you have. At the start of these rounds, you get the food.

Farmstead

(Req 1 occ.)

After each turn in which you make at least one unused farmyard space used, you get 1 food.

Beer Stall

(Cost 1W.)

In the feeding phase of each harvest, for each empty unfenced stable you have, you can exchange 1 grain for 5 food.

Stable Yard

(1VP. Req 3 stables and 3 pastures.)

When you play this card, you immediately get 1 food for each complete round left to play. At any time, you can exchange 1 sheep plus 1 wild boar for 1 cattle.

Huntsman's Hat

(1VP. Cost 1R. Req cooking imp.)

For each new wild boar you get from the effect of an action space, you also get 1 food.

Gypsy's Crock

(1VP. Cost 2C.)

Each time you use a cooking improvement to turn 2 goods into food at the same time, you get 1 additional food.

Market Stall

(Cost 1 stable from your supply.)

Remove 1 stable from your supply. After the field phase of each harvest, you can exchange 1 grain plus 1 fence (both from your supply) for 5 food.

C036**C038****C039****C040****C043****C045****C046****C047****C048****C049****C050****C052****C053****C054****Studio**

(1VP. Cost 1C 1R.)

In the feeding phase of each harvest, you can use this card to turn exactly 1 wood/clay/stone into 2/2/3 food.

Crudite

When you play this card, you can immediately buy exactly 1 vegetable for 3 food. At any time, you can discard 1 vegetable on top of another vegetable in a field to get 4 food.

⇒ (FotM) Usable once per round and 5 times during the game.

Woodcraft

(Req 1 occ.)

Each time you use a wood accumulation space, if immediately afterward you have at most 5 wood in your supply, you get 1 food.

Small Potter's Oven

(5VP. Cost 2C. Req return the clay/stone oven.)

When you play this card, you immediately get 5 food. Each time before you get a “Bake Bread” action, you can build the “Clay Oven” or “Stone Oven” major improvement.

⇒ Is an oven, is not an upgrade, and cannot bake.

Beer Stein

(Cost 1C.)

Each time you take a “Bake Bread” action, you can use this card once to turn 1 grain into 2 food and 1 bonus point.

Cooking Hearth Extension

(Cost 2C.)

Each harvest, you can use each of your cooking improvements once to get double the amount of food for 1 animal or vegetable.

Craft Brewery

(Cost 2W 1C.)

In the feeding phase of each harvest, you can use this card to exchange 1 grain from your supply plus 1 grain from a field for 2 bonus points and 4 food.

Corn Schnapps Distillery

(1VP. Cost 1W 2C.)

Once per round, you can pay 1 grain to place 1 food on each of the next 4 round spaces. At the start of these rounds, you get the food.

Eternal Rye Cultivation

(Req 1 grain field.)

After each harvest in which you have 2 or 3+ grain in your supply, you get 1 food and 1 additional grain, respectively.

⇒ ERRATA: last “and” should be “or”.

Mineral Feeder

(1VP. Cost 1R.)

At the start of each round that does not end with a harvest, if you have at least 1 sheep in a pasture, you get 1 grain.

Land Consolidation

At any time, you can exchange 3 grain in a field for 1 vegetable in that field.

Slurry

In the breeding phase of each harvest, if you get newborn animals of at least two types, you also get a “Sow” action.

Harvest Festival Planning

(Cost 1F. Req 2 occ.)

When you play this card, immediately carry out the field phase of the harvest. Afterwards, you get a “Major or Minor Improvement” action.

Seaweed Fertilizer

(Cost 2F.)

Each time after you take an unconditional “Sow” action, you get 1 grain from the general supply. From round 11 on, you can take 1 vegetable instead.

C055**C057****C058****C060****C061****C062****C063****C064****C066****C067****C069****C071****C072****C073**

Firewood

(Cost 2F.)

In the returning home phase of each round, place 1 wood on this card. Each time before you build a Fireplace, Cooking Hearth, or oven, move up to 4 wood from this card to your supply.

Wood Cart

(Cost 3W. Req 3 occ.)

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

Clay Supply

(Cost 1F.)

Place 1 clay on each of the next 3 round spaces. At the start of these rounds, you get the clay.

Toad

(Cost 1F.)

Add 5,7,9,11 and 13 to the current round and place 1 reed on each corresponding round space. At the start of these rounds, you receive the reed.

Rocky Terrain

(Cost 1F.)

Each time you plow a field (tile or card), you can also buy

C075

1 stone for 1 food.

⇒ Playing field cards counts as plowing a field.

Material Hub

(Cost 1W 1C.)

Immediately place 2 of each building resource on this card. Each time any player (including you) takes at least 5 wood, 4 clay, 3 reed, or 3 stone, you get 1 of that building resource from this card.

Hardware Store

(1VP. Cost 1W 1C. Req 1 reed 1 stone in your supply.)

Each time after you use the “Day Laborer” action space, you can pay 2 food total to buy 1 wood, 1 clay, 1 reed, and 1 stone.

Early Cattle

(-3VP. Req 1 pasture.)

When you play this card, you immediately get 2 cattle.

Perennial Rye

(Cost 1F. Req 2 occ.)

Each round that does not end with a harvest, you can pay 1 grain to breed exactly 1 type of animal. (This is not considered a breeding phase.)

C081**C082****C083****C084****C076****C077****C078****C080**

14.2.4 Minor Improvements (D)

Zigzag Harrow

(Cost 1W. Req 3 fields in an L shape.)

You can immediately plow 1 field such that it completes a “zigzag” pattern. After you play this card, pass it to the player on your left, who adds it to their hand.

Dwelling Plan

(Cost 1F.)

You can immediately take a “Renovation” action. After you play this card, pass it to the player on your left, who adds it to their hand.

Furrows

You can immediately sow in exactly 1 field. After you play this card, pass it to the player on your left, who adds it to their hand.

Cross-Cut Wood

(Cost 1F. Req 3 occ.)

You immediately get a number of wood equal to the number of stone in your supply. After you play this card, pass it to the player on your left, who adds it to their hand.

Field Clay

(Cost 1F. Req 1 planted field.)

You immediately get 1 clay for each planted field you have. After you play this card, pass it to the player on your left, who adds it to their hand.

Petrified Wood

(Req 2 occ.)

Immediately exchange up to 3 wood for 1 stone each. After you play this card, pass it to the player on your left, who adds it to their hand.

Fern Seeds

(Req 1 empty and 2 planted fields.)

You get 2 food and 1 grain, which you must sow immediately. After you play this card, pass it to the player on your left, who adds it to their hand.

Lawn Fertilizer

Your pastures of size 1 can hold up to 3 animals of the same type. (With a stable, they can hold up to 6 animals of the same type.)

Trowel

(Cost 1W.)

At any time, you can renovate your house to stone. From a wooden house, this costs 1 stone, 1 reed and 1 food per room. From a clay house, this costs 1 stone per room.

Hammer Crusher

(Cost 1W.)

Immediately before you renovate to stone, you get 2 clay and 1 reed and you can take a “Build Rooms” action.

Wooden Whey Bucket

(Cost 1W 1F.)

Each time before you use the “Sheep Market” / “Cattle Market” accumulation space, you can build exactly 1 stable for 1 wood/ at no cost.

Drill Harrow

(Cost 1W.)

Each time before you take an unconditional “Sow” action, you can pay 3 food to plow 1 field.

⇒ (FotM) You can pay 2 food to plow 1 field.

Steam Plow

(1VP. Cost 1W 1F.)

Immediately after each returning home phase, you can pay 2 wood and 1 food to use the “Farmland” action space without placing a person.

Pulverizer Plow

(Cost 2W. Req 1 occ.)

Immediately after each time you use a clay accumulation

D001

space, you can pay 1 clay to plow 1 field. If you do, place that clay on the accumulation space.

Recruitment

(Cost 1F. Req No people left in the house.)

Provided you have room in your house, each time you get a “Minor Improvement” action, you can take a “Family Growth” action instead.

⇒ (FotM) From round 5, you can take a “Family Growth” action instead.

Work Permit

(Cost 1F. Req At least 1 building resource in your supply.)

Add 1 to the current round for each building resource you have and place 1 person from your supply on the corresponding round space. In that round, you can use the person.

Pioneering Spirit

This card is an action space for you only. In rounds 3-5, it provides a “Renovation” action. In rounds 6-8, it provides your choice of 1 vegetable, wild boar or cattle.

Brotherly Love

(Cost 1F.)

As long as you have exactly 4 people, in the work phase of each round, you can place your third and fourth person immediately after one another, even on the same action space.

Witches Dance Floor

(See below.)

This card is a field that you can sow in, an occupation, and the “Fireplace” major improvement with all of its effects. You can play it only via a “Minor Improvement” action.

⇒ ERRATA: The card grants no actual Fireplace goods-to-food conversions, you can exchange it for a Cooking Hearth.

⇒ This card counts as either 1 field, 1 occupation, 1 minor improvement, or 1 major improvement, whichever is most convenient when considering another effect. But it never counts as multiple entities at once.

Carpenter's Yard

1VP. (Cost 1W 1R.)

You can build the “Joinery” and “Well” major improvement even when taking a “Minor Improvement” action, or you can build both with a single “Major Improvement” action.

Retraining

(1VP. Cost 1F. Req 1 occ.)

At the end of each turn in which you renovate, you can exchange your Joinery for the Pottery or your Pottery for the Basketmaker's Workshop.

Artisan District

(1VP. Cost 1S. Req 3 occ.)

During scoring, you get 2/5/8 bonus points for having 3/4/5 Major Improvements from the bottom row of the supply board.

⇒ (FotM) You get 2/3/4 bonus points for having 3/4/5 Major Improvements from the bottom row of the supply board (including FotM major improvements).

Storeroom

(1VP. Cost 1W 2S.)

During scoring, you get 0,5 bonus point for each pair of grain plus vegetable you have (considering all crops in your supply and fields), rounded up.

⇒ (FotM) Up to a maximum of 3 bonus points.

D021**D022****D023****D024****D025****D026****D027****D030****D031**

Wood Rake
(Cost 1W.)

During scoring, if you had at least 7 goods in your fields before the final harvest, you get 2 bonus points.

D032**Summer House**

(Cost 3W 1S. Req Still in wooden house)

During scoring, if you live in a stone house, you get 2 bonus points for each unused farmyard space orthogonally adjacent to your house. (You still lose the points for these unused spaces.)

⇒ (FotM) Cost reduced to 1W 1S.

D033**Luxurious Hostel**

(Cost 1W 2C.)

During scoring, if you then have more stone rooms than people, you get 4 bonus points. You can only use one card to bonus points for your stone house.

D034**Fodder Chamber**

(2VP. Cost 3 Grain 3S.)

During scoring, in a game with 1/2/3/4+ players, you get 1 bonus point for every 7th/5th/4th/3rd animal on your farm.

⇒ (FotM) Cost reduced to 2 Grain 2 Stone. For every 7th/5th/4th/3rd animal (excluding horse) on your farm.

D035**Breed Registry**

(Req No sheep.)

During scoring, if you gained at most 2 sheep from sources other than breeding during the game and have not turned any sheep into food, you get 3 bonus points.

⇒ (FotM) You get 2 bonus points.

D036**Cesspit**

(-1VP. Req 2 fields and 1 occ.)

Alternate placing 1 clay and 1 wild boar on each remaining round space, starting with clay. At the start of these rounds, you get the respective good.

D040**Forest Well**

(1VP. Cost 1S 1F. Req 2 occ.)

Place 1 food on each remaining round space, up to the amount of wood in your supply. At the start of these rounds, you get the food.

D044**Pellet Press**

(Cost 2C. Req 2 occ.)

Once per round, you can pay 1 reed. If you do, place 1 food on each of the next 4 rounds spaces. At the start of these rounds, you get the food.

⇒ (FotM) Up to a maximum of 4 reed.

D046**Churchyard**

(Cost 1S 1R. Req 10 cards* front of you.)

Place 2 food on each remaining round space. At the start of these rounds, you get the food. (*Occupations and Improvements)

⇒ Cards must be Occupations and Improvements.

D047**Civic Facade**

(Cost 1C. Req 3 rooms.)

Before the start of each round, if you have more occupations than improvements in your hand, you get 1 food.

⇒ (FotM) 1 VP.

D048**Archway**

(4VP. Cost 2C. Req No occ.)

This card is an action space for all. A player who uses it immediately gets 1 food. Immediately before the returning home phase, they can use an unoccupied action space with the person from this card.

⇒ That Action ends the Work phase.

⇒ (FotM) 3 VP.

D051**Rolling Pin**

(Cost 1W. Req 1 occ.)

In the returning home phase of each round, if you have more clay than wood in your supply, you get 1 food.

D052**Tea House**

(2VP. Cost 1W 1S. Req Play in round 6 or later.)

Once per round, you can skip placing your second person and get 1 food instead. (You can place the person later that round.)

⇒ (FotM) You may not do this if you will be placing more people after your second without another player placing in between.

D053**Trout Pool**

(1VP. Cost 2C.)

At the start of each work phase, if there are at least 3 food on the "Fishing" accumulation space, you get 1 food from the general supply.

D054**New Market**

(1VP. Cost 1W 1C.)

Each time you use an action space card on round spaces 8 to 11, you get 1 additional food.

D055**Fatstock Stretcher**

(Cost 1W.)

Each time you turn a sheep or wild boar into food using 1 cooking improvement, you get 1 additional food.

D056**Wholesale Market**

(3VP. Cost 2 Vegetable 2W.)

Place 1 food on each remaining round space. At the start of these rounds, you get the food.

D057**Gritter**

(Cost 1W. Req Play in round 5 or later.)

At the end of each action in which you sow vegetables in a field, you get 1 food for each vegetable field you have (including the new ones).

D058**Earth Oven**

(3VP. Req Return a fireplace.)

At any time, you may convert goods to food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 3 food. Whenever you use a bread baking action, you may convert: grain → 2 food.

D059

⇒ This card counts as either 1 minor improvement or 1 major improvement, whichever is most convenient when considering another effect. But it never counts as 2 improvements at once.

⇒ You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **C053**.

Large Pottery

(3VP. Cost 1C 1S. Req Return the pottery.)

At any time, you may convert 1 clay to 2 food. At the end of the game, you receive 1/2/3/4 bonus points for 3/5/6/7 clay.

D060**Bale of Straw****D061**

At the start of each harvest, if you have at least 3 grain fields (including field cards with planted grain), you get 2 food.

Beer Tap

(Cost 1W.)

When you play this card, you immediately get 2 food. In the feeding phase of each harvest, you can turn 2/3/4 grain into 3/6/9 food.

D062**Lynchet****D063**

In the field phase of each harvest, you get 1 food for each harvested field tile that is orthogonally adjacent to your house.

Baking Course

(Req 1 occ.)

At the end of each round that does not end with a harvest,

D064

you can take a “Bake Bread” action (you may convert 1 grain into 2 food).

Grain Sieve

(Cost 1W.)

In the field phase of each harvest, if you harvest at least 2 grain, you get 1 additional grain from the general supply.)

Reap Hook

(Cost 1W.)

Place 1 grain on each of the next 3 of the round spaces 4, 7, 9, 11, 13, and 14. At the start of these rounds, you get the grain.

Small Basket

(Req 2 occ.)

Each time you use the “Reed Bank” accumulation space, you can pay 1 reed to get 1 vegetable. If you do in a game with 4+ players, place that 1 reed on the accumulation space.

Straw Manure

(Req 2 fields.)

Before the field phase of each harvest, you can pay 1 grain from your supply to add 1 vegetable to each of up to 2 vegetable fields.

Changeover

At any time, if a field contains exactly 1 good as a result of a harvest, you can discard that good and immediately take a “Sow” action limited to that field.

Stable Manure

(Req At most 1 occ.)

In the field phase of each harvest, you can harvest 1 additional good from a number of fields equal to the number of unfenced stables you have.

Royal Wood

(Cost 1F.)

At the end of each turn in which you use the “Farm Expansion” action space or build an improvement, you get 1 wood back for every 2 wood paid during those actions (rounded down).

Social Benefits

(Cost 1R. Req At most 1 occ.)

Immediately after the feeding phase of each harvest, if you have no food left, you get 1 wood and 1 clay.

Recycled Brick

(Cost 1F. Req 3 occ.)

Each time any player (including you) renovate to stone, you get 1 clay for each newly renovated room.

Brick Hammer

(Cost 1W or 1F.)

Each time after you build an improvement costing at least 2 clay, you get 1 stone.

Roof Ladder

(Cost 1W.)

Each time you renovate, you pay 1 fewer reed and, at the end of the action, you get 1 stone.

Hunting Trophy

(1VP. Return or cook 1 Wild Boar.)

Improvements built on “House Redevelopment” cost you 1 building resource of your choice less. Fences built on “Farm Redevelopment” cost you a total of 3 wood less.

⇒ Alone, “built” can refer to either improvement type.

Pigswill

(Cost 2F or 1 grain.)

Each time you use the “Fencing” action space, you also get 1 wild boar.

D074

D076

D077

D080

D081

D082

D083

D065

D067

D068

D070

D071

D072

15 Occupations

15.1 Original edition

15.1.1 Occupations (E)

Land Agent

(3–5 players)

Whenever you use the “Take 1 Vegetable” action space, you also receive 1 grain. When you play this card, you receive 1 vegetable from the general supply.

E147

Academic

(3–5 players)

This card counts as 2 occupations for minor improvements and when scoring the Reeve **E217** or Tutor **E174** occupation card.

E148

- ⇒ Playing the Academic counts as 1 occupation for the Bread Paddle **K111** and Bookshelf **K112**.

Master Baker

(4–5 players)

Whenever another player bakes bread, you can bake bread if you have a baking improvement with the “baking” symbol. If you take a bake action yourself, you receive 1 additional food.

E149

- ⇒ Is activated when another player uses a baking improvement (with the “baking” symbol) to convert grain to food.
- ⇒ Is not activated if another player uses the “Sow and Bake Bread” action space, but does not bake.
- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.
- ⇒ You do not receive the additional food if you bake bread because of the Master Baker itself.

Baker

(1–5 players)

During each harvest, you may bake bread at the start of the feeding phase if you have an appropriate improvement. When you play this card, you may bake bread as an additional action.

E150

- ⇒ You may only use the Baker to bake bread just once each harvest, but you may use all of your ovens and other improvements to bake as much bread as you can.

Master Builder

(1–5 players)

Once during the game, at any time after your home reaches at least 5 rooms, you may extend it by 1 room at no cost.

E151

- ⇒ You may place a room tile on this card to show that you have not yet taken the extension action.
- ⇒ You do not have to use an action space to build a room with the Master Builder.

Berry Picker

(3–5 players)

Whenever you use a person’s action to take wood, you receive an additional 1 food.

E152

- ⇒ Is activated when you use an action space on which wood is placed each round. You cannot use such an action space just to use this card if the action space contains no wood (e.g. because of the Wood Distributor **K284**).
- ⇒ Is activated even if you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**.

- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor.
- ⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player game, and the action space “Take 1 Building Resource” in 3-player game if you take wood.
- ⇒ Is activated when you play Building Material **E16**. Is not activated when you receive wood because of any other minor improvement or an occupation.

Mendicant

(1–5 players)

At the end of the game, you can discard up to 2 begging cards without losing points for them.

E153

Master Brewer

(1–5 players)

In the feeding phase of each harvest, the Master Brewer can convert up to 1 grain to 3 food.

E154

- ⇒ Brewing beer does not count as baking.
- ⇒ The grain that you want to convert into 3 food may not be on fields; it must be taken from your personal supply.

Bread Seller

(3–5 players)

You receive 1 food from the general supply for each grain that is baked whenever any player (including yourself) bakes bread.

E155

- ⇒ Bread is not baked if schnaps is distilled or beer is brewed, or when a Water Mill **I103**, Windmill **E17** or Hand Mill **I75** is used.
- ⇒ Is activated when any player uses a baking improvement (with the “baking” symbol) to convert grain to food.
- ⇒ Is not activated if anybody uses the “Sow and Bake Bread” action space, but does not bake.

Brush Maker

(3–5 players)

Whenever you convert wild boar to food, you place the boar on this card. At the end of the game, you receive bonus points if you have wild boar markers on this card: 4 or more markers, 3 points; 3 markers, 2 points; 2 markers, 1 point.

E156

- ⇒ A converted wild boar may either be placed on the Tanner **K280**, Taxidermist **Z330**, or Brush Maker; you cannot use two of these cards for the same animal.
- ⇒ If you also have the Basin Maker **K273** and/or the Pelts **K339**, you may use those cards as well as the Brush Maker for each converted wild boar.
- ⇒ Wild boar markers on this card do not count in the scoring at the end of the game.

Thatcher

(3–5 players)

Pay 1 reed less to build each room, for each renovation, and for each of the Water Mill **I103**, Half-timbered House **E21**, Chicken Coop **I84**, Holiday House **I71**, Mansion **K144** and Corn Storehouse **I86**.

E157

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ If you also have other cards that reduce costs for building rooms, e.g. the Ladder **I91**, you may use all of these cards for the same action.
- ⇒ The Thatcher has no effect if the number of reeds required is already lowered to 0, e.g. by using both Clay Roof **E36** and Frame Builder **K272** when building a new room.

Turner (3–5 players)

E158

At any time, you can use the Turner to convert any number of wood to 1 food each.

Head of the Family (4–5 players)

E159

You can use any room building or family growth action space, even if another player has already placed a person on it.

- ⇒ You may not use the same action space in the same round with 2 of your own people.
- ⇒ If the action space provides a choice of actions, you may choose either. For example, you may take the “Traveling Players” action on the “Build 1 Room or Traveling Players” action space in the 5-player game, or play an occupation on the “1 Occupation or Family Growth” action space.
- ⇒ It is not allowed to use an empty accumulating action such as “Traveling Players”, not even if it activates other improvements or occupations.

Farmer (4–5 players)

E160

The next time you build fences, you receive 1 wild boar. Each time you build at least 1 fence after that, you receive 1 cattle.

- ⇒ You only receive 1 new animal per turn, even if several pastures are created with the same action.
- ⇒ Is activated when you use the Fence Overseer **K312**, or when you play the Mini Pasture **E40**.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

Fisherman (3–5 players)

E161

Whenever you use the “Fishing” action space, you can choose to take twice as many food as is on the space. If you do this, you must give 1 food each to the owners of the Fishing Rod **E12**, Raft **E22**, Canoe **E30**, Fish Trap **I95**, and Landing Net **K126**.

- ⇒ Only the food that is lying on the action space is doubled. Take the food from the action space, and the same amount from the general supply.
- ⇒ You only give food to another player if he has the improvement in front of him on the table.
- ⇒ If a player has played more than one of these improvements, you give him more than one food.
- ⇒ You do not have to pay anything for an item if you own it yourself.
- ⇒ It is possible that you have to pay more food than you receive. If you won’t have enough food to pay the owners of the improvements after using the Fisherman, you are not allowed to use it.

- ⇒ The effect of the Fisherman is optional. If you do not take the double amount of food, you do not have to pay anything to the other players.
- ⇒ Is not activated by using the Net Fisherman **I248**.

Meat Seller (1–5 players)

E162

If you have an oven, you can convert your animals into food at any time. Take 2 food for each sheep, 3 for each wild boar and 4 for each cattle.

- ⇒ The Meat Seller may not be used after upgrading an oven to a Baker’s Kitchen **I65** or Bakehouse **K106**, unless you have another oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.
- ⇒ Ovens are not a cooking improvement, even if you have the Meat Seller. Using the Meat Seller does not activate the Schnitzel Mallet **Ö18**.

Field Warden (4–5 players)

E163

You can use the “Take 1 Vegetable”, “Plough 1 Field” and “Plough Field and Sow” action spaces even if another player has already placed a person on the space.

- ⇒ You may not use the same action space in the same round with 2 of your own people.
- ⇒ You can use the Field Warden when you move a family member to the “Plough Field and Sow” space because of the Countryman **K289**.

Master Forester (4–5 players)

E164

Include the “2 Wood” action card from the 3-player game as an additional forest. At the start of each round, place 2 wood on the card. Any player who uses this action space must pay you 2 food.

- ⇒ If you use the Master Forester yourself, you do not need to have or to pay any food.
- ⇒ The food must be paid before the wood is collected. If the player who wants the wood gets food for this action, for example because of the Berry Picker **E152**, he may not use this food to pay for the Master Forester.

Yeoman Farmer (3–5 players)

E165

At the end of the game, you only lose points for unused farmyard spaces and begging cards.

- ⇒ Write down the points you gain by using the Yeoman Farmer as bonus points. The number of bonus points you get is equal to the number of scoring categories for which you would otherwise have scored negative points.
- ⇒ Negative points that are compensated by the Yeoman Farmer are not counted as negative for the Constable **K276**.
- ⇒ If you use the Horse **K135** to compensate for a missing type of animals, you still receive a bonus point for that animal from the Yeoman Farmer (and 2 bonus points from the Horse).

- ⇒ The Yeoman Farmer also compensates negative (bonus) points for Forest Path **M048**, Built-in Oven **M044**, etc.

Undergardener **E166** (4–5 players)

Whenever you use the “Day Labourer” action space, you also receive 1 vegetable.

Conjurer **E167** (4–5 players)

Whenever you use the “Traveling Players” action on an action space, you receive 1 additional grain.

- ⇒ If another player uses the Juggler **I237** with a “Traveling Players” action, he pays you 1 food.

Greengrocer **E168** (3–5 players)

Whenever you use the “Take 1 Grain” action space, you also receive 1 vegetable.

Storyteller **E169** (4–5 players)

Whenever you use the “Traveling Players” action on an action space, you can leave 1 food on the space and receive 1 vegetable instead.

- ⇒ If another player uses the Juggler **I237** with a “Traveling Players” action, he pays you 1 food.
- ⇒ If you have the Dancer **E212** as well, you receive at least 4 food and 1 vegetable when you leave one food on the action space.

Estate Manager **E170** (3–5 players)

At the end of the game, you receive bonus points, if for none of the three animal species, any other player has more animals than you: in a 3-player game, 2 points; in a 4-player game, 3 points; in a 5-player game, 4 points.

- ⇒ If a player has the Horse **K135**, it does not count as 1 animal of a missing type of his choice when counting animals for the Estate Manager. The House Goat **K120** does not count as an animal.

Dock Worker **E171** (1–5 players)

At any time, you can use the Dock Worker to convert 3 wood to either 1 clay, 1 reed or 1 stone, or to convert 2 clay, 2 reed or 2 stone to 1 other building resource.

- ⇒ Building resources are wood, clay, reed, and stone.

Chief **E172** (1–5 players)

At the end of the game, you receive 1 bonus point for each room in your stone house. Playing this card costs an additional 2 food.

- ⇒ If you have the Half-timbered House **E21** as well, you use both to get 4 points per room; if you have the Mansion **K144** as well, or all three of Chief, Mansion and Half-timbered House, you use them all to get 5 points per room.

Chief's Daughter **E173** (1–5 players)

If another player plays the Chief **E172** card, you can play this card immediately at no cost. At the end of the game, you receive 3 bonus points if you have a stone house, 1 if you have a clay hut.

- ⇒ You can also play this card using an action space in the usual way.
- ⇒ If you play the Chief **E172** yourself, you may not play the Chief's Daughter at the same time.

- ⇒ In a solo game, you can only play this card using an action space.

- ⇒ If you have the Clogs **E28** as well, you get points for both cards.

- ⇒ If you play the Chief's Daughter because the Chief is played, this activates the Bread Paddle **K111**, Bookshelf **K112**, Patron **E192**, and Educator **K271**, but not the Writing Desk **E49**, Perpetual Student **K275**, or Therapist **Ö03**.

Tutor **E174** (1–5 players)

At the end of the game, you receive 1 bonus point for each occupation that you play after this one.

- ⇒ You may note the bonus points on the scoring pad immediately, or you can simply lay out your occupations in the order that you play them.
- ⇒ The Academic **E148** counts as two occupations.
- ⇒ If you keep this card after playing a round in a series of solo games, you also receive bonus points for permanent occupation cards kept in play after subsequent games.
- ⇒ (FotM) Up to a maximum of 6 bonus points.

Hedge Keeper **E175** (1–5 players)

Whenever you build at least 1 fence, you can build 3 additional fences without paying any additional wood.

- ⇒ Is activated when you use the Fence Overseer **K312**, Fence Builder **I263** or Fence Deliveryman **I265**, or when you play the Mini Pasture **E40**.
- ⇒ If you also have the Farmer **E160**, Stablehand **E207**, Wood Carver **K301** or Sawhorse **K121**, you may use all of those cards during the same fence building action.
- ⇒ The free fences from the Hedge Keeper are built in the same fence building action as all other fences, but in an order of your choosing. However, you may not use the Hedge Keeper for the first fence you build in a turn.
- ⇒ Can only be used once per turn.
- ⇒ Only after building the extra fences, you need to follow the conditions for building fences (i.e. no open pastures).
- ⇒ You may choose to build fewer than 3 fences, for example, if you do not have 3 unbuilt fences left.
- ⇒ If you build no free fences, or fewer than 3, you cannot save the other free fences for later rounds.

Woodcutter **E176** (1–5 players)

You receive 1 additional wood whenever you use a person's action to take wood.

- ⇒ Is activated when you use an action space on which wood is placed each round. You cannot use such an action space just to use this card if the action space contains no wood (e.g. because of the Wood Distributor **K284**).
- ⇒ Is activated even if you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**.
- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor.

- ⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player game, and the action space “Take 1 Building Resource” in 3-player game if you take wood.
- ⇒ Is not activated when you receive wood because of a minor improvement or occupation.

Wooden Hut Builder

(3–5 players)

At the end of the game, you receive 1 bonus point for each room in your wooden hut.

E177**Hut Builder**

(4–5 players)

Play this card during round 1–4. At the start of round 11, you can extend your hut by 1 room at no cost, as long as you have not yet renovated to a stone house.

- ⇒ When the card is played, put a room tile on the round 11 action space as a reminder.
- ⇒ It is allowed to play this card after round 4, in which case it has no effect. It still counts as a played occupation, e.g. for the prerequisite of an improvement.
- ⇒ If you choose not to build a free room at the start of round 11, you cannot build it later in the game.

E178**Merchant**

(1–5 players)

Whenever you use a “minor improvement” or “minor or major improvement” action, you can pay 1 food to use the action a second time.

- ⇒ If you use a “major or minor improvement” action, you can either play 2 major or 2 minor improvements, or 1 major and 1 minor improvement.
- ⇒ Is activated by every improvement you play, even if you play several in a single turn.
- ⇒ Using both Merchant and Traveling Salesman **K281**, you can play up to 4 minor improvements for 1 food on a “major or minor improvement” action space, or you can acquire 2 major improvements for 1 food on a “minor improvement” action space.
- ⇒ Using both Merchant and Businessman **I228**, you can first play 1 minor improvement and 1 major or minor improvement, and then additionally for 1 food, either 2 minor improvements or 1 major and 1 minor improvement when you use the “Starting Player” action space.
- ⇒ If you receive goods or food from the first improvement, you may use them to pay for the use of the merchant, or for buying the second improvement.
- ⇒ Is activated when you use the Scholar **K279** to play an improvement.

E179**Hobby Farmer**

(4–5 players)

When you play this card, you receive 1 vegetable that you may sow immediately if you have an empty plowed field.

- ⇒ You perform a sowing action, which you can only use for this vegetable.
- ⇒ Sowing the vegetable activates the Fieldsman **I219**, Smallholder **K286**, Potato Dibber **E32**, Liquid Manure **K118**, Planter Box **I90** and another player’s Field Worker **I224**.

E180

- ⇒ Sowing the vegetable is optional. You may not sow anything else, including wood on Forester **K278** and Copse **I78**, or food on Vineyard **Ö21**.
- ⇒ You may sow the vegetable on the Bean Field **E18**, Lettuce Patch **E47**, or Turnip Field **K137**.

Cook

(4–5 players)

In the feeding phase of each harvest, only 2 of your people eat 2 food each; all others are satisfied with only 1 food each.

- ⇒ You still need to feed newborns with 1 food.

E181**Charcoal Burner**

(3–5 players)

You receive 1 food and 1 wood whenever any player (including you) builds a baking improvement with a “baking” symbol.

- ⇒ You can place 1 food and 1 wood on the affected unbuilt major improvements to remind you to take the tokens.
- ⇒ You also receive the food and wood when an improvement is upgraded to a baking improvement.

E182**Basketmaker**

(4–5 players)

In each harvest, the Basketmaker can convert up to 1 reed to 3 food.

E183**Grocer**

(1–5 players)

Pile (from bottom to top) 1 vegetable, reed, clay, wood, vegetable, stone, grain, reed on this card. At any time, you may buy the top item for 1 food.

- ⇒ The resources come from the general supply, and are not part of your personal supply until you buy them.

E184**Clay Firer**

(4–5 players)

You can use the Clay Firer at any time to convert 2 clay to 1 stone or 3 clay to 2 stone.

E185**Clay Seller**

(4–5 players)

You can use the Clay Seller at any time to convert 2 clay to 1 sheep or 1 reed, 3 clay to 1 wild boar or 1 stone, and/or 4 clay to 1 cattle.

- ⇒ If you receive animals from the Clay Seller, you may convert them to food with an appropriate improvement without having to make room for them in your farmyard.

E186**Clay Deliveryman**

(1–5 players)

Place 1 clay on each remaining space for rounds 6 to 14. At the start of these rounds, you receive the clay.

- ⇒ You do not receive clay for the current round, or any of the earlier rounds.

E187**Clay Mixer**

(1–5 players)

Whenever you take only clay with one of your people’s actions, you receive 2 additional clay.

- ⇒ Is activated when you use an action space on which clay is placed each round. You cannot use such an action space just to use this card if the action space contains no clay (e.g. when you have the Bureaucrat **Č07**).
- ⇒ Is also activated by the action space “Take 1 Building Resource” in 3-player game if you take clay.

E188

- ⇒ Is not activated when you receive clay because of a minor improvement or occupation.
- ⇒ Is activated when you take clay from an action space, and at the same time receive other goods because of a minor improvement or occupation.

Lord of the Manor

(1–5 players)

E189

At the end of the game, you receive 1 bonus point for each scoring category where you have scored the maximum 4 points.

- ⇒ The bonus point is also awarded for 4 fenced stables.
- ⇒ Bonus points from other cards, such as the Brewery **K110** or the Schnaps Distillery **I98**, are not taken into account when scoring the Lord of the Manor **E189**.

Maid

(1–5 players)

E190

Once you have built a clay hut, place 1 food on each remaining round space. At the start of these rounds, you receive the food.

- ⇒ If you already have a clay hut or a stone house when you play this card, place the food immediately.

Mason

(1–5 players)

E191

Once during the game, at any time after your stone house reaches at least 4 rooms, you may extend it by 1 room at no cost.

- ⇒ You may place a room tile on this card to show that you have not yet taken the extension action.
- ⇒ You do not have to use an action space to build a room with the Mason.

Patron

(4–5 players)

E192

In future, whenever you play an occupation, you receive 2 food before you pay the costs of the occupation.

- ⇒ If you use the Writing Desk **E49**, you receive food for both occupations you play.
- ⇒ If you also have the Bookshelf **K112**, you can use both to receive 5 food for each occupation you play.

Pastor

(4–5 players)

E193

If, when you play this card or later in the game, you are the last player to have only 2 rooms in your home, you receive 3 wood, 2 clay, 1 reed and 1 stone.

- ⇒ You choose the moment at which you're paid, but it has to be after the last player (other than you) build his third room and before you build your third room yourself.

Plough Driver

(1–5 players)

E194

Once you have a stone house, you can pay 1 food at the start of each round to plough (at most) 1 field.

- ⇒ When you use the Plough Driver, you may not use a plough or the Harrow **I68** to plough multiple fields.
- ⇒ Food that you receive at the start of a round (e.g. because of the Well **A10**) can be used to pay for the field immediately.

Plough Maker

(1–5 players)

E195

Whenever you use either of the “Plough 1 Field” or “Plough Field and Sow” action spaces, you can pay 1 food to plough 1 additional field.

- ⇒ You may use one of the ploughs or the Harrow **I68** at the same time as the Plough Maker (unlike the Plough Driver **E194**); in that case, you pay 1 food to plough 1 field more than the plough or Harrow allows.

Mushroom Collector

(1–5 players)

E196

Whenever you use a person's action to take wood that is lying on an action space, you can leave 1 of that wood on the space and receive 2 food in exchange.

- ⇒ If you also have the Basket **E34**, you can use both cards to leave 3 wood to receive 5 food.
- ⇒ You can use an action space with only 1 wood on it, and only take 2 food (and no wood). This still counts as taking wood, and activates e.g. the Berry Picker **E152**, Wood Cart **I79**, and Pieceworker **K268**.
- ⇒ If there is no wood on the action space, for example because of the Wood Distributor **K284**, you may not use the Mushroom Collector.
- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor.
- ⇒ Is not activated by the action space “1 Reed, Stone, and Wood” in 5-player game.

Braggart

(3–5 players)

E197

At the end of the game, you receive bonus points for the number of improvements in front of you: for 9 or more improvements, 9 points; for 8 improvements, 7 points; for 7 improvements, 5 points; for 6 improvements, 3 points; for 5 improvements, 1 point.

- ⇒ Both major and minor improvements count. Discarded improvements do not.

Ratcatcher

(3–5 players)

E198

In rounds 10 and 12, all other players may not place 1 of their family's offspring (if they have any). This card may only be played until the end of Round 9.

- ⇒ The idle family members do count towards the question whether there is space in the hut or house for family growth.
- ⇒ You yourself may place all your family members.
- ⇒ All family members except for the first two are offspring; not only newborns.
- ⇒ Guests and the occupant of the Reed Hut **K138** are not offspring and may always be played.
- ⇒ You are allowed to play this card after round 9, but it has no effect. Remove it from the game immediately after you've played it.

Renovator

(1–5 players)

E199

Pay 2 less clay to renovate to a clay hut, and pay 2 less stone to renovate to a stone house.

Conservator

(1–5 players)

E200

You can renovate your wooden hut to a stone house without first needing to renovate it to a clay hut.

- ⇒ You may not use both the Conservator and the Stone Breaker **K303** or the Conservator and the

Builder's Trowel **E50** to renovate your wooden hut to a stone house out of turn.

- ⇒ The renovation is paid, as usual, with 1 stone per room plus 1 reed, and you still have to take a "Renovate" action to use the Conservator.
- ⇒ Activates the Clay Hut Builder **I242** when used.

Cattle Whisperer

(4–5 players)

E201

Add 5 and 9 to the number of the current round. Place 1 cattle on each corresponding round space. At the start of these rounds, you receive the cattle.

- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You receive the cattle on rounds 5 and 9.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

Seasonal Worker

(1–5 players)

E202

Whenever you use the "Day Labourer" action space, you receive 1 additional grain. From round 6 onwards, you can choose to receive 1 vegetable instead.

Shepherd

(4–5 players)

E203

During each harvest, if you have at least 4 sheep during the breeding phase, you receive 2 lambs instead of 1 as long as you have room for them.

Master Shepherd

(4–5 players)

E204

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

- ⇒ You may immediately convert the animal into food with an appropriate improvement, without having to make room for it in your farmyard.

Reed Collector

(3–5 players)

E205

Place 1 reed on the next 4 round spaces. At the start of these rounds, you receive the reed.

Swineherd

(4–5 players)

E206

Whenever you use the "1 Wild Boar" action space, you receive 1 additional wild boar from the general supply.

- ⇒ The "1 Wild Boar" action space is added in round 8 or 9.
- ⇒ In the 5-player game, there is an action space that gives players 1 animal of their choice. The Swineherd is not activated by using this space.

Stablehand

(1–5 players)

E207

Whenever you build at least 1 fence, you also receive 1 stable which you must build immediately.

- ⇒ The stable may be built inside or outside the fenced area.
- ⇒ You do not need to pay any wood for the stable.
- ⇒ Is activated when you play the Mini Pasture **E40**.
- ⇒ Only 1 free stable is awarded in each turn.
- ⇒ Is activated when you use the Fence Overseer **K312**: when you build a stable, you may fence it, after which you have to build another stable. You may not then fence that second stable.
- ⇒ Activates the Fence Overseer when used: when you build a fence, you must build 1 free stable, which can be fenced for free. You may not use the Stablehand again to receive a second free stable.

- ⇒ If you have no unbuilt stables left, or if there is no place in your farmyard where it can be placed, the Stablehand has no effect.

- ⇒ If you use the Hedge Keeper **E175**, the additional 3 fences do not activate the Stablehand a second time.

Stablemaster

(1–5 players)

E208

One (and only one) of your unfenced stables may hold up to 3 animals of the same type.

- ⇒ If you also have the Shepherd's Pipe **E29**, that card has no effect on the unfenced stable for which the Stablemaster is used.

Quarryman

(3–5 players)

E209

You can use the Quarryman at any time to convert stone to food. For each stone you convert, you receive 2 food.

Stone Carrier

(1–5 players)

E210

Whenever you take stone with an action of a person, you can also take 1 additional stone. If you also receive other building resources, this costs you 1 food.

- ⇒ Is activated when you use an action space on which stone is placed each round. You cannot use such an action space just to use this card if the action space contains no stone (e.g. when you have the Bureaucrat **C07**.)
- ⇒ Is activated by the action space "Take 1 Building Resource" in 3-player game if you take stone.
- ⇒ Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game and the action space "1 Reed, Stone, and Food" in 4-player game, if you pay 1 food.
- ⇒ You also pay 1 food to use this card if you receive other building resources at the same time from occupations and minor improvements.
- ⇒ Is not activated when you receive stone because of a minor improvement or occupation.
- ⇒ Other building resources are wood, clay, and reed.

Stonecutter

(3–5 players)

E211

All improvements, rooms and renovations cost you 1 stone less.

- ⇒ For example, you do not have to pay any stone if you play Lumber **K107**.
- ⇒ If you buy more than one room, you receive the discount for all rooms. If you renovate, you only get a discount of 1 stone, no matter how many rooms your house has.
- ⇒ You may use other cards that change the costs of an improvement, room or renovation together with the Stonecutter for the same action.

Dancer

(4–5 players)

E212

Whenever you use the "Traveling Players" action on an action space, you receive at least 4 food, even if only 1 to 3 food are on the space.

- ⇒ If another player uses the Juggler **I237** with a "Traveling Players" action, he pays you 1 food.
- ⇒ If you have the Storyteller **E169** as well, you receive at least 4 food and 1 vegetable when you leave one food on the action space.

- ⇒ You cannot use both the Juggler **I237** and the Dancer for the same action.

Stockman (4–5 players)

E213

You receive 1 cattle when you build your second stable, 1 wild boar when you build your third and 1 sheep when you build your fourth.

- ⇒ If you build several stables at once, you may receive more than one animal.
- ⇒ You do not get animals for stables that have already been built when you play the Stockman.
- ⇒ You may immediately convert the animal into food with an appropriate improvement, without having to make room for them in your farmyard.

Potter (3–5 players)

E214

In each harvest, the Potter can convert up to 1 clay to 2 food.

Tenant Farmer (4–5 players)

E215

You immediately receive a loan of one of each type of animal. Before scoring, return the 3 animals. For each animal that you cannot or do not want to return, you lose 1 point.

- ⇒ You may immediately convert the animals to food with an appropriate improvement without having to make room for them in your farmyard.
- ⇒ If you also have the Yeoman Farmer **E165**, you do not deduct points if you do not return an animal.
- ⇒ If you deduct points for not returning an animal, you do not get the bonus points from the Constable **K276**.
- ⇒ If you also have the Animal Feed **I101**, you may use the animals from the Animal Feed to repay your loan, even if you have no space in your farm to keep them.
- ⇒ You may repay the loan at any time before the scoring, including during the game. If you repay part of the loan during the game, you may no longer repay the rest of the loan later in the game or before scoring.

Animal Keeper (4–5 players)

E216

You can keep sheep, wild boar and cattle in the same pasture.

- ⇒ This applies to all your pastures except the Forest Pasture **K145**.

Reeve (3–5 players)

E217

You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, all players with the most occupation cards in front of them receive 3 bonus points each.

- ⇒ The Academic **E148** counts as two occupations.

Carpenter (1–5 players)

E218

To extend your home, you need only 3 of the appropriate resource and 2 reed for each new room.

- ⇒ For example, if you live in a wooden hut, you need 3 wood and 2 reed.
- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Clay Supports **E37**, Axe **E13**, or Clay Plasterer **I241**), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.
- ⇒ After you've used the Carpenter, you may then also use any card that changes the cost of a room (e.g. Clay Roof **E36**, Ladder **I91**, Stonecutter **E211**, and Bricklayer **I243**).
- ⇒ For example, if you also have the Bricklayer **I243**, you may use both cards to build rooms for 1 clay and 2 reed.
- ⇒ You may not use this card to change the costs of the Wooden Hut Extension **I81** and Clay Hut Extension **K132**.

15.1.2 Occupations (I)

Fieldsman
(1–5 players)**I219**

Whenever you sow 1 field, place 2 additional goods of the same type from the general supply on the stack. Whenever you sow 2 fields, place 1 extra good on each.

- ⇒ If you sow three or more fields, you do not get any additional goods.
- ⇒ You also get the extra goods if planting on the Forester **K278**, Copse **I78**, Lettuce Patch **E47**, Bean Field **E18**, Turnip Field **K137**, Acreage **K105**, and Vineyard **Ö21**.
- ⇒ The Acreage counts as two fields if both fields of the Acreage are planted. The Forester counts as up to three fields. If you use the Scarecrow **Z324** to sow a field twice, it counts as two fields.
- ⇒ Is activated when you use the Hobby Farmer **E180** or the Corn Storehouse **I86**.

Well Builder
(1–5 players)**I220**

For you, the Well **A10** is not a major but now a minor improvement and costs only 1 stone and 1 wood to build.

- ⇒ After the upgrade to the Village Well **I66**, the Well may be built a second time. The benefits of the Well Builder apply both times.
- ⇒ The Well still counts as major improvement as well, e.g. for Nosebag **M022** or Administration **M070**.

Village Elder
(3–5 players)**I221**

You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, all players with the most improvements in front of them receive 3 bonus points each.

- ⇒ Both major and minor improvements count. Discarded improvements do not.

Social Climber
(4–5 players)**I222**

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.

- ⇒ Rewards are not given for renovations performed before you played this card.
- ⇒ You receive the stone immediately after renovating, so you can use them immediately for the following small improvement. You cannot use the stone for the renovation itself.
- ⇒ If you use the Conservator **E200** to renovate directly to stone, you do not receive stone for the renovation to a clay hut. If you renovate to a clay hut after another player has used the Conservator, he does not count as having renovated to clay before you.

Harvest Helper
(3–5 players)**I223**

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 general supply.

- ⇒ You may not take an additional grain from one of your own fields.
- ⇒ You may take the grain from another player's Acreage **K105** minor improvement.
- ⇒ The Harvest Helper is used after the Corn Storehouse **I86**.
- ⇒ You decide which of the opponents' fields to take the grain from, including Acreage **K105**, the opponent's home (if he has Winter Garden **G118**, and his farmyard (if he has No-Till Farming **M078**).

Field Worker
(3–5 players)**I224**

Whenever another player sows one or more fields, you receive 1 grain in a 3-player game or 1 food in a 4/5 player game.

- ⇒ If you sow, you do not get anything from the Field Worker.
- ⇒ Is activated when another player uses the Hobby Farmer **E180** or the Corn Storehouse **I86**.

Field Watchman
(1–5 players)**I225**

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

- ⇒ You cannot use ploughs or the Harrow **I68** when this card is used.

Gardener
(1–5 players)**I226**

Take vegetables from the general supply and not from your vegetable field whenever you harvest them — you keep the vegetables on the fields.

- ⇒ All your vegetable fields remain untouched until the end of the game. This also applies to the Bean Field **E18**, Turnip Field **K137** and Lettuce Patch **E47**.
- ⇒ The effect of the Gardener is not optional.
- ⇒ (FotM) The effect of the Gardener is only from 2 vegetable fields.

Church Warden
(1–5 players)**I227**

You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 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.

- ⇒ An action by a guest is counted. An additional action because of moving an already placed person, e.g. because of the Countryman **K289** or Acrobat **K269**, is not.
- ⇒ A player who only gets a 5th family member in round 14 does not receive the bonus points, unless the new family member takes an action that round because of the Adoptive Parents **K267**.
- ⇒ A player who has built the Holiday House **I71** does not receive bonus points for the Church Warden.

Businessman
(3–5 players)**I228**

Whenever you use the "Starting Player" action space, you

can play an additional minor or major improvement after you play the minor improvement.

- ⇒ Optional; can only be used once per turn.
- ⇒ Using both Businessman and Traveling Salesman **K281**, you can play up to 3 minor improvements one after another when you use the “Starting Player” action space.
- ⇒ Using both Businessman and Merchant **E179**, you can first play 1 minor improvement and 1 major or minor improvement, and then additionally for 1 food, either 2 minor improvements or 1 major and 1 minor improvement when you use the “Starting Player” action space.
- ⇒ You may not play a major improvement without playing a minor improvement.

Sycophant (4–5 players)

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 general supply. You receive that food even when you take the grain yourself.

- ⇒ Note that there are enough cards in the interactive deck that the other players can use to avoid the “Take 1 Grain” action space.
- ⇒ The food has to be paid before using the action space; if a player has no food to pay before taking the grain, he cannot use the action space. He cannot take a begging card to get 1 food.
- ⇒ You do not have to pay anything if you use the action space yourself.

Clay Digger (4–5 players)

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.

- ⇒ If you use the Clay Digger yourself, you do not need to have or to pay any food.

Manservant (1–5 players)

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.

Midwife (4–5 players)

Whenever another player has offspring and then has a larger family than you, you receive 1 food. If they have at least 2 more family members than you, you receive 2 food.

- ⇒ The food is taken from the general supply, not from the other player.
- ⇒ Is activated when another player uses the Wet Nurse **K270**, Lover **K291**, or Village Beauty **Z325**.
- ⇒ This card is not activated when another player gets a guest or plays the Reed Hut **K138**.
- ⇒ Guests and the occupant of the Reed Hut are not counted in the size of the families.

Farm Steward (1–5 players)

Once you live in a clay hut or stone house, play your next family growth action as a “family growth even without

room”.

- ⇒ The next family growth is performed as if the round card from stage 5 was used. All future family growth is carried out as normal.
- ⇒ Allows at most 1 family growth without space in the hut.
- ⇒ If a room is built later, the offspring occupies it immediately.
- ⇒ If you already live in a clay hut or stone house, you use the Farm Steward for the first family growth action after you’ve played it.
- ⇒ If your next family growth is the “Family Growth and Minor Improvement” action space, you can play a minor improvement as usual.
- ⇒ If your next family growth action is “Family Growth without Room”, or when playing the Lover **K291**, this card has no effect.
- ⇒ Using the Wet Nurse **K270** or Village Beauty **Z325** counts as a family growth action.

Wood Buyer (3–5 players)

Whenever another player receives wood from an action, you can buy 1 wood from them for 1 food (even without their agreement).

- ⇒ You may buy only 1 wood each turn, but you can use this card multiple times per round.
- ⇒ The other player cannot refuse this exchange.
- ⇒ If the other player leaves all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, you cannot buy wood from him.
- ⇒ Is activated when a player uses an action space that contains wood because of the Wood Distributor **K284**.
- ⇒ Is also activated by the action space “1 Reed, Stone, and Wood” in 5-player game, and the action space “Take 1 Building Resource” in 3-player game if the other player takes wood.
- ⇒ (FotM) Is not activated when another player receives wood because of a special action, minor improvement or occupation.
- ⇒ The wood still counts as “taken” for the other player; they can still use their Berry Picker **E152**, Woodcutter **E176**, Pieceworker **K268**, etc., even if you buy the only wood that they take this turn. However, they cannot use their Resource Seller **K310**, because they do not “receive” the wood.

Wood Collector (1–5 players)

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

Hide Farmer (3–5 players)

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

- ⇒ Negative points that are compensated by the Hide Farmer are not counted as negative for the Constable **K276**.

Juggler (4–5 players)

Whenever you use the “Traveling Players” action on an action space, you can choose to receive twice as much food as is

I229

I230

I231

I232

I233

I234

I235

I236

I237

on the card. If you do this, you must give one food each to the owners of the Magician **K311**, Conjuror **E167**, Street Musician **I257**, Puppeteer **I249**, Acrobat **K269**, Dancer **E212**, Animal Trainer **K342** and Storyteller **E169**.

- ⇒ You cannot use both the Juggler and the Dancer **E212** for the same action.
- ⇒ Only the food that is lying on the action space is doubled. Take the food from the action space, and the same amount from the general supply.
- ⇒ You only give food to another player if he has the occupation in front of him on the table.
- ⇒ If a player has played more than one of these occupations, you give him more than one food.
- ⇒ You do not have to pay anything for an occupation if you own it yourself.
- ⇒ It is possible that you have to pay more food than you receive.
- ⇒ The effect of the Juggler is optional. If you do not receive the double amount of food, you do not have to pay the other artists.
- ⇒ If you would not have enough food to pay the other artists, you are not allowed to use the Juggler.

Chamberlain (1–5 players)

I238

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.

- ⇒ The order in which the “Plough Field and Sow” and “Family Growth without Room” action spaces enter the game is determined by the Chamberlain immediately when they are turned over.

Corn Profiteer (4–5 players)

I239

You can convert 1 grain to 3 food at any time. Any other player can prevent this by buying the grain from you for 2 food. If more than one player wants to buy, you choose one of them.

- ⇒ Using the Corn Profiteer does not count as baking bread.
- ⇒ (FotM) Up to a maximum of 8 grain during the game.

Cowherd (3–5 players)

I240

Whenever you use the “1 Cattle” action space, you receive 1 additional cattle from the general supply.

- ⇒ The “1 Cattle” action space is added in round 10 or 11.
- ⇒ In the 5-player game, there is an action space that gives players 1 animal of their choice. The Cowherd is not activated by using this space.

Clay Plasterer (1–5 players)

I241

Renovating your wooden hut to a clay hut costs you only 1 clay and 1 reeds. Each room of your clay hut costs you 3 clay and 2 reeds.

- ⇒ This card sets a new base cost for a room. If you also have another card that sets a new base cost (e.g. Clay Supports **E37**, and/or Carpenter

E218), you may only use one such card at the same time. If you build more than one room, you can choose the same or a different card for each room.

- ⇒ After you’ve used the Clay Plasterer, you may then also use any card that changes the cost of a room (e.g. Clay Roof **E36**, Ladder **I91**, and Bricklayer **I243**).
- ⇒ You may not use this card to change the costs of the Clay Hut Extension **K132**.
- ⇒ For example, if you have the Bricklayer **I243** as well, you can use both to renovate to a clay hut for 1 reed and to build new clay rooms for 1 clay and 2 reeds.

Clay Hut Builder (1–5 players)

I242

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.
- ⇒ Is activated when you use the Conservator **E200** to renovate to a stone house.

Bricklayer (1–5 players)

I243

Pay 1 less clay for each improvement and renovation. Pay 2 less clay for each room.

- ⇒ With e.g. Helpful Neighbours **E42** the player receives 1 stone or 1 reed for free.
- ⇒ If you also have the Clay Plasterer **I241**, you can use both to renovate to a clay hut for 1 reed and to build new clay rooms for 1 clay and 2 reed; you can use both the Carpenter **E218** and the Bricklayer to build rooms for 1 clay and 2 reed; or you can use both the Clay Supports **E37** and the Bricklayer to build rooms for 1 wood and 1 reed.
- ⇒ You may use other cards that change the costs of an improvement, room or renovation together with the Bricklayer for the same action.
- ⇒ If a new room costs only 1 clay, e.g. after using the Clay Plasterer and the Frame Builder **K272**, the Bricklayer reduces the cost to 0.
- ⇒ The cost of the Clay Hut Extension **K132** is lowered by only 1 clay.

Layabout (1–5 players)

I244

Once you have played this card, you may not take part in the next harvest.

- ⇒ You do not perform the actions of either the field phase or the breeding phase of the next harvest. Neither may you use cards that have effects at harvest time.
- ⇒ On the other hand, you do not need to feed your family during that harvest.
- ⇒ Although you do not take part in the harvest, other players may still use your cards or interact with your farm, if you or they have a card that allows this, such as Water Mill **I103** and Harvest Helper **I223**. However, you may not use the Harvest Helper or another player’s Water Mill yourself.

- ⇒ You can still receive food from the Slaughterman **K299** or Slaughterhouse **I97**.
- ⇒ Using the Manure **I92** or the Almanac **G061** does not count as a harvest.

Market Crier (3–5 players)

I245

Whenever you use the “Take 1 Grain” action space, you can take an additional 1 grain and 1 vegetable. If you do this, the other players each receive 1 grain from the general supply.

- ⇒ Is not activated by Corn Sheaf **K129** or any other improvement or occupation.

Milking Hand (4–5 players)

I246

In the field phase of the harvest, you receive food if you have cattle, without having to give up the cattle: for 5 or more cattle, 3 food; for 3 or 4 cattle, 2 food; for 1 cattle, 1 food. At the end of the game, you receive 1 bonus point for every 2 cattle.

Butcher (1–5 players)

I247

You can convert your animals into food at any time. You receive 1 food for each sheep, 2 for each wild boar and 3 for each cattle.

- ⇒ You do not need a cooking improvement to use the Butcher.
- ⇒ Using the Butcher does not activate the Schnitzel Mallet **Ö18**.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Net Fisherman (1–5 players)

I248

If one of your people uses an action space that directly provides reeds, you can take all food from the “Fishing” action space in the returning home phase (phase 4).

- ⇒ When you play a person on an action space with reeds, you stake your claim by placing a claim marker on the “Fishing” action space.
- ⇒ If someone takes the food from “Fishing” before the end of the round, you receive nothing.
- ⇒ Is not activated when you play the Reed Exchange **I96** or Helpful Neighbours **E42**, or use any other improvement to receive reeds, or when you use an occupation to get reeds.
- ⇒ Collecting the food does not count as taking the “Fishing” action, and does not activate the Fisherman **E161**, Fishing Rod **E12**, Fish Trap **I95**, Raft **E22**, or Canoe **E30**.
- ⇒ You can not take other resources that may be on the “Fishing” action space, e.g. because of the Wood Distributor **K284**.
- ⇒ In the round in which you play this card, you may only claim the food on “Fishing” if you take reed after you play the Net Fisherman.

Puppeteer (4–5 players)

I249

Whenever another player chooses the “Traveling players” action on an action space, you can pay 1 food to play an occupation.

- ⇒ You pay the 1 food to the general supply.
- ⇒ You may only play an occupation if you have food — even if it would provide immediate food.

- ⇒ If the player who takes the “Traveling players” action uses the Juggler **I237**, he pays you 1 food. You receive this food before you use the Puppeteer.

- ⇒ Activates the Bread Paddle **K111** when used.

Sheep Whisperer (4–5 players)

I250

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

- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You receive the sheep in rounds 4, 7, 9, and 11.
- ⇒ You may immediately convert the animal into food with an appropriate improvement, without having to make room for it in your farmyard.

Reed Buyer (4–5 players)

I251

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 general 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.
- ⇒ The Reed Buyer cannot interfere when reed is taken for the second time in a round, not even when you took the first reed yourself.
- ⇒ Is activated when a player uses an action space on which reed is placed each round, the action space “1 Reed, Stone, and Food” in 4-player game.
- ⇒ Is not activated when another player receives reed because of a minor improvement or occupation.
- ⇒ The reed still counts as “taken” for the other player; they can still use their Landing Net **K126**, Pieceworker **K268**, Fish Trap **I95**, etc., even if you buy the only reed that they take this turn. However, they cannot use their Resource Seller **K310**, because they do not “receive” the reed.

Pig Breeder (4–5 players)

I252

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.

- ⇒ The wild boar you receive when you play this card may immediately be converted into food with an appropriate improvement, without having to make room for it in your farmyard.

Pig Catcher (4–5 players)

I253

Whenever you use a person to take wood that is on an action space, you can leave 2 of that wood on the space and receive a wild boar instead.

- ⇒ If there is less than 2 wood on the action space, you may not use the Pig Catcher; not even when you receive additional wood from e.g. the Wood Cart **I79**.
- ⇒ You can use an action space with only 2 wood on it, and only take the wild boar (and no wood). This still counts as taking wood, and activates

e.g. the Berry Picker **E152**, Wood Cart, and Pieceworker **K268**.

- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor **K284**.
- ⇒ You may immediately convert the wild boar into food with an appropriate improvement, without having to make room for them in your farmyard.

Groom (4–5 players)

I254

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.

- ⇒ Wood that you receive at the same time through a Private Forest **E45**, Wood Collector **I235** or Wood Deliveryman **K283** may be used immediately to build 1 stable.
- ⇒ Activates the Fence Overseer **K312** when used.

Stone Buyer (4–5 players)

I255

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 general 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.
- ⇒ The Stone Buyer cannot interfere when stone is taken for the second or third time in a round, not even when you took the first reeds yourself.
- ⇒ Is activated when a player uses an action space on which stone is placed each round, the action space “1 Reed, Stone, and Food” in 4-player game, the action space “1 Reed, Stone, and Wood” in 5-player game.
- ⇒ Is not activated when another player receives stone because of a minor improvement or occupation.
- ⇒ The stone still counts as “taken” for the other player; they can still use their Stone Carrier **E210**, Storehouse Keeper **K288**, Pieceworker **K268**, etc., even if you buy the only stone that they take this turn. However, they cannot use their Resource Seller **K310**, because they do not “receive” the stone.

Stone Carver (1–5 players)

I256

In each harvest, the Stone Carver can convert up to 1 stone to 3 food.

Street Musician (4–5 players)

I257

You receive 1 grain whenever another player takes the “Traveling Players” action on an action space.

- ⇒ If the player who takes the “Traveling players” action uses the Juggler **I237**, he pays you 1 food.

Cabinetmaker (3–5 players)

I258

In each harvest, the Cabinetmaker can convert up to 1 wood to 2 food.

Animal Dealer (3–5 players)

I259

Whenever you use one of the “1 Sheep”, “1 Wild Boar” or

“1 Cattle” action spaces, you can pay 1 food to take 1 additional animal of that type.

- ⇒ The “1 Sheep”, “1 Wild Boar” and “1 Cattle” cards are added in Rounds 1–4, 8–9 and 10–11.
- ⇒ In the 5-player game, there is an action space that gives players 1 animal of their choice. The Animal Dealer is not activated by using this space.
- ⇒ After you’ve paid the 1 food, you may immediately convert the animal into food with an appropriate improvement. However, you must pay the 1 food beforehand; you may not subtract it from the proceeds.

Taster (4–5 players)

I260

Whenever another player is the starting player, you can pay them 1 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.

- ⇒ For example, if your right-hand neighbour is the starting player, you may pay him 1 food and place the first person. The starting player then places the second person, and the third person is then played by you due to the normal flow of the game.
- ⇒ If you are the starting player yourself, you do not get any advantage.
- ⇒ The Wood Distributor **K284**, Foreman **K308** and Taster may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.

Outrider (4–5 players)

I261

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

- ⇒ You receive the grain before you’ve taken the action. For example, if you use a sowing action, you can immediately sow the grain from the Outrider.
- ⇒ The most recent round card is always the one corresponding to the current round, even if the Chamberlain **I238** has been played.

Water Carrier (1–5 players)

I262

Once any player has built the Well **A10**, 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.
- ⇒ Food is not distributed a second time when the Well is upgraded to the Village Well **I66**. It is distributed again if the Well is built for a second time. If the Well has already been upgraded to the Village Well and returned to the major improvements board, the food is nevertheless distributed.

Fence Builder (1–5 players)

I263

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 have only 14 fences available for building.

- ⇒ You have to perform a regular action on the action space; fence building is optional, and follows all other actions on the action space.
- ⇒ You may place the fence on any action space, including minor improvements that are action spaces (such as Clay Deposit **I337**), action spaces that have been introduced to the game by other cards (such as Master Forester **E164**), and “Infirmary”.
- ⇒ If you use an occupation action space to play the Fence Builder, and you place the fence on that occupation action space, you cannot use Fence Builder this turn to immediately build fences.
- ⇒ You may not place the fence on a round space of a future round, unless the action card has already been revealed by the Chamberlain **I238**.
- ⇒ Pastures may only be built if they are completed — you may not leave a pasture open.
- ⇒ If you use the action space containing your fence, and you build fences, this activates the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207** and Animal Breeder **K307**.
- ⇒ If the action space with your fence is a space on which goods are placed at the start of each round, and it is empty (e.g. because of the Wood Distributor **K284**), you may not use the action space just to build fences.
- ⇒ If you put the fence on an action space that already allows the building of fences, you can take 2 fence building actions in 1 turn. This activates the Hedge Keeper **E175**, Farmer **E160**, Stablehand **E207**, or another player’s Fencer **I264** twice, as if the 2 fencing actions were taken in separate turns. The conditions for fence buildings (e.g. no open pastures) should be observed after each fencing action.
- ⇒ If you already have built all your fences when you play this card, it has no effect.

Fencer

(4–5 players)

I264

Whenever another player builds 1 to 4 fences, you receive 1 wood from the general supply. Whenever another player builds 5 or more fences, you receive 2 wood.

- ⇒ If you build fences yourself, you receive no benefit.
- ⇒ If another player builds fences twice with the same action, e.g. because of the Hedge Keeper **E175**, you get wood only once, based on the total number of fences built.

Fence Deliveryman

(1–5 players)

I265

Add 6 and 10 to the number of 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.

- ⇒ If you have fewer than 8 unbuilt fences when you play this card, you place fewer than 4 fences on the latest of the two affected round spaces. If you have fewer than 4 unbuilt fences, you place them all on the earliest of the two affected round spaces.
- ⇒ Fences may not be removed from the round space to build them in the usual way.
- ⇒ You may build fewer than 4 fences, but you still pay 2 food if you build at least 1 fence. If you choose to build fewer than 4 fences, you return the leftover fences to your personal supply of unbuilt fences.
- ⇒ You do not need to pay wood to build the fences.
- ⇒ You may not leave a pasture open.
- ⇒ Building the fences activates the Hedge Keeper **E175**.
- ⇒ Food that you receive at the start of a round can be used to pay for the fences immediately.
- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You can build the fences in round 6 and 10.

15.1.3 Occupations (K)

Serf

(4–5 players)

Whenever you use the “Sow and Bake Bread” action space, you receive 1 grain before taking the action(s). Alternatively, you can exchange 1 grain for 1 vegetable.

K266**Adoptive Parents**

(1–5 players)

When you take a family growth action, you can pay 1 food to immediately place the offspring in your home. This allows you to take an action with it this round. If you do this, the offspring does not count as “newborn”.

- ⇒ You must pay 2 food for an adoptive child at harvest time, even if it was adopted just before the harvest.
- ⇒ Is activated when you use the Wet Nurse **K270**, Lover **K291**, or Village Beauty **Z325**.
- ⇒ If you use the Mother of Twins **Z336** for the same family growth action, you may use the Adoptive Parents for one or both of the new family members. This costs 1 food per family member.
- ⇒ When checking the size of the family for a normal family growth action, requiring room in the house, you must also count newborns you gained with a “family growth without room”, even though the newborn for which you use the Adoptive Parents is put in a room before these previous newborns return home.

Pieceworker

(1–5 players)

Whenever you receive wood, clay, reed, stone or grain on an action space, you can buy one more of the same good for 1 food. Whenever you receive vegetable(s) on an action space, you can buy one more for 2 food.

- ⇒ You can only buy goods in the work phase (phase 3) — not at the start of a round.
- ⇒ Only affects goods that are earned directly through an action space, not through improvements and occupations.
- ⇒ If you get more than one type of goods, you can buy 1 of each type for 1 food each. All extra goods must be paid at the same time.
- ⇒ You may first convert the goods received directly from the action space to food to pay for the Pieceworker. The Pieceworker is used before other cards, so you cannot convert goods that you receive from an occupation or improvement.
- ⇒ You must pay for the Pieceworker before you receive the extra good(s). You may not convert the goods that you receive from the Pieceworker to food to pay for this card.
- ⇒ Is also activated when you use an action space that contains wood because of the Wood Distributor **K284**.
- ⇒ If you use an action space that contains wood, and you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, you still can buy 1 wood with the Pieceworker. You cannot use the food received from those cards to pay the cost of the Pieceworker.

K268

- ⇒ When you sow by taking grain or vegetables from the general supply and putting them on your fields, this does not count as receiving resources, and does not activate the Pieceworker.

Acrobat

(4–5 players)

Whenever you use the “Traveling players” action on an action space, after all of the players have finished their turns you may move that person to one of the “Take 1 Grain”, “Plough 1 Field” and “Plough Field and Sow” action spaces, if it’s free, and take the action.

- ⇒ If you use the “Traveling Players” action, you should place claim markers on the three action spaces “Take 1 Grain”, “Plough 1 Field” and “Plough Field and Sow”, as a reminder that these may be claimed later.
- ⇒ If another player uses the Juggler **I237** with a “Traveling Players” action, he pays you 1 food.
- ⇒ If the Countryman **K289** or Pond Watchman **G046** also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice (e.g. by moving it to “Take 1 Grain” with Acrobat, and then using Countryman). You cannot move to an action space that was occupied after the last regular person placement.
- ⇒ In the round in which you play this card, you may only move the family member from the “Traveling Players” action space if it was placed after you played the Acrobat.
- ⇒ Moving a person with the Acrobat counts as taking an action, e.g. for the Opportunist **G043**, but not as placing your last person, e.g. for the Magician **K311**, because this person has already been placed previously.

K269**Wet Nurse**

(1–5 players)

Whenever you build room(s), you may grow your family by up to the number of rooms that you build, if you have the room to house the new family members. This costs 1 food per person.

- ⇒ You may build several rooms at once with a building action. For 2 food, the Wet Nurse allows an immediate family growth of 2 people; for 3 food, 3 people.
- ⇒ The new family members are placed on top of the person that was placed on the building action space. They are only available as people in the next round.
- ⇒ You may use the Wet Nurse more than once in the game.
- ⇒ Is activated when you use the Hut Builder **E178** or Mason **E191**, or when you play the Wooden Hut Extension **I81**, Clay Hut Extension **K132**, or Stone House Extension **E55**.
- ⇒ Using the Wet Nurse counts as a family growth

K270

action. If you use the Farm Steward **I233** for this family growth action, you do not need an empty room for one of the new family members.

⇒ Does not activate the Clapper **K127**.

Educator (4–5 players)

K271

Whenever another player plays an occupation card, you can pay 3 food to play one yourself. From your 4th occupation, this only costs 2 food.

- ⇒ If you play an occupation yourself, you cannot use the Educator to play a second one.
- ⇒ Is also activated when another player uses an improvement or occupation, e.g. Puppeteer **I249**, to play an occupation.
- ⇒ Activates the Bread Paddle **K111** when used.
- ⇒ If more than one occupation is played in one action (e.g. because of Writing Desk **E49** or Chief's Daughter **E173**), you can use the Educator more than once too.

Frame Builder (1–5 players)

K272

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.

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Frame Builder for the same action.
- ⇒ If a room costs only 1 clay and/or 1 stone, e.g. after using the Clay Plasterer **I241** and Bricklayer **I243**, you cannot use the Frame Builder.

Basin Maker (4–5 players)

K273

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.

- ⇒ Converted wild boar may either be placed on the Tanner **K280**, Taxidermist **Z330**, or used for the Basin Maker; you cannot use two of these cards for the same animal.
- ⇒ If you also have the Pelts **K339** and/or the Brush Maker **E156**, you may use those cards as well as the Basin Maker cards for the same wild boar.
- ⇒ You may not remove wood from this card, or use it again in any way. Wood on this card is not part of your personal supply, and does not count for the Joinery **A7**, Storehouse Clerk **K287**, or Sawmill **K122**.

Organic Farmer (1–5 players)

K274

At the end of the game, you receive 1 bonus point for each of your pastures that contains at least 1 animal, but could contain at least 3 more animals than it does.

- ⇒ You also get a bonus point for the Forest Pasture **K145** if you have at least one animal on it.
- ⇒ You may also receive a bonus point for the Animal Yard **E58**, for example if you also have the Drinking Trough **E59**.

Perpetual Student (4–5 players)

K275

Whenever you can play an occupation card, you can ask an

other player to randomly draw one of your occupation cards instead of choosing one yourself. If you do this, you receive 3 food before you pay the costs of the card, but you must play the card that the other player draws.

- ⇒ If an occupation card is drawn that you cannot afford, for example Lover **K291** or Chief **E172**, you have to take begging cards to make up the difference.
- ⇒ Can also be used if you have only 1 occupation card left.

Constable (3–5 players)

K276

You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, any player who has no negative points receives 5 bonus points.

- ⇒ You lose the bonus points from this card if you score negative points in any scoring category, if you have begging cards or unused farmyard tiles, or if you have any card in front of you that has a negative value or gives negative bonus points.
- ⇒ Positive (bonus) points on some cards do not compensate for negative (bonus) points on other cards.
- ⇒ Negative points that are compensated by Yeoman Farmer **E165** or Hide Farmer **I236** are not counted as negative for the Constable.

Manufacturer (3–5 players)

K277

Once you have a clay hut or a stone house, the Joinery **A7**, Pottery **A8** and Basketmaker's Workshop **A9** are minor improvements for you and their cost is reduced by 2 building resources of your choice.

- ⇒ The Joinery, Pottery and Basketmaker's Workshop still count as major improvements as well, e.g. for Nosebag **M022** or Administration **M070**.

Forester (1–5 players)

K278

Whenever you use a sowing action, you can plant wood on this card. There can be up to 3 stacks of wood on this card, as shown. The wood is treated the same as sown grain and is harvested during the Field phase.

- ⇒ You place up to 3 wood from your personal supply next to each other on this card, and pile additional wood from the general supply on your own 1–3 wood markers.
- ⇒ You may choose to only sow 1 or 2 wood on this card. You may then in a later sowing action sow more wood here.
- ⇒ In each harvest, you take one wood from each of the stacks.
- ⇒ If you may place 4 grain on a field when sowing, e.g. with an occupation, you also receive 4 wood on each stack on the Forester; if you would receive 5 grain, you receive 5 wood. If you have the Fieldsman **I219**, you get a total of 5 wood on the card if you only plant 1 wood on this card (and nothing elsewhere); if you plant 2 wood (and nothing else), you receive 4 wood on each stack.
- ⇒ The Smallholder **K286** may not be used to plant extra wood.

- ⇒ It is allowed to choose an action space with a sowing action, only to sow wood on the Forester.
- ⇒ Wood on this card is not in your personal supply, and does not count for the Storehouse Clerk **K287** or Pilgrim **G045**. At the end of the game, it does count for the Joinery **A7** or the Sawmill **K122**.
- ⇒ At the end of the game, the wood is not counted as grain, of course.

Scholar (1–5 players)

K279

Once you have a stone house, at the start of a round you can always either pay 1 food to play an occupation card or play an improvement card by paying its costs.

- ⇒ Activates the Bookshelf **K112**, Perpetual Student **K275**, and Patron **E192** when used to play an occupation card.
- ⇒ Each round, the Scholar allows you to play up to 1 additional card.
- ⇒ You may play major improvements with the Scholar.
- ⇒ Activates the Merchant **E179** when used to play an improvement.
- ⇒ Food that you receive at the start of a round can be used to pay for an occupation, and food or goods received at the start of a round may be used to pay for an improvement.
- ⇒ If the occupation or improvement that you play with the Scholar has an effect at the start of a round, you may choose to use it immediately in the round it is played.
- ⇒ If you play an occupation or improvement to place goods or food on remaining round spaces (e.g. Swan Lake **K140**, Sack Cart **E46** or Wood Deliveryman **K283**), you do not place any on the current round space, as the round has already started. The current round also does not count for Ranch **Z321** etc.

Tanner (3–5 players)

K280

When you convert wild boar or cattle to food, place them on this card. At the end of the game, you receive bonus points if you have animal markers on this card. For the wild boar on this card, you receive: 6 or more wild boar, 3 points; 4 or 5 wild boar, 2 points; 2 or 3 wild boar, 1 point. For the cattle on this card, you receive: 4 or more cattle, 3 points; 3 cattle, 2 points; 2 cattle, 1 point.

- ⇒ If you place a converted wild boar on the Tanner, you may not use the Basin Maker **K273**, Taxidermist **Z330**, or Brush Maker **E156** for the same animal.
- ⇒ If you also have the Pelts **K339**, you may use that card as well as the Tanner for each converted animal.
- ⇒ Animals on this card do not count in the scoring at the end of the game.

Traveling Salesman (1–5 players)

K281

Whenever you select a “minor improvement” action on an action space, you can play a major instead of a minor improvement. If you select a “major or minor improvement” action on an action space, you can play 2 minor improvements.

- ⇒ Optional; can only be used once per turn.
- ⇒ Using both Traveling Salesman and Merchant **E179**, you can play up to 4 minor improvements for 1 food on a “major or minor improvement” action space, or you can acquire 2 major improvements for 1 food on a “minor improvement” action space.
- ⇒ Using both Traveling Salesman and Businessman **I228**, you can play up to 3 minor improvements one after another when you use the “Starting Player” action space.
- ⇒ Is not activated when you use the Scholar **K279**.

House Steward (3–5 players)

K282

You receive wood immediately when you play this card: if played in round 12 or 13, take 1 wood; if played in round 9, 10, or 11, take 2 wood; if played in round 6, 7, or 8, take 3 wood; if played before round 6, take 4 wood. At the end of the game, the player(s) with the most rooms in their home receive 3 bonus points each.

Wood Deliveryman (1–5 players)

K283

Place 1 wood on each remaining space for rounds 8 to 14. At the start of these rounds, you receive the wood.

- ⇒ You do not receive wood for the current round, or any of the earlier rounds.

Wood Distributor (1–5 players)

K284

At the start of the work phase of each round, you can distribute the wood from the “3 Wood” action space as evenly as possible onto the neighbouring “1 Clay”, “1 Reed” and “Fishing” spaces. When you play this card, you receive 2 wood.

- ⇒ Because of occupations like the Pig Catcher **I253** and the Mushroom Collector **E196**, or in the solo game, there may be wood on the wood space that cannot be distributed evenly — in this case, 1 or 2 wood are left on the action space.
- ⇒ The Wood Distributor, Foreman **K308** and Taster **I260** may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.
- ⇒ It is not allowed to use the “3 Wood” action space if it is empty, not even if that would activate other improvements or occupations.

Tinsmith (3–5 players)

K285

You can convert clay into food at any time. You receive 1 food per clay. If any player has built a Well **A10**, you receive 3 food for each 2 clay instead.

- ⇒ The bonus for the Well is also awarded if it has been upgraded to the Village Well **I66**.

Smallholder (1–5 players)

K286

Your pastures that can hold 2 animals can hold 3 animals. While you have at most 2 fields, add 1 extra grain or vegetable from the general supply to each field you sow.

- ⇒ If you have the Drinking Trough **E59** and/or the Shepherd’s Pipe **E29** as well, the bonuses from those cards are added to the one of the Smallholder. If you have all three cards, you can have up to 7 sheep on a 2 animal pasture.

- ⇒ If you have the Shepherd's Pipe, the Smallholder cannot be used for unfenced stables.
- ⇒ Acreage **K105**, Bean Field **E18**, Lettuce Patch **E47** and Turnip Field **K137** count towards the indicated maximum of 2 fields, and you receive extra grain or vegetables on them because of the Smallholder. The Acreage counts as two fields.
- ⇒ Copse **I78**, Forester **K278** and Vineyard **Ö21** do not count towards the indicated maximum of 2 fields, and the Smallholder may not be used when you plant on those cards.
- ⇒ Does not increase the capacity of the Animal Yard **E58**.
- ⇒ You can only put an extra grain on grain fields, and an extra vegetable on vegetable fields.
- ⇒ The effect of the Smallholder is optional, but if you use it in an action, you must use it for all fields you sow in that action.

Storehouse Clerk

(4–5 players)

K287

Whenever you have at least 5 stone at the start of a round, you receive 1 extra stone. If you have at least 6 reed, you receive 1 reed. If you have at least 7 clay, you receive 1 clay. If you have at least 8 wood, you receive 1 wood.

- ⇒ Only resources in your personal supply count. Resources on cards in front of you, such as the Copse **I78** or the Resource Seller **K310**, do not count.
- ⇒ If you receive resources at the start of the round because of occupations or minor improvements, you may take them before you use the Storehouse Clerk.

Storehouse Keeper

(4–5 players)

K288

Whenever you use a person's action to take reed and stone at the same time, you also receive your choice of 1 clay or 1 grain.

- ⇒ Is only activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "1 Reed, Stone, and Food" in 4-player game.
- ⇒ Is not activated when you receive reed and stone because of a minor improvement or occupation.

Countryman

(4–5 players)

K289

After all players have placed their people, you may move one of your people from a "Take 1 Grain" or "Take 1 Vegetable" action space to a free action space with a "sow" action.

- ⇒ If you choose one of these action spaces, you place claim markers on the empty "Sowing" spaces to show that you have a claim.
- ⇒ There are 2 "Sowing" action spaces. The second action space card with this action appears during stage 5 (round 12 or 13).
- ⇒ Both "Sowing" action spaces provide a choice of actions. You may also do the other action on this action space when you move your family member, even if you do not do the sowing action.
- ⇒ If you use both the "Take 1 Grain" and "Take 1 Vegetable" action spaces in the same round, you may move only one of the two family members.

- ⇒ If you have the Field Warden **E163**, you may also move a family member to the "Plough Field and Sow" space if it's occupied.
- ⇒ If the Acrobat **K269** or Pond Watchman **G046** also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice (e.g. by moving it to "Take 1 Grain" with Acrobat, and then using Countryman). You cannot move to an action space that was occupied after the last regular person placement.
- ⇒ If you have already used a family member on one of the two action spaces before you play this card, you may move this family member at the end of the round.
- ⇒ Moving a person with the Countryman counts as taking an action, e.g. for the Opportunist **G043**, but not as placing your last person, e.g. for the Magician **K311**, because this person has already been placed previously.

Clay Worker

(1–5 players)

K290

Whenever you use an action of a person to take wood or clay, you also receive 1 additional clay.

- ⇒ Is activated when you use an action space on which wood or clay is placed each round. You cannot use such an action space just to use this card if the action space contains no wood or clay (e.g. because of the Wood Distributor **K284**).
- ⇒ Is activated even if you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**.
- ⇒ Is activated when you use an action space that contains wood because of the Wood Distributor.
- ⇒ Is also activated by the action space "1 Reed, Stone, and Wood" in 5-player game, and the action space "Take 1 Building Resource" in 3-player game if you take wood or clay.
- ⇒ Is not activated when you receive wood because of a minor improvement or occupation.
- ⇒ You get a maximum of 1 clay from the Clay Worker per action.

Lover

(3–5 players)

K291

When you play this card, immediately carry out a "Family growth even without room" action (similar to the round card from stage 5). Playing this card costs you an additional 4 food.

- ⇒ If you build a room after the Lover has had offspring, the offspring occupies the new room. It is better to build the room first, then take a normal family growth action, and only then play the Lover.
- ⇒ Does not activate the Clapper **K127**.
- ⇒ The newborn is a part of your family, and you must put it in your home in the return home phase of this round. Until then, you can put the newborn on this occupation card.

Market Woman
(1–5 players)**K292**

Whenever you receive vegetables through a person's action or through a minor improvement, you receive an additional 2 grain.

- ⇒ Is not activated when you use an occupation to get vegetables.
- ⇒ Is activated when you play the Market Stall **E39** or Weekly Market **I104**; however, you must first pay the grain for the improvement card in order to get grain back.
- ⇒ Is also activated when you take a vegetable at the start of the round because of the Greenhouse **K117**.
- ⇒ When you sow by taking vegetables from the general supply and putting them on your fields, this does not count as receiving vegetables, and does not activate the Market Woman.

Ploughman
(1–5 players)**K293**

Add 4, 7 and 10 to the number of the current round and place 1 field on each corresponding round space. At the start of these rounds, you can plough that field by paying 1 food.

- ⇒ If you choose not to lay down a field, the tile is returned to the general supply.
- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You can plough the fields in rounds 4, 7, and 10.
- ⇒ You may use food received at the start of the round, for example from the Well **A10**, to pay for the field.

Brushwood Collector
(3–5 players)**K294**

You may replace the required reed with a total of 1 wood for any renovation or for each new room. (You use brushwood to make the roof.)

- ⇒ Can be used for every room you build, if you build more than 1 room.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Brushwood Collector for the same action.

Cattle Breeder
(4–5 players)**K295**

Your cattle breed at the end of round 12, if there is space for the calf. When you play this card, you receive 1 cattle.

Seed Seller
(3–5 players)**K296**

Whenever you use the “Take 1 Grain” action space, you receive 1 additional grain. When you play this card, you receive 1 grain.

Sheep Farmer
(3–5 players)**K297**

Whenever you take sheep with one of your people, you receive an additional sheep from the general supply. You can exchange 3 sheep for 1 cattle and 1 wild boar at any time (except during the breeding phase).

- ⇒ Is activated by the “1 Sheep” action space (round 1–4), and by the “Sheep, Wild Boar, or Cattle” action space in the 5-player game.
- ⇒ Is not activated when you receive sheep because of occupations and minor improvements.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

⇒ You may immediately use the Sheep Farmer to exchange animals you receive, without having to make room for them in your farmyard.

⇒ As the game ends directly after the last breeding phase, you cannot convert sheep received in the breeding phase of the harvest after round 14 to other animals.

Shepherd Boy
(4–5 players)**K298**

Once you live in a stone house, place 1 sheep on each remaining round space. At the start of these rounds, you receive the sheep.

- ⇒ If you already live in a stone house, place the sheep immediately.
- ⇒ You do not receive a free sheep for the current round.
- ⇒ The free sheep may be immediately converted into food with an appropriate improvement.

Slaughterman
(3–5 players)**K299**

Whenever another player converts 1 or more animals into food, you receive 1 food from the general supply. In the feeding phase of the harvest, you are the last player to feed your family (so you can benefit if other players slaughter).

- ⇒ If you convert an animal yourself, you receive no additional food.
- ⇒ If both the Slaughterman and the Slaughterhouse **I97** are on the table, the owners of these two cards feed their families in current turn order (which is the turn order of the next round).

Schnaps Distiller
(1–5 players)**K300**

In the feeding phase of each harvest, you can convert up to 1 vegetable to 5 food.

- ⇒ You do not need a Fireplace **A1/A2**, Cooking Hearth **A3/A4** or oven to convert the vegetable.
- ⇒ Distilling schnaps does not count as baking.
- ⇒ The vegetable that you want to convert into 5 food may not be on a field; it must be taken from your personal supply.

Wood Carver
(1–5 players)**K301**

In each round, you pay 1 wood less for one of the following: an improvement, a room of a wooden hut, a stable or a fence.

- ⇒ May only be used once in each round. You can place your personal wood supply on this card to remind you of the benefits of this occupation.
- ⇒ If you build several rooms in one action, you can only use the Wood Carver for one of them.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Wood Carver for the same action.
- ⇒ May not be used when you build a new room for a clay hut or a stone house, not even if you have the Clay Supports **E37**, Brushwood Roof **K136**, Frame Builder **K272**, or Brushwood Collector **K294**.

Pig Whisperer
(4–5 players)**K302**

Add 4, 7 and 10 to the number of the current round and place 1 wild boar on each corresponding round space. At the start of these rounds, you receive the wild boar.

- ⇒ If this card is already in play at the start of a solo game, the current round number is 0. You receive the wild boars in rounds 4, 7, and 10.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard.

Stone Breaker

(4–5 players)

K303

At any time, you can renovate your clay hut to a stone house without using a “Renovation” action space.

- ⇒ You must still pay the costs of the renovation.
- ⇒ You may not use both the Conservator **E200** and the Stone Breaker to renovate your wooden hut to a stone house out of turn.

Veterinarian

(4–5 players)

K304

When you play this card, place 4 sheep cubes, 3 wild boar cubes and 2 cattle cubes 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.

- ⇒ If you draw 2 different animals, both are returned to the container.
- ⇒ If you draw identical animals, the one you keep may be immediately converted into food with an appropriate improvement.

Animal Handler

(4–5 players)

K305

Place 1 sheep on the space for round 7, 1 wild boar on round 10 and 1 cattle on round 14. At the start of these rounds, you can buy the animal for 1 food.

- ⇒ After you’ve paid the 1 food, you may immediately convert the animal into food with an appropriate improvement. However, you must pay the 1 food beforehand; you may not subtract it from the proceeds.
- ⇒ Food that you receive at the start of a round can be used to pay for the animal immediately.
- ⇒ You do not receive animals for the current round, or any of the earlier rounds.

Animal Tamer

(1–5 players)

K306

You can keep 1 animal in each room of your home. You may keep more than 1 type of animal in your home.

- ⇒ Has no effect after you have bought a House Goat **K120**.
- ⇒ The animals that the Animal Tamer allows you to keep in the house replace the usually allowed 1 pet (so if you have 3 rooms, you can keep 3 animals in your home, not 4).

Animal Breeder

(4–5 players)

K307

Whenever you fence unused spaces to create at least one new pasture, you can buy a pair of animals: 2 sheep for 1 food, 2 wild boar for 2 food, or 2 cattle for 3 food.

- ⇒ At least one space must be newly used, and may not contain stables. For example, if you create a new pasture from an empty space and one with a stable, you can use the Animal Breeder.
- ⇒ Is not activated when you use the Fence Overseer **K312**.
- ⇒ You can only buy at most 1 pair of animals per turn, even if you create more than 1 new pasture,

or if you build fences again in the same turn, e.g. with the Hedge Keeper **E175**.

- ⇒ After you’ve paid the food, you may immediately convert the animals into food with an appropriate improvement. However, you must pay the food beforehand; you may not subtract it from the proceeds.
- ⇒ If you also receive other animals from the fence building, e.g. because of Farmer **E160** or Shepherd’s Crook **I77**, you may convert those animals to food first to pay for the animals from the Farm Breeder.

Foreman

(4–5 players)

K308

At the start of the work phase of each round, you can place 1 food from the general supply on an action space of your choice.

- ⇒ The Wood Distributor **K284**, Foreman and Taster **I260** may react to each other. A player who decides to use his occupation cannot take back their decision. A player who does not wish to use the occupation has until the start of the work phase (phase 3) to reconsider.
- ⇒ You may place the food on any action space, including minor improvements that are action spaces (such as Clay Deposit **I337**), action spaces that have been introduced to the game by other cards (such as Master Forester **E164**), and “Infirmary”.
- ⇒ You may not place the food on a round space of a future round, unless the action card has already been revealed by the Chamberlain **I238**.

Weaver

(4–5 players)

K309

Whenever you have at least 2 sheep at the start of the work phase of a round, you receive 1 food.

- ⇒ Sheep that are on the board because of the Shepherd Boy **K298**, Sheep Whisperer **I250**, Master Shepherd **E204**, or Animal Handler **K305**, and sheep from the Veterinarian **K304**, are taken before the start of the work phase, and may count towards the 2 sheep requisite to use the Weaver.

Resource Seller

(1–5 players)

K310

Pile (from bottom to top) 1 stone, clay, stone, clay, reed, clay, wood on this card. You receive the top marker when you receive that type of building resource.

- ⇒ Resources may be obtained at the start of the round (phase 1) as well as in the work phase (phase 3).
- ⇒ Is also activated when you receive resources from improvements and occupations. But if you do not receive certain resources because of other cards (Basket **E34**, Wood Buyer **I234**, etc.), you cannot use the Resource Seller for those resources.
- ⇒ It is possible to receive more than 1 resource from the Resource Seller by using occupations such as Wood Distributor **K284**, Storehouse Keeper **K288** or Clay Worker **K290**.
- ⇒ If you receive more than one resource at the same time, you can choose the order in which you receive them, except that if you use an action space,

you first receive all resources from the action itself, and then all resources from card effects.

Magician (4–5 players)

K311

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.

- ⇒ If another player uses the Juggler **I237** with a “Traveling Players” action, he pays you 1 food.
- ⇒ If you play the Keg **Z314**, that guest counts as your last person placed in the round.
- ⇒ If you move a person at the end of a round, e.g. because of the Countryman **K289** or Acrobat **K269**, that does not count as your last person placed.

Fence Overseer (1–5 players)

K312

Once each round, for a cost of 1 food, you can immediately fence a pasture of 1 farmyard space around a stable that you have just built. You do not need to pay wood for the fences.

- ⇒ You must use fence the pasture in the same turn in which you built the stable.
- ⇒ Is activated when you use the Groom **I254** to build a stable.
- ⇒ Is activated when you use the Stablehand **E207**: when you build a fence, you must build 1 free stable, which can be fenced for free. You may not use the Stablehand again to receive a second free stable. The fences built in the original action (before using Stablehand and Fence Overseer) must follow the rules for fence building: complete pastures only.
- ⇒ Activates the Hedge Keeper **E175** and Farmer **E160** when used.
- ⇒ Activates the Stablehand when used: when you build a stable, you may fence it, after which you have to build another stable. You may not then fence that second stable.
- ⇒ You must follow the rules for fence building. If you already have pastures, only a stable that is adjacent to one of them may be fenced in.

Rancher (4–5 players)

I340

Whenever, at the start of a round, you are using more farm-

yard spaces than every other player, you receive 1 wood.

- ⇒ If there is a tie, you get nothing.
- ⇒ The number of used spaces is counted before using the Ploughman **K293** or Fence Deliveryman **I265**.

Guildmaster (3–5 players)

E341

You receive 4 wood when you acquire the Joinery **A7** or play the Cabinetmaker **I258**. When you acquire the Pottery **A8** or play the Potter **E214**, you receive 4 clay. When you acquire the Basketmaker’s Workshop **A9** or play the Basketmaker **E183**, you receive 3 reed. If you have already played any of these cards when you play the Guildmaster, you receive 2 building resources of the appropriate type for each existing card.

- ⇒ If you have already upgraded the Joinery to the Sawmill **K122** before you play the Guildmaster, you also get 2 wood.
- ⇒ You receive the building resources after acquiring or playing each card; you cannot use these resources to pay for the cards.
- ⇒ If you e.g. obtain both the Joinery and the Cabinetmaker, you get 4 wood twice. If you play an improvement for a second time (e.g. the Joinery after upgrading it to a Sawmill), you receive the wood again.

Animal Trainer (4–5 players)

K342

Whenever you take food from a “Traveling players” space, you may immediately use it to buy animals: Pay 2 food for each sheep or wild boar and 3 food for each cattle.

- ⇒ Only the food that was lying on the action space can be used to buy animals. If you use e.g. the Juggler **I237** or Dancer **E212**, the additional food cannot be used.
- ⇒ Juggler and Dancer are used before you use the Animal Trainer to buy animals.
- ⇒ If another player uses the Juggler **I237** with a “Traveling Players” action, he pays you 1 food.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard. However, you may not use that food to buy more animals with the Animal Trainer.

15.1.4 Occupations (WM)

Amazon (3–5 players)

WM001

Whenever you use the “Fishing” Action space in Round 7/9/11/13, you receive 1 additional Sheep/Wild boar/Cattle animal of your choice.

Animal Buyer (3–5 players)

WM002

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.

⇒ You may not use food converted from the purchase of one animal to purchase another in the same Harvest.

Apple Picker (1–5 players)

WM003

Whenever you use the “Take 1 Grain” or “Take 1 Vegetable” Action space, you receive an additional 1 Wood and 1 Food.

Bargaining Bakerr (1–5 players)

WM004

When you build an Oven, pay 1 Building resource less of your choice. Whenever you build a “baking symbol”-Improvement, you receive 1 Grain before building the Improvement. (An Oven is a “baking symbol”-Improvement with “Oven” in the name.)

Bee Keeper (1–5 players)

WM005

When you play this card, immediately build 1 stable without paying Wood and place it on its side. The 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.

Borrower (1–5 players)

WM006

When you play this card, you receive 7 Food and 2 Begging cards. At any time, you may pay 3 Food to discard one of these 2 Begging cards or a Begging card you received instead of paying 1 Food to feed your family.

⇒ You may only use Borrower to discard Beggar cards that you received from Borrower or from failing to feed your family in the feeding phase of a harvest.

⇒ The ambiguous wording of the English text of the card should not be construed to mean that you can do something in place of feeding your family with this card.

Branch Collector (1–5 players)

WM007

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

⇒ If you receive a wood from Branch Collector, then you must spend a Clay or Stone in the subsequent improvement, extension or renovation action. If you have cards that allow for discounts or alternate payments, then you must take these into account. For example, you cannot receive wood if you have Bricklayer and play Flagon.

Bread Carrier (1–5 players)

WM008

Once any player has built an Oven, place 1 Food on the Remaining round spaces. At the start of the 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.)

Chemist (3–5 players)

WM009

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.

⇒ You may use the Chemist on the “Take 1 Reed, also 1 Stone and 1 Wood” action space in 5-player game.

⇒ If Clay and Wood are both taken from a Building resource Accumulation space, you may use the Clay for Chemist.

Cloister Dweller (1–5 players)

WM010

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.

⇒ A single pasture that spans multiple columns counts for each column, as long as the entire column is that pasture.

Contractor (1–5 players)

WM011

Whenever you build a room, renovate your home, or build a Major Improvement, you can replace up to 1 Building resource of your choice with 1 Food.

⇒ If you build multiple rooms, you may use the contractor’s ability once per room.

Covetous Farmer (3–5 players)

WM012

Once each round, during one of your turns, you may take 1 Building resource from the general supply of a type that you do not have and every other player does have.

Cowboy (3–5 players)

WM013

You can use the “Take 1 Sheep”, “Wild boar” or “Cattle” Action spaces, even if they are occupied. If you do this, take 1 animal of that type. Additionally, you can keep 2 animals of the same type on 1 of your Unused farmyard spaces. (The space still counts as used.)

Crop Rotator (1–5 players)

WM014

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.

⇒ You also take Grain or Vegetables from cards such as Turnip Field **K137**, Lettuce Patch **E47**, Acreage **K105**, etc.

⇒ If you harvest the last Grain/Vegetable from a card that cannot hold another type of good, (Turnip Field **K137**, Bean Field **E18**, etc.) you may not Sow onto that card using Crop Rotator’s ability. However, if the card can be sown with both Grain or Vegetables, (Cash Crop **WM068**) then you may sow onto that card using Crop Rotator’s ability.

⇒ If you also have a card that allows you to take goods from another player’s fields (Harvest

Helper **I223**) you may not use Crop Rotator's ability to sow into that player's fields.

Debris Dealer (3–5 players)

WM015

When you renovate your Clay hut, you receive 2 Clay afterward. Once you live in a Clay hut or Stone house, whenever another player renovates their Wooden/Clay hut, you receive 2 Wood/Clay.

Diplomat (3–5 players)

WM016

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.

Engineer (3–5 players)

WM017

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.

- ⇒ (FotM) Whenever you play an Minor 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..

Expert Builder (3–5 players)

WM018

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.

- ⇒ If a player extends without paying resources for the extension (using Wooden Hut Extension **I81**, Remodeling **G101**, Remodeler **WM042**, etc.), then no resources go on Expert Builder.
- ⇒ Expert Builder may be used with Stone Crane **G112** when building or renovating.
- ⇒ Resources placed on Expert Builder or used from Expert Builder are never received, therefore they do not trigger things like Resource Seller **K310**.

Family Planner (1–5 players)

WM019

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 it may take actions the following round.

- ⇒ Taking the person counts as a "Family Growth" action.
- ⇒ May combine with cards that allow Family Growth without space in your house.

Farm School Graduate (3–5 players)

WM020

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.

- ⇒ You may still play occupations in other ways, for example with Apprenticeship **WM059** or Farm School **WM078**.

Fence Dealer (1–5 players)

WM021

You may only build 12 fences. ~~(Remove the other 3 fences from the game.)~~ Whenever you build fences, you may build

2 fences for every 1 Wood paid.

- ⇒ Card received errata to remove the parenthetical "(Remove the other 3 fences from the game.)"
- ⇒ Does trigger with Hops Field **Č18**, Pest Exterminator **P09**, Fence Builder **I263**, Moor Archaeology **M131**, etc.

Food Connoisseur (1–5 players)

WM022

Pile (from bottom to top) 1 Clay, 1 Vegetable, 1 Stone, 1 Grain, 1 Wood and 1 Reed on this card. Whenever you use a person to take Food from the "Day Laborer", "Fishing" or "Traveling Players" Action space, additionally take the top item on this card.

Forest Farmer (1–5 players)

WM023

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.

- ⇒ If the Countryman, Pond Watchman **G046**, or Acrobat **K269** also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice. You cannot move the same person twice. You cannot move to an action space that was occupied after the last regular person placement.

Gem Hunter (1–5 players)

WM024

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.

Godfather (3–5 players)

WM025

Whenever you use an Action space orthogonally adjacent to an occupied "Family Growth" Action space from stage 2 or stage 5, you receive 1 Grain immediately before the action is resolved.

- ⇒ If a "Family Growth" Round card is in a stage other than 2 or 5 (for example, due to Seeress **C06**), orthogonal spaces will still trigger Godfather.

Hedge Master (3–5 players)

WM026

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

- ⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove the Hedge Master (Retirement **P22**) you still receive the bonus points.

Heiress (1–5 players)

WM027

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.)

- ⇒ Card received errata to remove the parenthetical "(before phase 1)" clause.

Herdsmen
(1–5 players)

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.

Hill Farmer
(1–5 players)

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.

- ⇒ If you have Downsizing **WM075**, count the number of rooms that you have after removing one.

Hoarder
(1–5 players)

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.

- ⇒ (FotM) You receive 1/2/3/4 bonus points for 1/2/3/4 different resources on this card.

Humble Farmboy
(3–5 players)

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.)

- ⇒ Counts the number of cards. Therefore, cards like Academic **E148** and Clockwork Man **WM070** still count as 1 card each.

Hunter
(1–5 players)

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.

- ⇒ When you use Sheep Farmer to convert Sheep to Wild Boar and Cattle, you may use Hunter to convert the Wild Boar and Cattle into Food.
- ⇒ Animals gained from breeding outside the Breeding phase (Cattle Breeder **K295**, Ram **WM102**, etc.,) may be converted to food with Hunter.

Lady in Waiting
(3–5 players)

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.

- ⇒ Does not count as a family growth action.

Livestock Keeper
(1–5 players)

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.

- ⇒ (FotM) Does not trigger with horses.

Mailman
(3–5 players)

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.

WM028**WM029****WM030****WM031****WM032****WM033****WM034****WM035**

- ⇒ If a resource is taken, it is received before the Action that it is on occurs, and can be used to pay costs for the Action.

Master Cook
(1–5 players)

Each round, instead of placing your first Family member on an Action space, you may place it on this card and receive 2 Food and 1 Guest token to place that round. (You may not do this if you will be placing more people after your first without another player placing in between.)

- ⇒ This card is not an action space.
- ⇒ You cannot double Master Cook’s benefit (Golem **C20** or Sunday Worker **WM048**.)
- ⇒ Using Master Cook does not count as an action (Church Warden **I227**).
- ⇒ If a Family member placed on Master Cook has placement restrictions (Shelter in the Field **P23**, etc.,) then the Guest token also has the same restrictions.

Master Stableman
(1–5 players)

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.

Minimalist
(3–5 players)

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.

Pawnbroker
(1–5 players)

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 the Pawnbroker gets turned face down or discarded, you still lose the points.

- ⇒ You may use the Pawnbroker’s ability with any number of improvements.

Permaculturist
(1–5 players)

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.)

- ⇒ You may not use Reed Nursery **WM104** to sow Reed onto Unused farmyard spaces.
- ⇒ Sown Grain in Unused farmyard spaces do not count as Grain fields for prerequisites.
- ⇒ Does not combine with Planter Box **I90** or Scarecrow **Z334**.
- ⇒ Farmyard spaces containing sown grain count as used.

Politician
(1–5 players)

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.

- ⇒ You may convert 1 Reed to 1 Stone and later 1 Stone to 1 Reed (or vice versa) in the same round.

WM036**WM037****WM038****WM039****WM040****WM041**

Remodeler
(1–5 players)**WM042**

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.)

- ⇒ The stable must be returned from your farmyard.
- ⇒ May combine with Clay Starter **G013**.

Resource Lender
(3–5 players)**WM043**

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.

- ⇒ If a resource is bought with Reed Buyer **I251**, Wood Buyer **I234** or Stone Buyer **I255**, you may still use Resource Lender to add an additional good of that type.

Silo Girl
(3–5 players)**WM044**

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.)

Stable Deliveryman
(1–5 players)**WM045**

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.)

Stone Curator
(1–5 players)**WM046**

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.

Storehouse Minder
(3–5 players)**WM047**

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.

- ⇒ Resources on this card do not count towards Storehouse Clerk **K287**. At the end of the game, resources on this card count toward Sawmill **K122**, Joinery, Pottery, etc.

Sunday Worker
(3–5 players)**WM048**

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.

- ⇒ You may double an action immediately after the action is taken. You cannot wait until later in the round to double an earlier action.
- ⇒ If you play Sunday Worker with an action in Round 7 or 14, you may pay 1 Food to double that action.

⇒ You may use Food collected from taking the action once to pay for Sunday Worker.

⇒ On any Accumulation space, double the amount of Goods and/or Food taken, regardless of type. For example, food left on an Accumulation space by Wood Worker **WM055** or Foreman **K308** will be doubled. On a non-Accumulation space, do not double these resources, just take the action twice.

⇒ A doubled action only counts once for Church Warden **I227**.

⇒ If you also have Golem **C20**, apply the Sunday Worker's effect first, then the Golem's effect.

Sunrise Admirer
(1–5 players)**WM049**

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

- ⇒ If you have changed the shape of your farm (for example, from Farm Extension,) the Sunrise Admirer will still plow 1 of the Eastern-most spaces for the next 3 rounds from when you played it.
- ⇒ If the Eastern-most spaces are completely plowed (or otherwise blocked) then you cannot plow anymore.

Tapestry Weaver
(1–5 players)**WM050**

Whenever you have at least 3 Sheep during the Field phase of a Harvest, place 1 Food from the general supply in your home. You may only place 1 Food per room. You cannot use these Food, but each is worth 1 Bonus point at the end of the game.

- ⇒ Different cards (such as Pelts or Cookies **WM071**) may put food in the rooms. The 1 Food maximum is for each such card.
- ⇒ If you remove a room with a Food on it (for example, with Downsizing **WM075**) you also lose the Bonus point that Food represents.

Tavern Keeper
(1–5 players)**WM051**

At the start of each Harvest, 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, receive 1 Bonus Point for every empty room.

Tile Maker
(3–5 players)**WM052**

If there are 1/3/6/9 rounds left 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.)

Village Fool
(1–5 players)**WM053**

At the start of each round, you may place 1 card face down from your hand under Village Fool. That card can no longer be used for the rest of the game. At the end of the game, you receive 1 Bonus points for each card under Village Fool except the 3rd, 5th, 7th and 9th.

- ⇒ Cards face down are front of you, it does not trigger with Minimalist **WM038** and Humble Farmboy **WM031**.

Wheelbarrow Pusher
 (3–5 players)

WM054

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

- ⇒ Triggers as long as you take exactly 1 resource from an Accumulation space. Other cards may alter the amount of resources you receive (such as Mushroom Collector **E196**, Wood Buyer **I234**, Pieceworker **K268** etc.)
- ⇒ If you take exactly 1 Reed from a Building resource Accumulation space, and you have Landing Net, you gain 2 food from the Landing Net, regardless of other resources received from Wheelbarrow Pusher. (According the the Landing Net's compendium v9.0 ruling, you only get

1 Food if you take a resource other than Reed. However, this particular ruling is controversial and contrary to many similar rulings.)

- ⇒ Wheelbarrow Pusher is not triggered when you use the "Take 1 Reed, also 1 Stone and 1 Wood" action space in 5-player game.
- ⇒ If you take 1 Reed and use Wheelbarrow Pusher to receive a Stone (or vice versa), it does not activate Storehouse Keeper **K288**.

Wood Worker
 (3–5 players)

WM055

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 the Action space receives this food.

- ⇒ Placing the Food to receive Wood happens after the Action is completed, and therefor the Wood cannot be used to pay costs for that Action.

15.1.5 Occupations (FR)

Agrarian
(3–5 players)**FR061**

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.

Animal Welfarist
(4–5 players)**FR062**

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 must use the actions on an action space, so this card does not trigger when fencing using Hedge Master **WM26** or Mini pasture **E40**, or alternatively while Building stables using Stable Deliveryman **WM45**.
- ⇒ It does not combo with Fence Builder **I263**.
- ⇒ You can not fence with “Renovation and Fences” action, you must use “Build Fences” action.
- ⇒ (FotM) Excluding horse.

Art Director
(4–5 players)**FR063**

Whenever you use the “Traveling Players” Action, you receive an additional 1 Food and a building resource of your choice.

- ⇒ If you also have played the Dancer **E212**, you receive at least 5 food when using the “Traveling Players” action (see other “Traveling Players” compendium entries).
- ⇒ (FotM) Whenever you use the “Traveling Players” Action, you receive an additional 1 Food and a building resource of your choice (wood, clay or reed).

Award Winner
(1–5 players)**FR064**

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.

- ⇒ (FotM) Up to a maximum of 7 bonus points.

Benefactor
(3–5 players)**FR065**

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.

- ⇒ This counts as “Building a room”.

Boatswain
(1–5 players)**FR066**

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)

- ⇒ Empty plowed fields are field tiles on your farmyard that do not have any goods on them.
- ⇒ (FotM) Up to a maximum of 3 fields.
- ⇒ (FotM) The fields with 1 Grain are not Grain fields, it does not combo with Sleeping Corner **K139**, Straw-thatched Roof **I99**, Free-Range Chickens **WM83**, Festival Hall **WM79** and Plum Patch **WM100**.

Cabbage Lover
(4–5 players)**FR067**

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.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Card Player
(1–5 players)**FR068**

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 from or move the resource to the supply).

Cat Lover
(3–5 players)**FR069**

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
(4–5 players)**FR070**

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

- ⇒ The number of 3 (or greater) farmyard space pastures must increase to activate this card.
- ⇒ If you fence more than one new 3 space pastures at once, you may convert multiple reed to obtain more cattle.

Child Care Worker
(4–5 players)**FR071**

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.

Cocotte
(1–5 players)**FR072**

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

- ⇒ Pay for the improvement costs normally.
- ⇒ If you have played Quarry **E54**, you can use the stone to play for the improvement.

Convict Number 24601
(1–5 players)**FR073**

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.

- ⇒ You must still feed the convict as normal.
- ⇒ If you have played other cards which require you to play one (or more) fewer family members, you cannot use one person to satisfy both 24601 and the other card.

Country Doctor
(1–5 players)**FR074**

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

- ⇒ The fields must be planted when the Family Growth action is taken.

- ⇒ (FotM) Once during the game, when you have 2 planted Grain fields and 1 planted Vegetable field, you may play the “Family growth” action as “Family growth even without room.

Cowboy And Mother

(1–5 players)

FR075

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.

- ⇒ You are allowed to use additional actions at the end of, or after the work phase and still activate this card (Forest Farmer **WM23**, Acrobat **K269**, etc).
- ⇒ In the round you use family growth, then you will have more than 2 family members and Cowboy And Mother will not activate.
- ⇒ If you use the Guest **I73** (or obtain additional actions some other way) then you cannot activate Cowboy And Mother.

Debt Collector

(4–5 players)

FR076

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.

- ⇒ Debt Collector counts as an action towards the Church Warden **I227** bonus.
- ⇒ (FotM) Add 3 to the current round and pay the Starting player 2 Food to place the Guest.

Dove Hunter

(4–5 players)

FR077

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

- ⇒ When eating an animal with the Dove Hunter, you can place a food with Pelts **K339**.

Drawing Genius

(1–5 players)

FR078

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

Drinker of Absinthe

(1–5 players)

FR079

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

- ⇒ You do not receive food for the current round, or any of the earlier rounds.

Fencing Master

(3–5 players)

FR080

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.

- ⇒ Your 4th occupation is the 4th occupation you have played, not 4th occupation after playing this card.
- ⇒ You cannot build the additional fences when “fencing one space in your farmyard” but only when taking the “fences” action (so no combo with Mini Pasture **E40**).

Fiddler

(1–5 players)

FR081

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.

- ⇒ If there are multiple effects which occur “at the end of the round” you may choose the order (ie receive resources at end of round after activating Fiddler).
- ⇒ If you harvest any Building resources during filesd phase, you can not activate Fiddler.
- ⇒ “its” should read “it’s”

Gardening Enthusiast

(3–5 players)

FR082

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.

- ⇒ If you also have the Yeoman Farmer **E165**, you do not deduct points if you do not return a crop.
- ⇒ If you deduct points for not returning a crop, you do not get the bonus points from the Constable **K276**.
- ⇒ You may repay the loan at any time before scoring. If you repay part of the loan during the game, you may no longer repay the rest later in the game or before scoring.
- ⇒ The gold bonus point icon at the bottom is a misprint, it should be a dark (or negative) bonus point symbol.

Good Friend

(3–5 players)

FR083

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.

- ⇒ Is activated when another player builds a major as a minor (Well Builder **I220**, Goblet **FR23**, Manufacturer **K277**, etc).
- ⇒ You can only take resources that were paid by the other player.

Grain Speculator

(1–5 players)

FR084

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.

Harvester

(1–5 players)

FR085

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.

- ⇒ Goods must be harvested during the harvest to be counted.
- ⇒ Only the number of goods harvested is important, not the number of fields.

Head Of The Revolution

(3–5 players)

FR086

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 (who currently has Unused spaces) receives 3 Bonus points.

- ⇒ A player with no unused spaces when the card is played is ineligible for the bonus.

- ⇒ If a plow is used to fill the spaces when the Punner **I70** is in play, the Punner activates after the plow is completed.
- ⇒ If there are multiple events that happen “at the same time” or “immediately” then go in turn order, starting from Start Player.

Immigrants Son

(1–5 players)

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

FR087**Journeyman**

(3–5 players)

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

FR088**Landscape Gardener**

(1–5 players)

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.)

FR089**Lemon Trader**

(3–5 players)

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.

FR090

- ⇒ When you convert a vegetable, the two building resources you receive must be different.

Manual Labourer

(1–5 players)

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.

FR091**Martial Artist**

(4–5 players)

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

FR092**Mastermind**

(1–5 players)

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 on the bottom of this card.)

FR093

- ⇒ Each instance of playing a card with a bonus symbol gives you a bonus point (for example if you play Joinery, return it, then rebuy it you get 2 points).
- ⇒ The “grey” or “negative” version of the symbol also counts towards Mastermind.
- ⇒ Tavern **I100** and Clay Deposit **I337** count as they have a bonus point symbol on the card.

Miser

(3–5 players)

Whenever you use a “Build Room(s)” action on an Action space, you may pay 1 Wood/ Clay/ Stone less and 1 Reed less if you build exactly 1 Wood/ Clay/ Stone room. (It is irrelevant whether you build stables.)

FR094

- ⇒ You only get the discount if you use the action on an action space to build exactly one room.

Musketeer

(4–5 players)

Place an Arrow 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.

FR095**Oceanographer**

(1–5 players)

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.

FR096

- ⇒ If you plow more than one field at a time (with a plow or the harrow) you do not receive any benefit from Oceanographer.
- ⇒ If you plow more than one field, but each plow action is distinct (for example, Sunday Worker **WM48**), then you get a good from Oceanographer.

Parquet Setter

(1–5 players)

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.

FR097

- ⇒ The check for Parquet Setter occurs at the end of the work phase, so you must have a net reduction in unused farmyard spaces from the start of the work phase.

Pasteurization Expert

(3–5 players)

Pile (from bottom to top) 1 Cattle, Sheep, Wild boar, Sheep on this card. You receive the top item when you receive that type of animal outside of the Breeding phase of Harvest.

FR098

- ⇒ If you receive multiple animals at the same time, you can choose the order in which to activate Pasteurization Expert (Tenant Farmer **E215**).

Pear Peeler

(4–5 players)

Whenever you use an action to take Wood from an Action space, you may leave 1/2/3 Wood on the space and take 1 Grain/ Vegetable/ Grain and Vegetable in exchange.

FR099

- ⇒ If you also have the Mushroom Collector **E196**, you can leave behind 2 wood to receive 2 food and a grain (similar with Basket **E34**).
- ⇒ You can use an action space with only 1 wood on it, and only take a grain (and no wood). This still counts as taking wood, and activates Berry Picker **E152**, Wood Cart **I79**, Pieceworker **K268**).
- ⇒ If there is less than 3 wood on the action space (for example because of the Wood Distributor **K284**) you may not use the Pear Peeler to get a grain and a vegetable; not even if you receive additional wood from the Wood Cart **I79**.

Pipe Smoker

(1–5 players)

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

FR100**Powerhouse**

(4–5 players)

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

FR101

- ⇒ You can pick up stone from the “start of round” and then activate Powerhouse, or alternatively activate Politician **WM41** to convert a reed to a stone and then activate Powerhouse.

Prefect

(3–5 players)

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

FR102

Prosecutor
(4–5 players)**FR103**

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.

- ⇒ You must have fewer improvements than 2 other players to get any benefit from prosecutor.

Racing Stable Manager
(3–5 players)**FR104**

Whenever you build at least 1 stable, you may also pay 1 Food to immediately Plow 1 field.

Reformer
(1–5 players)**FR105**

You may keep any 1 animal on each of your played Occupation cards.

- ⇒ The animals count as on your farm.

Sailboat Constructor
(1–5 players)**FR106**

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 1st/ 2nd/ 3rd/ 4th stack you buy.

Sculptors Son
(3–5 players)**FR107**

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.

- ⇒ The upgrades include any minor improvement that requires you to return the corresponding major and give up and bonus points for a repurchased major.
- ⇒ Activates so long as you take only one kind of good, even if you receive additional goods through an occupation or improvement (similar to Wheelbarrow **WM54**).
- ⇒ If there is a wood on the occupation space, then you can after playing it take the wood and activate Sculptors son.
- ⇒ If there is a food on the space, you cannot activate the Sculptors son.

Shovel Worker
(4–5 players)**FR108**

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

Stage Star
(4–5 players)**FR109**

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.

Stroller
(1–5 players)**FR110**

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.

Sun Farmer
(1–5 players)**FR111**

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.

Tower Builder
(4–5 players)**FR112**

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.

- ⇒ You must use the "Build Room(s)" action on an action space, so this does not combo with any extension minor, Wood Saw **FR60**, etc.

Trailblazer
(1–5 players)**FR113**

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.

- ⇒ You may plow your first field with this card.

Turkey Breeder
(1–5 players)**FR114**

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. If you cannot, you must take 1 Begging Card for each Wood you cannot return.

- ⇒ The bonus point symbol is an error and should be disregarded.

Unicycle Driver
(1–5 players)**FR115**

At the start of each round, you may pay 1 Stone to place 1 of your unused fences as a road between 2 orthogonally adjacent Action spaces. At the end of each Work phase, you may use 1 empty Action space with a road to one occupied by you.

- ⇒ A person that uses Unicycle Driver can also be moved with Forest Farmer **WM23**, Pond Watchman **G46**, etc (so long as the person starts on the space that activates the "moving card").
- ⇒ Roads are not contiguous, you can only link one space to one other space with a road (you cannot build long stretch of road).
- ⇒ Unicycle Driver is resolved during the same phase as Forest Farmer **WM23**, Pond Watchman **G46**, etc (which occurs in turn order, starting from the Start Player).
- ⇒ If you have played another card that moves the same family member, you can choose when to activate the Unicycle Driver (before or after moving it).
- ⇒ Unicycle Driver may use unoccupied spaces that were occupied at the end of the work phase.
- ⇒ The additional action, activated by Unicycle Driver, does combo with cards like Wheelbarrow Pusher **WM54**, Berry Picker **E152**, or Clay Mixer **E188**.

Village Druid
(4–5 players)**FR116**

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

Wealthiest European
(4–5 players)**FR117**

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

Wood Gatherers
(1–5 players)**FR118**

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

- ⇒ If you play wood and then play Wood Gatherers, you can activate it at the end of the round.

Workaholic
(4–5 players)**FR119**

When you play the card, if there are no animals on your farm, place 5 Wood, 4 Clay, and 3 Stone on this card. At any time, if you have 5/7/9 animals, you receive all the Wood/ Clay/ Stone on this card.

- ⇒ You must have room for the animals and store them on your farm to gain resources.
- ⇒ You can take the resources at any time, provided you have the correct number of animals on your farm.
- ⇒ (FotM) At any time, if you have 6/8/10 animals,

you receive all the Wood/ Clay/ Stone on this card.

Writing Maniac
(3–5 players)**FR120**

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.

- ⇒ You cannot use this in combination with Perpetual Student **K275** to play a random occupation at the start of the given rounds.
-

15.1.6 Occupations (FL/WA)

Old Master (1–5 players)

At the start of each Work phase in Rounds 3 to 7, you receive 1 Wood. If there are at least 6 Wood on the “Take 3 Wood” Action space, you receive 1 Stone instead of 1 Wood.

FL031

⇒ (FotM) You receive 1/3 bonus points if you fulfill 1/2 conditions.

Elder (1–5 players)

When you play this card, place 2 Food from the general supply on it. After each Returning home phase, you may return 1 Food from this card to use the “Fishing” or “Bake bread” action without placing a person. You can use the Food on this card at any time without the additional action.

FL032

Sculptor (1–5 players)

Whenever you take only Clay and/or Stone from an accumulating Action space, you receive 1 additional Food.

FL033

Franciscan Monk (1–5 players)

When you play this card, you receive 1 Grain. You may immediately discard a Begging card. At any time, you may exchange 1 Minor Improvement from your hand for 1 new Occupation taken randomly from the deck.

FL034

Freemason (3–5 players)

At the start of each Work phase, you receive 2 Clay/ Stone if you have a Clay hut/ Stone house with exactly 2 rooms.

⇒ You receive nothing if you have 3+ rooms or less than 2 rooms.

⇒ (FotM) At the start of each Work phase, you receive 1 Clay if you have a Clay hut with exactly 2 rooms, and you receive 1 Stone on each remaining even-numbered round space if you have a Stone house with exactly 2 rooms.

FL035

Vegetable Seller (1–5 players)

At any time, you can convert 1 Vegetable from your supply or borrowed from the general supply into 2 Food. For each borrowed Vegetable not returned before scoring, receive 1 Begging card.

⇒ For each borrowed Vegetable, put 1 Vegetable from the general supply on a begging card as a reminder.

FL036

Rough Baker (1–5 players)

Whenever you Bake bread, you may use the Clay Oven like the Stone Oven and vice versa. When you play this card, you receive 1 Grain and you can immediately take a “Bake bread” action.

FL037

Shepherd with Flock (1–5 players)

This card is an additional Action space for you only. When you use this Action space, you double the number of Sheep on your farmyard. You receive at most as many new Sheep as you have Unused farmyard spaces.

FL038

Cosmographer (1–5 players)

Place 1 Reed and 1 Stone from the general supply on different Unused farmyard spaces. These spaces still count as Unused. You may take the Reed and Stone into your supply at any time. At the end of the game, you receive 2 Bonus points if Sheep and the Reed share the same farmyard space. The same applies for Wild boar and the Stone.

FL039

Anatomist (1–5 players)

Place 1 Guest token on each remaining space for Rounds 7, 10, and 13. At the start of these rounds, you receive the Guest token. You must place this Guest only with your last Action that round and only on an Accumulation space.

FL040

Fry Cook (1–5 players)

In the Feeding phase of each Harvest, 2 of your adults eat 1 Food less and all other adults eat 1 Food more.

FL041

Rainmaker (1–5 players)

Whenever you play an Improvement, you may immediately afterward add 1 additional good (of the sown type) on 1 sown field of your choice.

FL042

Rubenesque Woman (1–5 players)

In the Feeding phase of each Harvest, you must pay 1 additional Food. Whenever you use an Accumulation space with your second person in a round, you receive 1 additional good of the accumulating type.

FL043

Returnee (1–5 players)

At the end of each Work phase, place 1 Grain from the general supply on the last Action space you used. In the next round, if you use that Action space, you receive the Grain first. If you do not, discard the Grain.

FL044

School Dropout (1–5 players)

In each Work phase in which you used a “Family growth” action and afterward you didn’t use a Round 1-14 Action space, you may take an action with the new offspring and it no longer counts as “newborn”.

FL045

Stable Architect (1–5 players)

At the end of the game, you receive 1 Bonus point for each unfenced stable in your farmyard.

FL046

Farm Lawyer (3–5 players)

Immediately take Food from the general supply until you have as much Food as another player of your choice has in their supply. Afterward, pass this card to that player who adds it to his/her hand. Place a face-down card from the deck in front of you to indicate a played Occupation.

FL047

Botanist (3–5 players)

Whenever another player receives exactly 3 Wood from a Wood Accumulation space with a person, you receive 1 Food from the general supply.

FL048

Accountant (3–5 players)

When you play this card, you receive 2/1/0 Wood in a 3/4/5 player game. Whenever any player plays an Occupation, add 1 Food to this card from the general supply. At any time, you may use this Food to buy Goods as follows: Sheep or Stone for 2 Food. Wild boar or Grain for 3 Food. Cattle or Vegetables for 4 Food.

FL049

⇒ (FotM) Whenever another player plays an Occupation, add 1 Food to this card from the general supply.

Meat Supplier (3–5 players)

At the start of each Harvest, you can exchange 1 Wild boar

FL050

or Cattle for 1 Bonus point. If you do this, all players receive 1 Food from the general supply.

North Sea Fisherman (3–5 players)

FL051

Whenever you use the most recent Round card, you can take all the Food from the “Fishing” Action space without using a person. Whenever another player uses the “Fishing” Action space, they receive 1 additional Food.

Scribbler (3–5 players)

FL052

Whenever another player uses the “Day Laborer” action, you both receive 1 additional Food. In each round that “Day Laborer” is not used, add 1 Food from the general supply to this card. Whenever you play an Occupation, you may pay any costs using Food from this card. At the end of the game, you receive 1/2/3/4 Bonus points for 4/6/8/10+ Food on this card.

Cafe Singer (4–5 players)

FL053

Whenever you use the “Traveling Players” action, you may also convert 1 Sheep into 1 Vegetable or 1 Cattle into 2 Vegetables.

Chanson Singer (4–5 players)

FL054

Whenever you use the “Traveling Players” action, you may leave 1 Food on the space and take 1 Wood. You may leave a second Food for 1 Clay, a third for 1 Reed, and a fourth for 1 Stone.

⇒ (FotM) You may leave 1 Food on the space and take 1 Wood, a second for 1 Clay and a third for 1 Reed.

Recluse (4–5 players)

FL055

At the end of a Work phase, whenever one or more of your people are the only people on a column of the board, you receive 1 Food. You can only receive 1 Food from the Recluse each round.

⇒ For example, rounds 12 and 13 form a column.

Flemish Patriot (4–5 players)

FL056

In each even-numbered round, you receive 1 Food after you use your first Action space. Afterward, place 1 Food from the general supply on each unoccupied Action space in the same game board column as that space. The next player to use these spaces receives the Food (even in a following round).

Chaplain (4–5 players)

FL057

Whenever another player uses a “Family growth” action, you may immediately afterward place a person out of turn.

Gold Weigher (4–5 players)

FL058

Whenever another player plays an Improvement with 2 or more printed Victory points (excluding Bonus points), they must pay you 1 Food before.

Pillar Biter (4–5 players)

FL059

Whenever another player builds 1 or more fences, you may immediately build 3/4 fences by paying 2/3 Wood.

⇒ You must obey fence rules.

Virtuous Hero (4–5 players)

FL060

If no other player has 1 of your fences, you can give each player 1 fence from your supply. Whenever one of these players takes goods (no food) from an Accumulation space, you can take back your fence from that player and get 1 Food from the general supply and that player gets 1 good of that type from the general supply.

Well Inspector (3–5 players)

WA031

From Round 4, as long as the Major Improvement “Well” has not been built yet, you receive 1 Food at the start of each Round (even before Phase 1).

Journeyman Thatcher (3–5 players)

WA032

Immediately build 1 room by paying the same resources you would have to pay for the “Build room” Action, minus 1 Reed.

⇒ A Journeyman does not count as a played Occupation.

Docker (1–5 players)

WA033

At the start of each Work phase, you may take 1 Building resource of your choice from the general supply. If you take Stone or Reed, skip your first chance to place a worker this Round (you still get to take the Action later). If you take Wood or Clay, skip your second chance to place a worker instead.

Obedient Brother (1–5 players)

WA034

As long as you have exactly 4 Family members, whenever you place your third person in a Round you may place your fourth person immediately afterwards, even on the same Action space.

⇒ Guests do not count as Family members.

Fresco Painter (1–5 players)

WA035

Whenever you renovate, you may substitute 1 Reed with 1 Stone. Whenever you build a room, you may substitute 2 Reed with 2 Stone. For every Reed you substitute with Stone this way, you receive 2 Food from the general supply.

Doula (4–5 players)

WA036

As long as you did not have family growth yet, whenever one of your opponents grows their family, you receive 1 Grain from the general supply.

Founding Father (4–5 players)

WA037

Whenever another player uses the “Traveling Players” Action with a person, you may place 1 stable from your supply on this card. Whenever you play an improvement, you may build 1 stable from this card without having to pay any Wood for it.

Needlework Teacher (3–5 players)

WA038

Whenever any player uses the “Starting Player” Action space, if you still have at least 2 unused persons in your home afterwards (including Guests), you receive 2 Food from the general supply.

Military Leader (1–5 players)

WA039

When you play this card, you may not place any of your persons in Round 13 and 14. At the end of the game, you receive 13 Bonus points. You do not take part in the Harvest Phases at the end of Round 13 and 14. Play this card before Round 13.

Small-scale Farmer (1–5 players)

WA040

As long as your home has exactly 2 rooms, you receive 1 Wood at the start of each Round (even before Phase 1).

Hobby Mathematician (3–5 players)

WA041

In a game with 3/4/5 players, at the start of each Work phase, you may take 1 Wood if there is a total of 7/8/9 Wood on all Wood Accumulation spaces. Additionally, you

may take 1 Clay if there is a total of 6/7/8 Clay on all Clay Accumulation spaces.

⇒ Wood or clay come from the general supply.

Scenery Painter

(1–5 players)

As long as the middle 3 spaces on your farmyard are all unused, you receive 1 Food from the general supply at the start of each odd-numbered Round.

⇒ The middle spaces are those surrounded by exactly 8 other spaces.

WA042

Porter

(1–5 players)

Whenever you take at least 4 of the same Building resource from an Action space, you receive 1 additional Building resource of that type and 1 Food from the general supply.

Lutenist

(4–5 players)

Whenever another player uses the “Traveling Players” Action space with a person, you receive 1 Food. Immediately afterwards, you may buy exactly 1 Vegetable for 2 Food.

⇒ If you use the Action space yourself, there is no benefit.

WA043

WA044

Songwriter

(4–5 players)

Place 3 Food and 1 Grain on this card. The first time another player takes the “Traveling Players” action, you receive 1 Food. You receive 1 Grain the second time and 2 Food the third time. When this card is empty and another player takes the action, you receive 1 Vegetable from the general supply.

WA045

Master Detective

(1–5 players)

Reveal the Round card that would enter play 3 Rounds after the current Round. If it is an Accumulation space, place goods on it as if starting a Round. Immediately move the person used to play this occupation onto the revealed space and take the action if possible. During the Returning home phase, hide the Round card again.

WA046

Pattern Maker

(4–5 players)

Whenever another player renovates, you may exchange exactly 2 Wood for 1 Grain, 1 Food and 1 Bonus point.

⇒ Write down the Bonus point. If you renovate, you get no benefit from this card.

⇒ (FotM) No Bonus point when another player renovate to a Stone house.

WA047

Founder of the Order

(4–5 players)

At the end of each Work phase, if you used both the first and latest revealed Round cards, you receive 2 Food and 1 Grain from the general supply.

WA048

Caregiver

(4–5 players)

In Rounds 12, 13 and 14, you may not use the Round spaces 12, 13 and 14 with your first 2 persons. You may place a Guest token in each of those rounds.

WA049

Priest

(1–5 players)

When you play this card, if you have a Clay hut with exactly 2 rooms, you receive 4 Clay, 3 Reed and 2 Stone.

WA050

Travel Agent

(3–5 players)

Place 1 Grain, 1 Wood, 1 Clay, 1 Reed and 1 Sheep on this

WA051

card. Whenever any player uses the “Starting Player” Action, you may take 1 good from this card before the Action is taken.

Seed Scatterer

(1–5 players)

Whenever you Harvest no more than 1 Grain during the Field phase of a Harvest, you may immediately sow that Grain. You may use this Occupation card as if it were a field.

⇒ This card does not count as a field when scoring.

WA052

Soda Producer

(1–5 players)

Whenever you use the “Fishing” Action space or the adjacent “1 Reed” Action with a person, place 1 Stone from the general supply on this card. You may only use the Stone on this card to build a Well.

⇒ Wells are improvements that have their name end with the word “well”.

WA053

Goods Fraudster

(1–5 players)

Place 2 Wood, 2 Clay, 1 Stone and 1 Reed on this card. You may only use these resources to pay any Building costs or functions of a card. At the end of the next Harvest, you receive 1 Begging card for each resource still on this card.

WA054

Street Chansonnier

(4–5 players)

Whenever you use the “Traveling Players” Action with a person, you may immediately afterwards place a second person on the Action space to receive 2 Grain and 1 Vegetable.

⇒ The second person is not using the “Traveling Players” Action.

WA055

Surrealist

(1–5 players)

Reed and Food count as 1 build point each, Wood as 2, Clay as 3 and Stone as 4. Whenever you use a “Major Improvement” Action, you may build a Major Improvement from the bottom row (Clay oven to Baskermakers Workshop) by spending goods worth at least 9 build points instead of the regular cost.

WA056

Tinkerer

(3–5 players)

This card is an additional Action space for you only. You may only use it with the first person you place in each Work phase to receive 1 Stone, 1 Reed, 1 Clay and 1 Wood from the general supply.

WA057

Big Bang Theorist

(4–5 players)

At the start of the 1st/2nd/3rd/4th/5th Harvest Phase, for every opponent that has 0-10/0-8/0-6/0-3/0 unused spaces on their farmyard, you receive 1 Food each.

WA058

German-by-Choice

(1–5 players)

At the end of the game, if all your fields as well as all your pastures are arranged in a rectangle form (e.g. 3x2 or 1x3), you receive 3 Bonus points.

WA059

Mother of Two

(3–5 players)

As long as you have exactly 4 family members, whenever you place your second person in a Work phase, you may place it between 2 adjacent and unoccupied Round cards from Rounds 1 to 7. If you do, take both actions consecutively in any order. Both Action spaces count as occupied afterwards.

WA060

15.1.7 Occupations (G)

Alternative Designer
(1–5 players)**G001**

Whenever you build stables or fences, you may replace wood with the same amount of clay or stone. Whenever you build rooms, you may replace wood with the same amount of clay or stone, to a maximum of 2 clay and 2 stone.

- ⇒ Can be used for every room you build, if you build more than 1 room; e.g. you can build 2 rooms for 2 wood, 4 reed, 4 clay, and 4 stone.
- ⇒ You may use other cards that change the costs of a room or a renovation together with the Alternative Designer for the same action, in any order.
- ⇒ You may also use this card for clay or stone rooms, e.g. if you also have Brushwood Roof **K136** or Clay Supports **E37**.
- ⇒ If you also have Frame Builder **K272**, you may use the cards in any order, e.g. to build wooden rooms for 3 wood and 2 reed, or clay rooms for 4 clay and 2 reed.

Animal Farmer
(1–5 players)**G002**

At the end of the game, you receive 1 bonus point for each of your pastures that cannot contain any more animals than it does. If all of your pastures qualify, you receive 1 additional bonus point.

- ⇒ To receive the additional point, you need to have at least 1 pasture.
- ⇒ When calculating the capacity of your pastures, you have to take into account fenced stables and the Drinking Trough **E59** and Shepherd's Pipe **E29**.
- ⇒ You can also get points for Animal Yard **E58** and Wildlife Reserve **I102**.
- ⇒ You can only receive a point for Night Pasture **M084** if all other players have 1 animal on this card (and you 3).
- ⇒ If you have Forest Pasture **K145**, you never receive a point for that card or the additional bonus point.
- ⇒ (FotM) Up to a maximum of 3 bonus points.

Animal Holder
(3–5 players)**G003**

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, each player who has the most animals receives 3 bonus points.

- ⇒ Minor improvements such as House Goat **K120** and Horse **K135** do not count.

Apprentice
(3–5 players)**G004**

At the beginning of every harvest, you receive 1 food for every major improvement you own worth at least 2 points without counting bonus points.

- ⇒ If you have purchased a major improvement as a minor improvement, e.g. with Ceramics **E33** or Well Builder **I220**, that improvement still counts for this card.
- ⇒ Upgrades of major improvements (e.g. Baker's Oven **E14** and Village Well **I66**) also count, even if they are minor improvements as well.

- ⇒ (FotM) At the beginning of every harvest, if you own 1/3/4+ major improvement worth at least 2 points without counting bonus points, you receive 1/2/3 PN.

Architect
(1–5 players)**G005**

Whenever you extend your home, you receive 2 food for each new room. Whenever you build stables, you receive 1 food for each new stable.

Artisan
(1–5 players)**G006**

At most once per harvest, when you use an improvement to convert a building resource to food, you receive 2 additional food.

- ⇒ Is not activated by occupations, such as Turner **E158** and Potter **E214**.

Astronomer
(3–5 players)**G007**

When you play this card, you receive 2 food. Whenever 3/4/5 of your family members (or guests) use 3/4/5 adjacent action spaces (forming a vertical or horizontal line), you receive 1/3/5 bonus points. The action spaces must have the same dimensions size.

- ⇒ Bonus points from the Astronomer are counted at the end of the turn when all persons has been placed, and before they return home.
- ⇒ If you move persons at the end of the turn, e.g. because of the Countryman **K289** or Pond Watchman **G046**, only their new location counts.
- ⇒ Action spaces on minor improvements, or introduced into the game by the Clay Digger **I230** or Master Forester **E164**, never count for the Astronomer.
- ⇒ The cards with action spaces on the leftmost game board should be placed randomly at the start of the game. If they weren't, shuffle them when Astronomer is played. In a 3-player game, the cards fill the top 2 rows on the board.

Auctioneer
(4–5 players)**G008**

Place 2 reed, 3 wood, 3 clay, and 2 stone on rounds 7, 9, 11 and 13, respectively. At the start of these rounds, all players simultaneously bid food for the resources. The highest bidder gets the resources and you get the food. If you win, pay your food to the general supply. Ties are broken by this round's player order.

- ⇒ All players secretly place food in their hands, and then simultaneously reveal the food.
- ⇒ This round's start player wins ties, even if another player has taken the "Starting Player" action space this round.

Baker's Daughter
(3–5 players)**G009**

If another player plays the Baker **E150** or Master Baker **E149**, you may play this card immediately at no cost. You can use the "Take 1 Grain" and "Sow and Bake Bread" action spaces even if another player has placed a person on the space. When you play this card, you can immediately take a "Bake bread" bread baking action.

Bard

(4–5 players)

Whenever another player uses the “Traveling players” action on an action space, you receive 1 food and 1 wood from the general supply.

G010**Carrot Cake Baker**

(1–5 players)

Whenever you convert vegetables into food, you may additionally take the “Bake bread” a bread baking action. The Carrot Cake Baker can also convert 1 vegetable into 2 food at any time.

G011**Carrot Farmer**

(1–5 players)

Place 3 vegetables from the general supply on this card. Whenever you use the “Plough 1 Field” action space, you may pay 1 food for one of the vegetables.

G012

- ⇒ The vegetables are not part of your personal supply until you buy them.

Clay Starter

(1–5 players)

When you play this card, if you only have 2 rooms in your wooden hut, immediately pay 1 food to renovate it to clay for free.

G013

- ⇒ Has no effect if you have more than 2 rooms or live in a clay hut or stone house when you play this card.

Early Riser

(1–5 players)

When you play this card, you receive 1 sheep. For you, the breeding phase of the harvest precedes the field and feeding phases. You may immediately cook baby animals if you do not have room to keep them.

G014**Family Counselor**

(1–5 players)

Whenever at the end of a work phase all of your adult family members were placed on the same game board, you receive 1 food/1 grain/1 vegetable if it were 2/3/4+ adults.

G015

- ⇒ Newborns do not count, unless they took an action because of Adoptive Parents **K267**.
- ⇒ Guests count as family members for this card.
- ⇒ If you move a person, e.g. because of Countryman **K289** or Pond Watchman **G046**, the location of your family members after you’ve moved them counts.
- ⇒ Action spaces on minor improvements, or introduced into the game by the Clay Digger **I230** or Master Forester **E164**, are not on any game board.
- ⇒ (FotM) The “Infirmary” is a separate game board; if all of your family members take that action, you receive the bonus from the Family Counselor.

Fence Helper

(3–5 players)

Whenever another player takes a “Build fences” fence building action, you may pay that player 1 food to immediately take the “Fences” a fence building action too.

G016

- ⇒ Pay costs normally.
- ⇒ Is activated whenever another player builds fences, including e.g. when someone uses the Fence Overseer **K312**, or plays the Mini Pasture **E40**.

Fish Seller

(3–5 players)

Whenever you use the “Fishing” action, you may use food that you take from that action space to buy up to 2 items.

G017

One building resource costs 1 food. One grain, sheep or wild boar costs 2 food. One vegetable or cattle costs 3 food.

- ⇒ The items can be the same or different.
- ⇒ Building resources are wood, clay, reed, and stone.
- ⇒ Only the food that was lying on the action space can be used to buy animals. If you use e.g. the Fishing Rod **E12** or Fisherman **E161**, the additional food cannot be used.
- ⇒ You may immediately convert the animals into food with an appropriate improvement, without having to make room for them in your farmyard. However, you may not use that food to buy more animals with the Fish Seller.
- ⇒ (FotM) Wood, clay or reed costs 1 food; stone, grain, sheep or wild bear costs 2 food; vegetable or cattle costs 3 food.

Fisherman’s Apprentice

(3–5 players)

Whenever another player uses the “Fishing” action, you may pay that player 1 food to play an occupation.

G018**Food Critic**

(1–5 players)

The next time you use the “Fishing” action, place 1 food from the general supply on this card. Whenever you bake bread or convert animals, vegetables, or building resources to food, you may place that good on this card. At the end of the game, you receive 1/2/4/6 bonus points for 4/5/6/7+ different items on this card.

G019

- ⇒ Building resources are wood, clay, reed, and stone.
- ⇒ The markers on this card are not part of your personal supply. They do not count for Storehouse Clerk **K287**, Joinery **A7**, etc.
- ⇒ There is no need to put food or a good on this card if it already contains that type of marker. The second marker of the same type has no effect.
- ⇒ (FotM) You receive 1/2/3/4 bonus points for 4/5/6/7+ different items on this card.

Freeloader

(3–5 players)

Each round, your first family member may use an occupied action space. Your first family member can never take the “Starting Player” action space.

G020

- ⇒ You can’t even take “Starting Player” if it is unoccupied.
- ⇒ If the first person you place is a guest marker, it counts as the first family member.
- ⇒ It is not allowed to use an empty accumulating action space such as “3 Wood”, not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as “1 Reed, Stone, and Wood” in 5-player game.

Hermit

(4–5 players)

At the end of the game, you receive 6 bonus points if this is the only occupation you have played.

G021

- ⇒ If you have played Dance Instructor **Z334** and returned it to your hand, it does not count as played, and you may still score points for the Hermit **G021**.

Glass Blower
(3–5 players)

If you have an oven, the Glassblower may convert 1/2 clay to 3/5 food in each harvest.

- ⇒ The clay is converted into food by this occupation, not by the oven. This does not activate the Artisan **G006**.
- ⇒ (FotM) You may convert 1/2 clay to 2/4 food in each harvest.

Glutton
(1–5 players)

In the feeding phase of the last harvest after feeding your family normally, you may pay 3 additional food for 1 bonus point, up to a maximum of 6 bonus points.

- ⇒ (FotM) Up to a maximum of 3 bonus points.

Grafter
(1–5 players)

During the breeding phase of harvest, if you have 2 or more grain in your personal supply, you receive 1 grain from the general supply. If you have 2 or more vegetables, you receive 1 vegetable from the general supply.

- ⇒ Vegetables and grains that are planted are not counted.

Businesswoman
(1–5 players)

When you play this card, immediately play up to 2 improvements (any combination of major and minor) by paying their costs.

Grain Farmer
(1–5 players)

Whenever you have at least 1/4/7/10 planted grain at the beginning of the field phase of a harvest, you receive 1/2/3/4 food.

- ⇒ The total number of grain on your fields (including Acreage **K105**) is counted, not the number of grain fields.
- ⇒ (FotM) Whenever you have at least 2/5/8/10 planted grain at the beginning of the field phase of a harvest, you receive 1/2/3/4 food.

Grain Lover
(3–5 players)

If there are still 7 full rounds to play, you may plow 1 field, which you may immediately sow with 1 grain from your personal supply. At the end of the game, all players with the most total grain receive 2 bonus points each.

- ⇒ You may plough a field and not sow it.
- ⇒ Sowing the grain counts as a sowing action, and activates e.g. the Smallholder **K286**, Seasonal Plants **G104**, and another player's Field Worker **I224**.

Grump
(3–5 players)

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 family members receive 2 bonus points each.

- ⇒ Guests and the occupant of the Reed Hut **K138** do not count as family members.

Harbor Master
(3–5 players)

Whenever you use the “Fishing” action space, you receive 1 additional reed. Whenever another player uses the “Fishing” action space, you receive 1 reed and 1 food from the general supply.

G022**Headmaster**
(4–5 players)

Whenever another player plays an occupation, place 1 food from the supply on this card. Whenever you play an occupation, you may pay any costs using food from this card. At the end of a 4/5 player game, you receive 1 bonus point for every 3/4 food on this card.

- ⇒ You may first receive the food from the Headmaster before using the Educator **K271**. The cost of using the Educator may also be paid with food from the Headmaster.
- ⇒ The food on this card is not part of your personal supply. It cannot be used for anything else than paying for occupations.
- ⇒ (FotM) Up to a maximum of 4 bonus points.

G030**Helper**
(3–5 players)

You can use any “Renovate”, “Build room(s)” or “Major Improvement” action space, even if another player has already placed a person on it.

- ⇒ You may not use the same action space in the same round with 2 of your own people.
- ⇒ If the action space provides a choice of actions, you may choose either. For example, you may take the “Traveling Players” action on the “Build 1 Room or Traveling Players” action space in the 5-player game, or play a minor improvement on the “Major/Minor Improvement” action space.
- ⇒ If the action space allows two actions, you may take both. For example, you may use the “Build Rooms and Stables” action space to build both a room and a stable.
- ⇒ It is not allowed to use an empty accumulating action such as “Traveling Players”, not even if it activates other improvements or occupations.
- ⇒ You cannot use the Helper to take a “minor improvement only” action space, such as “Starting Player”, even if you have the Traveling Salesman **K281**. Similarly, the Pulley **G097** does not make “Day Labourer” a “Build room(s)” action space, etc.

G031**Hobbyist**
(3–5 players)

Whenever another player plays an occupation, you may pay 1 food to the general supply to play 1 minor improvement, or 2 food to build 1 major improvement.

- ⇒ Pay costs for the improvements normally.

G032**Hoe Maker**
(1–5 players)

Whenever you build at least 1 fence, you may also pay 1 food to plough 1 field.

- ⇒ Is activated by any fence building action, including e.g. Mini Pasture **E40**, Fence Overseer **K312**, and Paddocks **G090**.

G033**Inventor**
(1–5 players)

All improvements with a printed cost of 4 or more resources cost you 1 less resource of your choice.

- ⇒ You may use other cards that change the costs of an improvement, e.g. Stonecutter **E211**, together with the Inventor for the same action.
- ⇒ (FotM) 1 less resource of your choice, except stone.

G034**G029**

Job Seeker

(4–5 players)

Once in play, this card does not count as an occupation for any purpose. Whenever, at the start of a round, you have fewer occupations than any 2 other players, you may pay 1 food to immediately play an occupation.

- ⇒ Occupations played this way, e.g. the Dance Instructor **Z334**, may not be returned to the player's hand.

Late Bloomer

(4–5 players)

Whenever you have fewer family members than all of the other players and you have room in your home, you may immediately take a “family growth” action. You need room in your home for the offspring. Place the offspring in an empty room. This family member is not considered a newborn and may take an action the same round.

- ⇒ You do not need to use a family member's action to take the family growth action.
- ⇒ Guests and the occupant of the Reed Hut are not counted in the size of the families.
- ⇒ You do not have to use this card immediately when all other players have more family members than you. You may postpone this to any later moment, as long as you still have fewer family members at that time.

Late Sleeper

(4–5 players)

At the start of each round, announce whether or not you will sleep late. If you sleep late, you place all of your people after everyone else has placed all of theirs, but you may also place a guest token.

- ⇒ If you choose not to sleep late, you place your people normally.
- ⇒ You must choose whether to sleep late before the start of the work phase.
- ⇒ If you sleep late, you place your people after all guests of other players, including the one from the Keg **Z314**, but before moving a person (e.g. because of the Countryman **K289** or Pond Watchman **G046**).
- ⇒ If you play Neutrality **Ö16** and choose to sleep late the next round, Neutrality has no effect, and you do not receive bonus points.
- ⇒ If you sleep late and another player played Neutrality the previous round, both of you take alternating turns placing your people, in player order.
- ⇒ If you sleep late, you may not use the Taster **I260**. If you used the Coffee House **Ö13** last round, it has no effect: you may not place that person first.
- ⇒ The guest does not need to be fed.
- ⇒ (FotM) You can sleep late up to a maximum of 5 times in the game.

Master Baker's Apprentice

(1–5 players)

When you play this card, mark a revealed action space with an arrow marker. This action space now has the added text “and/or bake bread”. Whenever another player bakes bread using this space, you receive 1 food from the general supply. When you play this card, you may also take the “Bake bread” a bread baking action.

G035

- ⇒ If you put the marker on “Sow and Bake Bread”, anyone may now take two consecutive baking actions on that space (using all of their ovens both times). If another player does that, you receive 2 food.
- ⇒ If the Chamberlain **I238** has been played, and you play the Master Baker's Apprentice in round 11 or later, you may also put the marker on the round card of rounds 12 to 14.

G036**Mathematician**

(4–5 players)

From round 6 on, if there are wood spaces with the same amount of wood after refilling each round (at the end of phase 2), you can take 1 wood from one of those spaces. This also applies to clay action spaces. In 5-player game, this also applies to stone action spaces. You can take only 1 resource per round.

- ⇒ Is activated before the Wood Distributor **K284** can distribute wood.

Miner

(1–5 players)

Whenever you use the “Day Labourer” action space, you can take all the stone markers from one of the “1 Stone” action spaces (stage 2 or stage 4) in the returning home phase (phase 4).

- ⇒ When you use the “Day Labourer” action space, place a claim marker on both action spaces.
- ⇒ (FotM) You can take 1 stone from one of the “1 Stone” action spaces (stage 2 or stage 4) in the returning home phase (phase 4).

Mooch

(3–5 players)

When you play this card, choose another player. Until the end of the next harvest, you may convert animals, vegetables, grain, and building resources to food as if you owned the chosen player's improvements in addition to yours.

- ⇒ The chosen player may use their improvements normally.
- ⇒ You may use the other player's baking improvements whenever you take a bread baking action.
- ⇒ When the other player plays an oven or another improvement that gives them a bread baking action, you may not bake bread at the same time. When they play Barbecue **Z318**, you may not use it at the same time.
- ⇒ You may not use the other player's Grain Distillery **M030**, because you cannot use the Mooch to convert fuel to food.
- ⇒ You may not use the other player's occupations, e.g. Turner **E158** or Butcher **I247**.
- ⇒ You may use your own Meat Seller **E162** if you don't have an oven but the other player does.
- ⇒ In the harvest, you can use the other player's Windmill **E17** without paying for it.

G038**Oldest Occupation**

(4–5 players)

From round 5 on, whenever any player uses the “Day Labourer” action space, they may pay you 2 food to immediately take a “family growth” action.

- ⇒ They must have room in their house.
- ⇒ If you use “Day Labourer”, you may grow for free.

G039**G040****G041****G042**

- ⇒ Other players may use the food from the “Day Labourer” action to pay you.
- ⇒ Place the newborn on the person that used the Day Labourer action space. The action space cannot be used again with Understudy **G056**.
- ⇒ Although one can now take a family growth action when using Day Labourer, that does not make Day Labourer a “family growth action space”, e.g. for Head of the Family **E159** or Clapper **K127**.
- ⇒ If you also have the Pulley **G097**, you may first use it to build a new room and then the Oldest Occupation to grow a family member there.

Opportunist (4–5 players)

G043

Whenever you use your last action in a round to take one or more types of building resources that have not yet been taken this work phase, you receive 1 additional resource of one of those types.

- ⇒ Building resources are wood, clay, reeds, and stone.
- ⇒ Only building resources that are taken directly from an action space are counted. Building resources received from other cards are not.
- ⇒ If you move a person at the end of a round, e.g. because of the Countryman **K289** or Pond Watchman **G046**, that counts as your last action.

Pearl Seeker (1–5 players)

G044

Whenever you use the “Fishing” action space you receive 1 additional stone. Also, you can use food that you take from that action space to buy more stone. Each stone costs 2 food.

- ⇒ Only the food that was lying on the action space can be used to buy stone. If you use e.g. the Fishing Rod **E12** or Fisherman **E161**, the additional food cannot be used.
- ⇒ (FotM) Whenever you use the “Fishing” action space you receive 1 additional stone.

Pilgrim (1–5 players)

G045

You receive 2 food before you pay the costs of playing this occupation. At the start of a round, if you have no building resources, you may take 1 building resource from the general supply; if you have no food, you may take 1 food from the general supply.

- ⇒ Only resources and food in your personal supply count. Wood or food planted on Forester **K278**, Copse **I78** or Vineyard **Ö21** do not count.
- ⇒ At any time, you may move resources from your personal supply to the general supply.
- ⇒ Building resources are wood, clay, reeds, and stone.
- ⇒ If you receive food or building resources at the start of the round, e.g. because of Rancher **I340** or Duck Pond **K114**, you may use the Pilgrim before you receive those food or resources. You can also use cards like Greengrocer **E168** to spend food on resources, and then use the Pilgrim to get the food back. However, if you use e.g. the Grocer **E184** to buy a building resource for a food, you may only activate the Pilgrim once; either before

the Grocer (to get a building resource) or after the Grocer (to get a food), not both. If you want to receive both food and a building resource, you have to receive them at the same time.

Pond Watchman (4–5 players)

G046

At the end of a work phase, after all other players have taken their actions, you may pay 1 food to move one of your people that used the “Fishing” action this round to an unoccupied wood accumulating action space and take that action.

- ⇒ You may not move your person to the “1 Reed, Stone, and Wood” action space, or to an action space that contains wood because of the Wood Distributor **K284**.
- ⇒ You may move your person to the action space introduced by the Master Forester **E164**.
- ⇒ If you have already used a family member on the “Fishing” action space before you play this card, you may move this family member at the end of the round.
- ⇒ Moving a person with the Pond Watchman counts as taking an action, e.g. for the Opportunist **G043**, but not as placing your last person, e.g. for the Magician **K311**, because this person has already been placed previously.
- ⇒ If the Acrobat **K269** or Countryman **K289** also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move them consecutively in an order of your choice.

Resource Collector (1–5 players)

G047

Place 1 wood, 1 clay, 1 reed, and 1 stone on the next 4 round spaces in any order you choose. At the start of those rounds, you receive the resource.

Ringmaster (4–5 players)

G048

When you use the “Traveling Players” action, you may either play a minor improvement or you may pay 1 grain to build a major improvement immediately afterward.

- ⇒ Pay costs for the improvement normally.
- ⇒ If you receive grain because of Conjurer **E167** or Magician **K311**, or if you use the food from “Traveling Players” to buy grain from the Grocer **E184**, you may immediately use that grain to pay for a major improvement.

Seed Master (1–5 players)

G049

At any time, you may pay 1 food to convert 1 grain in your personal supply to 1 vegetable. At any time, you may convert 1 vegetable in your personal supply to 1 grain.

- ⇒ (FotM) At most once per stage, you may pay 1 food to convert 1 grain in your personal supply to 1 vegetable and you may convert 1 vegetable in your personal supply to 1 grain.

Singer (1–5 players)

G050

When you play this card, you receive 2 building resources of your choice.

- ⇒ The building resources can be the same or different.

- ⇒ Building resources are wood, clay, reed, and stone.

Stone Deliveryman

(3–5 players)

Place 1 stone on each of the spaces for rounds 8, 10, 12, and 14. At the start of these rounds, you receive the stone.

Stone Trader

(4–5 players)

Whenever you use an action to take stone, you may immediately afterward pay 1 food to play an improvement that has a printed stone cost.

- ⇒ Pay costs for the improvement normally.
- ⇒ You can play either a minor or a major improvement.
- ⇒ Is activated when you use an action space on which stone is placed each round. You cannot use such an action space just to use this card if the action space contains no stone (e.g. when you have the Bureaucrat **C07**.)
- ⇒ Is activated by the action space “1 Reed, Stone, and Food” in 4-player game and the action space “1 Reed, Stone, and Wood” in 5-player game.
- ⇒ Is not activated when you receive stone because of a minor improvement or occupation.

Stonepiler

(1–5 players)

Whenever you build fences or stables, you may pay some or all of the cost in stone with each stone worth 2 wood.

- ⇒ If you have to pay an odd number of wood, you can round up the number of stone you pay, e.g. pay 2 stone for 3 fences.

Tax Collector

(3–5 players)

Whenever another player pays building resources to build a major improvement, you receive 1 resource of those paid (of your choice). You may pay 1 food to the general supply to receive another of the resources paid.

- ⇒ Building resources are wood, clay, reed, and stone.
- ⇒ (FotM) Whenever another player pays building resources to build a major improvement, you receive 1 resource of those paid (Wood, Clay or Reed), you may pay 1 food to him to receive 1 Stone.

Truffle Digger

(4–5 players)

Whenever you use a family member's action to take wood that is on an accumulating action space and you have 1/2/3 wild boar, you receive 1/2/3 additional food.

- ⇒ Is not activated when you use the “1 Reed, Stone, and Wood” action space in the 5-player game.
- ⇒ Is activated when you use an accumulating action space that contains wood because of the Wood Distributor.
- ⇒ If you use an action space that contains wood, and you leave all the wood on the action space because of Basket **E34**, Mushroom Collector **E196**, or Pig Catcher **I253**, you still receive the food from the Truffle Digger.

G051

- ⇒ You may first take a wild boar with Pig Catcher **I253** before you use the Truffle Digger.

Understudy

(1–5 players)

Whenever an action space is occupied by exactly one of your family members, you may use that action space again with a second family member.

- ⇒ Newborns count as family members, so you cannot use this card for a family growth action space.
- ⇒ It is not allowed to use an empty accumulating action space such as “3 Wood”, not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as “1 Reed, Stone, and Wood” in 5-player game.

Vegetarian

(1–5 players)

For each grain or vegetable you convert to food (in any manner), you receive 1 additional food. You may not convert animals to food for the rest of the game.

- ⇒ You may no longer use a cooking improvement, the Barbecue **Z318**, Meat Seller **E162**, Butcher **I247**, Action Artist **Ö02**, or Butcher's Block **M088** to convert animals to food. You may still receive food from the Slaughterman **K299**, Slaughterhouse **I97**, Milking Stool **K133**, etc.

Village Farmer

(3–5 players)

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 have the most plowed fields receive 3 bonus points each.

- ⇒ Fields on cards, such as Bean Field **E18** and Forester **K278**, do not count. Fields with more than one stack of grain because of the Scarecrow **Z324** count as only 1 field.

Wheeder

(1–5 players)

Whenever you receive food from an action space, you receive 1 additional food. This benefit does not apply to food gained due to an improvement or occupation.

- ⇒ Is activated when you use a minor improvement that is an action space, e.g. the Tavern **I100** or Spielesfest **Ö14**.
- ⇒ Is activated when you use an action space that contains food because of the Foreman **K308**.
- ⇒ Is not activated when you use the Net Fisherman **I248**.

Wintercrafter

(1–5 players)

Between the field and feeding phases of each harvest, you may play a minor improvement or pay 2 food to build a major improvement.

- ⇒ Pay the costs of the improvement normally.
- ⇒ A harvest counts as part of the preceding round. If you also have the Wood Carver **K301**, you may use it if you didn't already in the round that preceded the harvest.

G056

G057

G058

G059

G060

15.1.8 Occupations (Z)

Village Beauty
(1–5 players)**Z325**

At any time, you can pay 3 food to take a family growth action without placing one of your people. You must have room in your home. You can use the newborn to take actions from the following round.

- ⇒ Activates the Farm Steward **I233**, Mother of Twins **Z336**, and Adoptive Parents **K267** when used.
- ⇒ Does not activate the Clapper **K127**.
- ⇒ If you use the Village Beauty during the harvest after feeding your family, the new family member remains a newborn for the entire following round.
- ⇒ (FotM) From round 5, at any moment, you can pay 2 food to take a family growth action without placing of your people.

Gentleman
(4–5 players)**Z326**

Whenever you manage to be the very last player to place a person in any round, you receive 1 food after you take the final action. If you play this occupation with the last person to be placed during the current round, you receive 2 food.

- ⇒ If a player plays the Keg **Z314**, that guest counts as the last person placed in the round.
- ⇒ If a player moves a person at the end of a round, e.g. because of the Countryman **K289** or Acrobat **K269**, that does not count as the last person placed.

Herald
(3–5 players)**Z327**

At any time, you may look at all the remaining unplaced round cards and re-sort them. When you play this card, you receive 2 wood.

- ⇒ When re-sorting, the round cards must remain in the appropriate game stage.
- ⇒ If round cards are outside their appropriate game stage because of the Fortune Teller **Č06**, you have to correct this when you use the Herald.

Cooper
(4–5 players)**Z328**

Whenever you or another player receives 3 food or more on an action space, you receive 1 food from the general supply.

- ⇒ The amount of food is counted without taking any improvements or occupations into account. The Cooper can only be activated by an action space that has at least 3 food on it: only the action space “Fishing”, an action space with “Traveling players”, or an action on which the Foreman **K308** has placed enough food.
- ⇒ Is not activated by using the Net Fisherman **I248**.

Mail Coach Driver
(3–5 players)**Z329**

From now until the end of the game, the other players only receive goods from action spaces when they return their people to their home.

- ⇒ This card applies to goods that are on action spaces as well as goods that are taken from the supply, but not to goods that are received from cards.

⇒ “Goods” includes wood, clay, reed, stone, vegetables, grain, and animals.

⇒ When another player places a family member that would give him goods, the action has no immediate effect. Improvements and occupations that are activated by choosing an action are activated at this time; improvements and occupations activated by the receipt of goods are activated when the family members return home.

⇒ If you perform an action that would give another player goods or food, e.g. because of the Fencer **I264** or the Spinney **I80**, he only receives them in the returning home phase. If you give goods or food to another player, e.g. because of the Juggler **I237** or the Harrow **I68**, you lose them immediately, but the other player receives them later.

⇒ In the returning home phase, each of the other players decides the order in which they receive their goods and food. Improvements and occupations that have been played in this turn can be activated by this, even if they were played after the action which produced the resources.

Taxidermist
(4–5 players)**Z330**

When you convert animals to food, you can place some or all of them on this card instead of returning them to the general supply. The card can hold a maximum of 1 sheep, 1 wild boar and 1 cattle. These animals are counted in scoring.

- ⇒ If you place a converted animal on the Taxidermist, you may not use the Basin Maker **K273**, Tanner **K280**, or Brush Maker **E156** for the same animal.
- ⇒ If you also have the Pelts **K339**, you may use that card as well as the Taxidermist for each converted animal.
- ⇒ Animals on this card count for the Loom **K146**, Milking Stool **K133**, Estate Manager **E170** and Milking Hand **I246**.

Sower
(1–5 players)**Z331**

You may immediately sow each vegetable that you receive outside the harvest phase and would otherwise place in your supply.

- ⇒ Is also activated when you receive vegetables from occupations and improvements, e.g. Weekly Market **I104**, Undergardener **E166**, and Seed Trader **Z332**.
- ⇒ Activates the Fieldsman **I219** when used. If you get several vegetable at once, and you want to sow more than 1, you have to sow them at the same time.
- ⇒ Activates the Smallholder **K286**, Liquid Manure **K118**, Planter Box **I90**, Potato Dibber **E32**, and another player’s Field Worker **I224** when used to sow the vegetable.
- ⇒ (FotM) 3 times during the game, you may immediately sow each vegetable that you receive outside the harvest phase and would otherwise place

in your supply.

Seed Trader

(1–5 players)

Place 2 grain and 2 vegetables on this card. You may buy them at any time. Each grain costs 2 food, each vegetable costs 3 food.

- ⇒ Pay the food before receiving the grain or vegetable.

Game Designer

(1–5 players)

You can exchange 1 wood, 1 clay, 1 reed and 1 stone for 2 food and 1 bonus point at any time and as often as you like.

- ⇒ Write down the bonus points on the scoring pad immediately.
- ⇒ You cannot use the Wood Carver **K301**, Stonecutter **E211**, or Bricklayer **I243** to reduce the costs.
- ⇒ (FotM) Up to a maximum of 5 bonus points.

Dance Instructor

(3–5 players)

You receive 4 food before you pay the costs of playing this occupation. You may immediately return this card to your hand after you have played it.

- ⇒ When you play this card, you have to decide immediately if you want to take it back. If you leave it on the table, you may not change your mind later.
- ⇒ If you return this card to your hand, it does not count as a played occupation, e.g. for minor im-

Z332

provements, when scoring the Reeve **E217** or Tutor **E174**, or when determining the costs of playing a subsequent occupation.

- ⇒ If you return this card to your hand, you may play it again later. If you also have the Writing Desk **E49**, you may play the Dance Instructor 2 times in the same action.

Cube Cutter

(1–5 players)

During the field phase of each harvest, you can exchange 1 wood and 1 food for 1 bonus point.

- ⇒ Write down the bonus points on the scoring pad immediately.
- ⇒ You can only use this card once per harvest.
- ⇒ (FotM) Up to a maximum of 4 bonus points.

Z335

Mother of Twins

(1–5 players)

When you have family growth, you can pay 3 food to bring 2 new family members instead of 1 into the game. You do not need to have space in your home for the second new family member.

- ⇒ Using the Wet Nurse **K270**, Lover **K291** or Village Beauty **Z325** activates the Mother of Twins.
- ⇒ Receiving 2 family members with one family growth action activates the Clappe **K127**, Midwife **I232**, Child Prodigy **Ö12**, and Compulsory Education **Ö19** only once, but Adoptive Parents **K267** twice.

Z336

Z334

15.1.9 Occupations (NL)

Employer
(1–5 players)**NL061**

Add 4, 7, and 10 to the current Round and place 1 Guest token on each corresponding Round space. In those rounds, you may place the Guest token once as you would a person and return it after the Work phase. (The Guests do not need room in your home.)

Con Artist
(4–5 players)**NL062**

Whenever another player uses the “Traveling Players” action, they must pay you 1 Food and you receive 1 additional Food from the general supply. (You receive no benefit if you use the “Traveling Players” action.)

Excavator
(1–5 players)**NL063**

Whenever you use the “Day Laborer” Action space, you receive an additional 1 Wood and 1 Clay.

Sheep Herder
(4–5 players)**NL064**

When you play this card, you may immediately build 1 stable without paying Wood. You can keep up to 2 Sheep on exactly 1 Unused space in your farmyard. (The space still counts as unused.)

Brewer
(1–5 players)**NL065**

After each Round that does not end with a Harvest, the Brewer may convert up to 1 Grain into 3 Food or 1 Bonus point. (These rounds are 1, 2, 3, 5, 6, 8, 10 and 12.)

⇒ (FotM) Up to a maximum of 3 bonus points.

Oyster Eater
(3–5 players)**NL066**

Whenever any player uses the “Fishing” Action space, you must receive 1 Bonus point. Afterward, if you still have at least 1 person in your home, you must skip placing a person on one of your turns in that round. (You still get to place the person on a later turn.)

Schoolmaster
(4–5 players)**NL067**

Whenever another player uses a “Family growth” action, they must first pay you 1/2 Food if they have 2-5/6+ Food markers in their personal supply.

Autodidact
(1–5 players)**NL068**

At the start of each Round, before Phase 1, you may pay 2 Food to immediately play an Occupation. (Only Occupations that do not require a person to be placed can be played this way.)

⇒ (FotM) You may pay 3 food to immediately play an occupation and occupations can only be played this way.

Mink Breeder
(3–5 players)**NL069**

In each round from Round 5 on, the first player to place their second person on the same gameboard as their first person must first pay you 1 Food.

Left Liberal
(4–5 players)**NL070**

Whenever you use 1 of the 6 leftmost Action spaces on the first game board, you receive 1 additional Wood.

Maidservant
(1–5 players)**NL071**

Whenever you use the “Fishing” Action space or one of its neighbors (“Day Laborer”, “Take 1 Reed”, or the Round 4 Action space), you receive 1 additional Food for each person

occupying any of these 4 spaces excluding the person you just placed.

Salvation Army Officer
(3–5 players)**NL072**

Whenever, at the start of a round before phase 1, another player has no Food markers, you may give them 1 Food from your personal supply. If you do this, you receive your choice of 1 Grain, 1 Wood, 1 Clay, 1 Reed, or 1 Sheep from the general supply.

Companion
(3–5 players)**NL073**

In the round you play this card, all Action spaces count as unoccupied for you. (Even if one of your people use it.) From now, Action spaces that are used by another player’s last person count as unoccupied for you.

Field Messenger
(3–5 players)**NL074**

Randomly choose 1 of your Unused farmyard spaces. Rules permitting, you may either fence this space or build a stable there without paying Wood. Alternatively, you may Plow 1 field there.

Governor General
(3–5 players)**NL075**

At the end of the game, you receive 1 and a half Bonus points for each room in your Stone house rounded down and your negative points are doubled. (This also applies to Begging cards.)

⇒ (FotM) 1 bonus point per stone house.

Cheese Carrier
(4–5 players)**NL076**

In the Breeding phase of each Harvest, you receive half a Food from the general supply for each other player who has at least 1 Sheep, rounded up. Also, you receive 1 Food for each other player who has at least 1 Cattle. (Your animals do not count.)

Kitchen Maid
(1–5 players)**NL077**

Once you have built a Cooking Hearth, alternate placing 1 Food and 1 Grain on each remaining even numbered Round space. Start with 1 Food. At the start of these rounds, you receive the item. (If you already have a Cooking Hearth when you play this card, place the goods immediately.)

⇒ (FotM) Once you have built a Cooking improvement.

Water Worker
(3–5 players)**NL078**

Whenever you use the “Fishing” Action space or one of its neighbors, “Day Laborer”, “Take 1 Reed”, or the Round 4 Action space, you receive 1 additional Reed.

Farmer’s Daughter
(1–5 players)**NL079**

Once you have built a Clay hut, place 1 Grain on each remaining even numbered Round space. At the start of these rounds, you receive the Grain. (If you already have a Clay hut or Stone house when you play this card, place the Grain immediately.)

Witch of Haarlem
(1–5 players)**NL080**

Whenever you take Wood/ Clay/ Reed/ Sheep/ Wild Boar/ Food from an Accumulation space, you may convert exactly 1 of them into 1 Clay/ Reed/ Stone/ Wild Boar/ Cattle/ Grain (respectively).

Freedom Fighter
(3–5 players)**NL081**

When you play this card, pay 2 additional Food. Until the

next Harvest, you may use Action spaces even if they are occupied by other players.

- ⇒ You cannot use an action space already occupied by yourself.

Knight
(4–5 players)

NL082

In the Field phase of the last Harvest, multiply the number of your Stone rooms by the number of your Cattle. You receive this many Food. If you receive more Food from the Knight alone than is needed to feed your family, take the excess in Bonus pts, 1 to 1 up to 5.

- ⇒ If you receive more food than is needed to feed your family, do not take into account food in your supply to feed your family.
⇒ (FotM) Up to a maximum of 3 bonus points.

Basketmaker's Son
(3–5 players)

NL083

Whenever you use the Basketmaker's Workshop in a Harvest, you receive 2 additional Grain. For this, you must have at least 3 Family members. (Guests are not counted.)

- ⇒ (FotM) Whenever you use the Basketmaker's Workshop in a harvest, receive 1 additional grain.

Grand Pensionary
(3–5 players)

NL084

Each round, before the Work phase, you may mark 3 Action spaces. At most 2 of these spaces can be used by others. The third must remain free for you (even if you do not have any people left). You may choose not to use the third space.

Gauger
(4–5 players)

NL085

At any time, any player can use the Gauger to convert 1 Grain into 2 Food. Whenever another player uses the Gauger to convert 1 or more Grain into Food, you receive 1 Food from the general supply.

Investor
(1–5 players)

NL086

When you play this card, you may immediately build up to 2 Major Improvements by paying 1 Food each and discarding your entire hand. (You do not need to pay the costs of the Major Improvements)

Distant Princess
(3–5 players)

NL087

If there are still 6/9 rounds to play, you immediately receive 3/4 Wood. At the end of the game, the player who grew to 5 Family members last receives 2 Bonus points.

- ⇒ If you are one player who grows to 5 family members, you get 2 bonus points.

Cloth Maker
(4–5 players)

NL088

Whenever another player uses the "Take 1 Sheep" Action space, you receive 1 Sheep from the general supply. (If you use the Action space, you do not receive a benefit.)

General
(1–5 players)

NL089

At the end of the game, if you have 2x3 or 3x2 connected Unused farmyard spaces, you receive 9 Bonus points. (Your 6 Unused spaces are still scored as 6 Unused spaces.)

Woman Weighing Pearls
(3–5 players)

NL090

Whenever another player uses the "Fishing" Action space, you may pay them 1 Food and receive 1 Bonus point.

- ⇒ (FotM) Up to a maximum of 3 bonus points.

Harlequin
(4–5 players)

NL091

Whenever the Starting player of the current round uses the "Traveling Players" action, you receive 1 Vegetable. When-

ever the player in position 2/3/4 uses it, you receive 1 Sheep/Stone/ Bonus point.

Flying Housewife
(1–5 players)

NL092

Whenever you use your second Family member to use the "Family growth" Action space in Stage 2, you may immediately afterward move it and use another Action space. The "Family growth" Action space remains occupied by your newborn.

Lawyer
(3–5 players)

NL093

When you play this card, you receive 2 different building resources of your choice. From Round 13 on, you may use the Round 13 Action space even if it is occupied by another player.

Homo Ludens
(4–5 players)

NL094

In a 4-player game, take the Action cards from the 5-player game and visa versa. At the beginning of each round, choose one randomly. This Action space is available for you only that round. (Fill any Accumulation space once.)

Navy
(1–5 players)

NL095

When you play this card, you may immediately pay 1 Food for 1 Grain. Once each round, whenever you Sow, you may Plow 1 field immediately afterward.

Wash Woman
(3–5 players)

NL096

Whenever you use the "Fishing" Action space with exactly 3 Food on it, you receive an additional 1 Grain and 1 building resource of your choice.

Cheese Seller
(4–5 players)

NL097

When you play this card, you may immediately buy 1 Sheep and/or 1 Cattle for 1 Food each. Whenever you end a round with the number of your Sheep plus twice the number of your Cattle greater than or equal to the current round number, you receive 1 Food. (If the current round ends with a Harvest, you may count your animals after the Harvest.)

Ice Skate Sharpener
(1–5 players)

NL098

At the end of each Harvest, you may pay 1 Wood and 1 Food to use out of turn an Action space of your choice without placing a person.

Prolific Writer
(3–5 players)

NL099

You receive 2 Food before you pay the costs of playing this Occupation. In the Returning home phase of each Round, you must choose 1 player among those who built or played a new card that round. That player receives 1 Food from the general supply. (You may choose yourself if possible.)

- ⇒ New card played or built is minor improvement/occupation or major improvement.

Glasses Maker
(4–5 players)

NL100

When you play this card, you receive 1 Reed and 1 Food. Instead of the "Build Room(s)" action on the corresponding Action space, you may take the "Renovate" action and vice versa. (This card does not effect additional actions on those spaces.)

Discoverer
(1–5 players)

NL101

Add 3 to the current round number and place the person who played this Occupation on the corresponding round space. (It is no longer considered part of your family until then.) At the start of that round, you receive the person back, even if you have no room in your home, and you receive 2 Food, 1 Bonus point, and 1 Vegetable.

Crown Prince
(3–5 players)**NL102**

In Round 14, immediately before the Starting player places his first person, you may use 1 of your people to use all the Action spaces for Rounds 11,12,13 and 14 in any order. Leave your person on the last space you used. The Work phase is over for you. (You cannot place anymore people.)

Dancer and Spy
(4–5 players)**NL103**

Whenever you use the “Traveling Players” action on an Action space, you may move any person from an Action space with exactly 1 person on it to “Traveling players” also. (They don’t use action.) Afterward, you may immediately use the freed Action space with another person.

Grain Reaper
(1–5 players)**NL104**

Whenever you use the “Plow 1 Field” or “Plow and/or Sow” Action space, you may take the Field phase of a Harvest on your farmyard before taking the action. (This does not count as a Harvest.)

Tree Cutter
(3–5 players)**NL105**

When you play this card, you receive 1 Wood. Whenever you receive 3 or more items of the same type (excluding Wood) from an Accumulation space, you receive 1 Wood. (Accumulation spaces are Action spaces where Goods or Food accumulate.)

Love Messenger
(3–5 players)**NL106**

In the next round and in Round 13 and 14, only you can take a “Family growth” Action space with your first person. (Any player can take it with their second person or higher.)

Matchmaker
(1–5 players)**NL107**

When you play this card, you receive 1 Wood, 1 building resource of your choice, 1 Sheep, 1 Wild Boar, 1 Food, 1 Grain and 1 Vegetable. Also, you may receive 2 Bonus points. In the Returning home phase of this round, remove 1 of your Family members from the game completely.

Rationalist
(4–5 players)**NL108**

Whenever you play an Improvement and you would pay Stone as a building material, you may replace that Stone with the same amount of Clay if you pay an additional 1 Food.

⇒ You need to replace all stone with the same amount of clay.

⇒ (FotM) Whenever you play an Improvement, you can replace 1 stone with 1 clay or 2 stone with 2 clay and 1 food.

Thresher
(1–5 players)**NL109**

Whenever you use the “Sow and/or Bake bread”, “Plow 1 Field”, or “Plow and/or Sow” Action spaces, you may buy 1 Grain for 1 Food before taking the action.

Tree Collector
(3–5 players)**NL110**

Whenever another player takes 1 to 3 Wood from a Wood Accumulation space with a person, you receive 1 Wood from the general supply. (When you take Wood, you receive no benefit.)

⇒ (FotM) Whenever another player takes 3 Wood from a Wood Accumulation space with a person,

you get 1 wood from the general supply.

Assistant Tiller
(1–5 players)**NL111**

Whenever you use the “Day Laborer” Action space, you may also Plow 1 field.

Grain Harvester
(1–5 players)**NL112**

When you play this card, you receive 1 Grain. In each Field phase of Harvest, you may harvest 1 additional Grain from each of your Grain fields.

Suffragette
(4–5 players)**NL113**

Each Work phase on your first turn, you may pay 2 food to place both your first and second person immediately one after another. If you do this, you must place each person on a different game board. (Then, when it’s your second turn, you place your third person.)

Canal Boatman
(1–5 players)**NL114**

Whenever you use the “Fishing” or “Take 1 Reed” Action space (on the second game board), you may later in the same round, pay 1 Food to place a person on this card. If you do this, you receive either 3 Stone or 1 Grain and 1 Vegetable.

⇒ (FotM) You may later in the same round, place a person on this card. You receive either 1 stone and 1 vegetable or 1 stone and 1 grain or 1 grain and 1 vegetable.

Clay Baker
(1–5 players)**NL115**

When you play this card, you receive 2 Clay. At any time you may convert 1 Clay into 1 Food.

Potato Eater
(3–5 players)**NL116**

In the Feeding phase of each Harvest, your people need only 1 Food each if the Food comes from Vegetables converted in that Feeding phase. (People who are not fed with Vegetables feed normally.)

Overwinterer
(1–5 players)**NL117**

When you play this card, you receive 1 Grain. At the end of each Harvest, you may buy up to 1 Vegetable for 2 Food.

Potato Harvester
(1–5 players)**NL118**

When you play this card, you receive 3 Food. For each Vegetable that you receive from your fields in the Field phase of Harvest, you receive 1 additional Food.

Collector
(1–5 players)**NL119**

This card is an additional Action space for you only. When you use this Action space the 1st/ 2nd/ 3rd/ 4th time, you receive 1 Begging card and 6/7/8/9 different Goods of your choice. (Goods are Grain, Vegetables, building resources and animals.)

Choir Boy
(1–5 players)**NL120**

You may only play this Occupation when you have 3 or less resources and it is Round 11 or before. At the end of the game, you receive 1 Bonus point for each Family member. (Resources are Grain, Vegetables, and building resources. You may return building resources to the general supply for nothing at any time.)

⇒ Planted resources do not count against limit of the card.

15.1.10 Occupations (Ö)

Big Backer (3–5 players)

Ö01

Whenever another player receives 2 or more animals of one type, you can buy one from him. A sheep costs 2 food, a wild boar 3 food, a cattle 4 food.

- ⇒ The other player cannot refuse to sell the animal.
- ⇒ Is not activated when another player uses the Clay Seller **E186** or Sheep Farmer **K297** (to get cattle and wild boar), not even if he uses the card multiple times in succession.
- ⇒ Is activated when another player receives multiple animals at one time because of the Swineherd **E206**, Stockman **E213**, Animal Dealer **I259**, Sheep Farmer **K297** (only sheep), Animal Trainer **K342**, Animal Breeder **K307**, Shepherd **E203**, Cowherd **I240**, or Shepherd's Crook **I77**.
- ⇒ Is activated when another player receives multiple animals at the start of a round, including those from the Veterinarian **K304**.

Action Artist (4–5 players)

Ö02

Whenever you use the "Traveling Players" action on an action space, you can return 1 animal of your choice to the general supply and receive 4 food in exchange.

- ⇒ You do not need a cooking improvement.
- ⇒ (FotM) You can return a horse to the general supply.

Therapist (3–5 players)

Ö03

When you play this card, you can pay 2 food to immediately play 1 further occupation. Whenever another player plays an occupation, you can pay him 1 food. He must then, if possible, play a different occupation card instead.

- ⇒ When the other player chooses another occupation card, you cannot make him play another one again.
- ⇒ If the other player has only one occupation, he can play it as usual, even if you pay him 1 food.
- ⇒ If the other player cannot afford to play his other occupation cards (for example Lover **K291** or Chief **E172**), he has to take begging cards to make up the difference.
- ⇒ If you force another player to play a different occupation card, that does not count as playing a second occupation, so e.g. it does not activate the Educator **K271** twice.
- ⇒ If the other player has the Perpetual Student **K275**, he may use that card for his second occupation as well; the occupation that was initially played (or drawn from his hand) cannot be drawn again.

Ski Instructor (4–5 players)

Ö04

Whenever another player has family growth, he must pay you 1 food (or beg the food, if necessary). You must immediately turn the Ski Instructor face-down when you grow your family. You no longer receive its benefits, but it still counts as a played occupation.

- ⇒ You can use the Ski Instructor even if you already had family growth before you play this card. You receive the benefits of the Ski Instructor until your next family growth.

Lovable Vagabond (1–5 players)

Ö05

Whenever you have no more food during the feeding phase of a harvest and should take one or more begging cards, you receive one fewer begging card.

Opinion Leader (3–5 players)

Ö06

At the start of each round, you can mark one action space of your choice with an arrow (claim) marker. Each player can use this action space during this round. (This cannot be used on action spaces on which goods are placed). Remove the arrow marker at the end of each round.

- ⇒ It is not allowed to use an empty accumulating action space such as "3 Wood", not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as "1 Reed, Stone, and Wood" in 5-player game.

Building Tycoon (3–5 players)

Ö07

Whenever another player builds at least one room, you can give him 1 food and immediately build exactly one room yourself.

- ⇒ You must pay the building costs for the room.
- ⇒ You may use your improvements and occupations to lower the cost of the new room.

Environmentalist (1–5 players)

Ö08

Whenever you play or buy an improvement, you can replace 1 building resource of your choice with 1 wood.

- ⇒ You can replace either 1 clay, 1 reed, or 1 stone.
- ⇒ There is no discount for renovations and room building, but only for minor and major improvements.
- ⇒ You may use other cards that change the costs of an improvement together with the Environmentalist for the same action.
- ⇒ (FotM) You can replace 1 stone with 1 wood and 1 food.

Family Singers (1–5 players)

Ö09

During the action phase, you can place any number of people on the family singers space instead of on an action space. For each person you place on the space, you receive 1 bonus point.

- ⇒ This is not an action space.
- ⇒ Family members placed on this card in round 14 do not count for the Church Warden **I227**.
- ⇒ (FotM) You receive 1 bonus point and 1 food.

Waltzer (3–5 players)

Ö10

You can place 2 people one after another, as long as both action spaces are on the same board and adjoin one another (not diagonally).

- ⇒ Action spaces on minor improvements, or introduced into the game by the Clay Digger **I230** or Master Forester **E164**, are never adjacent to any other action space.
- ⇒ Using the Waltzer counts as two turns.
- ⇒ The cards with action spaces on the leftmost game board should be placed randomly at the start of the game. If they weren't, shuffle them when Waltzer is played. In a 3-player game, the cards fill the top 2 rows on the board.

Magnate
(3–5 players)

When you play this card, you immediately receive 2 stone. At the end of the game, the player(s) with the most building resources receive(s) 3 bonus points.

- ⇒ (FotM) The player(s) with the most building resources receive(s) 2 bonus points.

Child Prodigy
(1–5 players)

Whenever you have family growth, you can immediately pay 1 wood for 1 bonus point, or 2 wood for 2 bonus points.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Ö11**Ö12**

15.1.11 Occupations (Č)

Governor (1–5 players)

Č01

Immediately take the top 4 occupations from the face-down deck, and choose 2 of them. You may play one of them immediately (taking into account the requirements on the card) without cost, and add the other one to your hand. If you don't want to play any, add both occupations to your hand.

- ⇒ If you play one of the cards you drew, that again activates the Bread Paddle **K111**, Bookshelf **K112**, Patron **E192**, and another player's Educator **K271**, but not the Perpetual Student **K275**.
- ⇒ If another player has the Therapist **Ö03**, he can use that to force you to play the other card that you selected to keep, even if he already used it to force you to play the Governor.

Weekend Worker (1–5 players)

Č02

Whenever you renovate your home, you may at the same time build 1 room. This costs you 1 reed, 1 of the old construction material of your home before renovating (wood or clay), and 2 of the new construction material (clay or stone).

- ⇒ You may use cards such as the Ladder **I91**, Straw-thatched Roof **I99**, and Frame Builder **K272** to change the cost of the new room.

Jack-of-all-trades (4–5 players)

Č03

Immediately discard all the occupations that you have played. In every round, you can pay 1 food to use an occupation played by another player. You receive all benefits, except for those for playing the card and those at the end of the game. Discard the Jack-of-all-trades when you play another occupation.

- ⇒ You lose all effects of your old occupations when you play this card.
- ⇒ Discarded occupations are removed from the game and do not count for determining future occupation costs or for requirements of improvements.
- ⇒ You pay the food to the general supply.
- ⇒ If you use the Jack-of-all-trades during your own or another player's turn, the effect of the occupation you choose lasts from the moment you pay the food until the end of that turn.
- ⇒ You may use the Jack-of-all-trades in another player's turn as a reaction to the placement of a person on an action space. For example, when someone places a person on the "3 Wood" action space, you may use another player's Wood Buyer **I234** to buy wood from him. If the current player takes an action space with 2 actions, you have to activate the Jack-of-all-trades before he chooses which actions to perform. For example, when he uses the "Sow and Bake Bread" action space, you have to choose to use the Field Worker **I224** or Master Baker **E149** before he chooses if he wants to sow or bake.
- ⇒ If the owner of an occupation and you both want

to use the same occupation at the same time, the owner is the first to benefit. For example, if someone takes 1 stone, and you use another player's Stone Buyer **I255**, that player may buy the stone first; and if you use another player's Taster **I260**, your first turn is after the Taster's owner's first turn.

- ⇒ If you use the Jack-of-all-trades during the harvest, the effect of the occupation you choose lasts until the end of the current harvest phase. A harvest counts as part of the preceding round.
- ⇒ You may use another player's Pig Breeder **I252**, Cattle Breeder **K295**, Acrobat **K269**, or Countryman **K289** at the end of a round.
- ⇒ If another player has an occupation that places goods, food, fences, or fields on action spaces of future rounds, you cannot use that occupation to also get those goods. However, you can use all other occupations at the start of a round, including another player's Hut Builder **E178**.
- ⇒ If another player has an occupation that can be used only once, e.g. the Farm Steward **I233**, you don't receive the benefits of this occupation when you use it for the second time either. Also, if you use another player's Farmer **E160** and build fences for the second time, you receive 1 cattle. Your use of the occupation does not affect the original owner in any way: he can still use a one-use occupation even after you have used it.
- ⇒ If you place goods on the Jack-of-all-trades, e.g. if you use another player's Brush Maker **E156** or Forester **K278**, they are discarded when the effect of that occupation ends.
- ⇒ You may use another player's Herald **Z327** to look at the round card deck at all times. You may also use it to change the order of the deck, but the original owner of the Herald finally decides the order.
- ⇒ You cannot use another player's Ratcatcher **E198**, Layabout **I244**, Net Fisherman **I248**, Grocer **E184**, Seed Trader **Z332**, Opinion Leader **Ö06**, Bureaucrat **Č07**.
- ⇒ You may use another player's Family Singers **Ö09** for 1 bonus point.
- ⇒ You cannot use another player's Chamberlain **I238** to reveal cards at the start of round 11; however, you can use it to use an action space of a later round.
- ⇒ When a player uses the Juggler **I237**, you may use the Jack-of-all-trades to use another player's artist to receive 1 food from the owner of the Juggler.

Teacher of Nations (4–5 players)

Č04

All players can pay 1 food less whenever they play an occupation. Whenever one of the other players uses this discount, you receive 1 food from the general supply.

- ⇒ [Does not lower the extra food cost of the Lover **K291** and Chief **E172**.]

Hero

(1–5 players)

You receive 3 food immediately. Once during the game, you can pay 1 wild boar to carry out a family growth action without placing one of your people. You must have room in your home. The newborn can start taking actions in the next round.

- ⇒ Activates the Farm Steward **I233**, Mother of Twins **Z336**, and Adoptive Parents **K267** when used.
- ⇒ Does not activate the Clapper **K127**.
- ⇒ You may pay for this with a wild boar that you receive from an action space or card, without having placed it in your farm.
- ⇒ If you use the Hero during the harvest after feeding your family, the new family member remains a newborn for the entire following round.

Fortune Teller

(1–5 players)

You immediately receive 1 stone from the general supply. Immediately look at the top 3 cards of the round card deck, and return them face down to the top of the deck, in any order you choose. You may look at the action card of the next round at any time in the game.

- ⇒ When returning the cards to the deck, you need not return the cards to their own stage.

Bureaucrat

(4–5 players)

Place up to 3 food from your personal supply on this card. Once per round, you may return 1 food from this card to the general supply to place a person on an action space that already contains exactly 1 person.

- ⇒ You can use an action space containing your own or another player's person.
- ⇒ You cannot use an action space already containing 2 persons, for example a family growth space containing a parent and child, or because of the Field Warden **E163**.
- ⇒ You may return food from this card to your personal supply at any time. Until you do, it is not part of your personal supply, and does not count for e.g. Pilgrim **G045**.
- ⇒ It is not allowed to use an empty accumulating action space such as “3 Wood”, not even if it activates other improvements or occupations. It is allowed to use an empty accumulating action space that produces other resources directly, such as “1 Reed, Stone, and Wood” in 5-player game.
- ⇒ If “Starting player” action space is used more than once in a round, the second player can only play a minor improvement and cannot take Starting player.

Bagpiper

(3–5 players)

You receive 2 food immediately. The person who took the

Č05

occupation action immediately returns home, as if he has not been used this round. The action space “Occupation” is now unoccupied, and can be used again.

- ⇒ Use the returned family member again as soon as it's your turn again.
- ⇒ You can only return a person home if you use an action space with an “occupation” action. If you play the Bagpiper in another way, e.g. by using the Puppeteer **I249** or the School **Č14**, you cannot return your family member home, but you do receive 2 food.
- ⇒ The person counts only once for the Church Warden **I227**.

Only Child

(3–5 players)

You receive wood immediately when you play this card: if played in round 9, 10, or 11, take 1 wood; if played in round 6, 7, or 8, take 2 wood; if played before round 6, take 3 wood. At the end of the game, you receive 3 bonus points if you have exactly 3 family members.

- ⇒ Guests or the occupant of the Reed Hut **K138** do not count as family member.

Informer

(1–5 players)

Immediately turn 1 of your occupations before you face down. You receive your choice of 5 food or 1 cattle from the general supply. You lose all effects of the face down occupation.

- ⇒ The face down card still counts as played for determining future occupation costs and for requirements of improvements.
- ⇒ You cannot choose to turn the Informer itself face down.

Robber

(4–5 players)

Once per round, you can skip placing a family member when it's your turn. Instead, you take your choice of 1 food or 1 wood from the general supply. You can only skip your turn if at least one other player still has at least one person left to place.

- ⇒ Later in this round, you can still place the person that you would have placed this turn.

Nicholas

(3–5 players)

Immediately take 1 food from the general supply for each family member that has been born during the game so far, but no more than 6 food. All players with the least number of offspring (possibly including you) get 1 vegetable each.

- ⇒ Newborns that are still on an action space “family growth” already count as family members.
- ⇒ Guests and the occupant of the Reed Hut **K138** are not offspring and do not count.

Č06**Č07****Č08****Č09****Č10****Č11****Č12**

15.1.12 Occupations (P)

Alchemist (3–5 players)

P01

When you play this card, you receive 2 Wood. Whenever you receive Building resources or animals from an Action space, you may place 1 of the goods received on the space afterward and take 1 Wood or Clay from any Accumulation space.

- ⇒ You place the Good on the Action space you just used and the next player to use this Action space receives the Good.

Altruist (1–5 players)

P02

Twice during the game, you may use the “Renovate” action to convert your Stone house back into a Wooden hut by paying 1 Wood per room and 1 Reed. When you do this, you receive 3 Bonus points per room and you receive 3 Clay.

- ⇒ Converting to a Wooden hut counts as a Renovation. (Therefore, it triggers Home Garden **WM089**, etc.)
- ⇒ You receive the Bonus points and the clay eachtime you convert from a Stone house into a Wooden hut.
- ⇒ The bonus points should be recorded on your score sheet. Therefore, if you remove the Altruist (e.g. with Retirement **P22**) you still receive the bonus points.
- ⇒ (FotM) You receive 2 bonus points per room and 3 clay.

Backpacker (3–5 players)

P03

In the Returning home phase of each even-numbered round, you may choose to not return home 1 person. When you leave a person on an Action space this way, immediately before the start of the next Work phase, take that action again (and keep space occupied). If you cannot, take 1 Begging card and return him home.

Chisel Maker (3–5 players)

P04

Place an Arrow marker on a revealed Round Action space and point the Arrow toward nobody. The next player to use this space receives 1 Stone. Whenever any player uses this Action space, point the Arrow toward that player. At the start of each round, the player whom the Arrow points toward receives 1 Wood.

Contortionist (3–5 players)

P05

Place 4 Wood, 3 Clay, 2 Reed, and 2 Stone in a container. Whenever you take the “Traveling Players” action, draw 2 resources at random. If they are the same, keep both. If they are different keep 1 and return the other to the general supply.

Footman (3–5 players)

P06

Once each round, you may place a person on an Action space without immediately taking the action. Instead, you may take that action immediately after any of your other turns that round. At the end of that round, if you haven’t taken the action, you receive 1 Begging card.

- ⇒ If you are unable to take an action because there are no longer resources on an Accumulation space

(due to e.g. Net Fisherman **I248**, Alchemist **P02**, etc.) you still receive a Begging card.

Marriage Counselor (4–5 players)

P07

Whenever, at the start of a round, another player has at least 2 more Family members than you or all other players have at least 1 more Family member than you, you may pay 1 Food to use 1 Guest token that round.

Master Carpenter (3–5 players)

P08

You can build fences around your rooms by fencing all 4 sides of a room. You may not fence more than 1 room each round. Each fenced room can hold an additional Family member. Fenced rooms are not pastures.

- ⇒ Fenced rooms are not scored as pastures at the end of the game.
- ⇒ You may also build pastures the same round you fence around a room.
- ⇒ Fences around rooms must follow other normal fencing rules.
- ⇒ (FotM) You can fence only one room.

Pest Exterminator (3–5 players)

P09

If you have no built fences, place 1 of your fences on each of the 14 round cards, both revealed and unrevealed. Whenever you use an Action space with your fence on it, you may return the fence to your supply. At the end of the game, you receive 1 Bonus point for each fence returned after the first 6.

- ⇒ If you have built fences, or have played any combination of cards that results in you having fewer than 14 fences in your supply, (e.g. Fence Deliveryman **I265**, Wagenburg **C16**, etc.) then you place no fences on the board, and receive no Bonus points.
- ⇒ (FotM) Up to a maximum of 4 bonus points.

Professor (1–5 players)

P10

After you play this card, discard all the remaining Occupations in your hand and draw 7 new Occupations. You can play an additional Occupation immediately for 2 Food. (You must pay any additional costs of the new Occupation).

Sunrise Herder (4–5 players)

P11

Once each round, you may skip placing your first Family member and receive 1 animal. You must pay 1 Food if you receive a Cattle. (You place the person later. You may only do this if every player has at least 1 person still to place.)

- ⇒ (FotM) You cannot receive a horse, you must pay 0/1/2 food and you receive 1 sheep/1 wild boar/1 cattle.

Wounded Veteran (4–5 players)

P12

At the start of each round, you receive 2 Food from the general supply. Whenever you take Building resources or animals from an Accumulation space, you must leave 1 of them on the space.

- ⇒ You do not have to leave resources or animals on non-Accumulation spaces.

15.1.13 Occupations (BI)

Linen Weaver
(3–5 players)

At the start of each round, this Occupation is passed left to the next player. It only counts as a played Occupation for the player who has it. All their Improvement costs are reduced by 1 Wood. When the original player has it, their Improvement costs are reduced by 1 Clay, 1 Stone, and 1 Reed also.

⇒ (FotM) When the original player has it, their Improvement costs are reduced by 1 Clay and 1 Reed also.

Vampire
(3–5 players)

Play this card only if the player on your right just used an Accumulation space on the previous turn. You immediately use the same Action and receive the same amount of items. Take the items from the general supply.

⇒ Your family member stays on “Occupation” action space.

Institute Founder
(4–5 players)

When you play this card, you may immediately pay 1 Food for 1 Grain. In the Feeding phase of each Harvest, your 4th and 5th Family members need only 1 Food.

White Brazilian
(3–5 players)

Play this card only if your top 5 farmyard spaces are unused. Place 1 stable and 1 Wild boar on the leftmost or rightmost farmyard space in this row. Flip a coin. If the coin lands heads, keep both the Wild boar and stable, otherwise keep only the stable.

⇒ (FotM) Play this card if your top leftmost and rightmost farmyard spaces are unused.

Apple Man
(1–5 players)

Once during each Returning home phase, you may pay 1 Vegetable from your supply to take a “Plow 1 field”, “Build fences”, or “Build stables” action without placing a person.

⇒ (FotM) Usable 4 times during the game.

BI14**Deaconess**
(1–5 players)

As long as you have exactly 2 Family members, in the Feeding phase of Harvest 1/2/3/4/5/6, you receive 1/2/3/4/5/6 Food.

⇒ (FotM) In the Feeding phase of Harvest 1/2/3/4/5/6, you receive 2/3/4/5/6/7 Food.

Survivalist
(1–5 players)

(Your Family will eat anything.) In the Feeding phase of each Harvest, the Survivalist can convert up to 1 of each Building material (Wood, Clay, Reed, and Stone) to 2 Food each. In each Harvest you use this, place 1 of these Food on the “Fishing” Action space.

Chief Editor
(1–5 players)

The next time you use the “Fishing” Action space with a person, you also receive 2 Bonus points. After that, you receive 1 Bonus point whenever you use the “Fishing” Action space with a person.

⇒ (FotM) Up to a maximum of 3 bonus points.

Protest Singer
(1–5 players)

(Your system has no limits.) You may keep 1 animal on each unused space on your farmyard. (The spaces still count as unused.) These animals do not participate in the Breeding phase of Harvest.

Systems Theorist
(1–5 players)

Whenever you build at least 1 stable, you receive 1 Food. At the end of the game, you receive 1/2/3 Bonus points for 2/3/4 stables adjacent to each other.

Member of a Co-operative
(3–5 players)

Whenever another player performs a “Family growth” action, you may place 1 Food from the supply on this card. Once during a 3/4/5 player game, you may pay 3/4/5 Food from this card to play your next “Family growth” action as “Family growth even without room”.

BI19**BI20****BI21****BI22****BI23****BI24**

15.2 Revised edition

15.2.1 Occupations (A)

Homekeeper

(1–5 players)

Exactly one room in your clay or stone house can hold an additional family member if it is adjacent to both a field and a pasture.

- ⇒ Field cards may not count as adjacent.
- ⇒ If the room later loses adjacency to the field and/or pasture, the capacity for an additional person is lost (e.g. after playing Overhaul C001).

Stable Planner

(1–5 players)

Add 3, 6, and 9 to the current round and place 1 stable on each corresponding round space. At the start of these rounds (not earlier), you can build the stable at no cost.

- ⇒ Once you play this card, you cannot build the stables before rounds 3, 6, and 9 for any reason.
- ⇒ Stables built this way are not built on your turn and do not trigger Stable Tree A074 or Farmyard Manure A043.

Shifting Cultivator

(1–5 players)

Each time you use a wood accumulation space, you can also pay 3 food to plow 1 field.

- ⇒ Food obtained via the Basket A056, or any other effect “after” using the space may not be used to pay for this effect.
- ⇒ (FotM) Each time you use a wood accumulation space, you can also pay 2 food to plow 1 field.

Bed Maker

(1–5 players)

Each time you add rooms to your house, you can also pay 1 wood and 1 grain to immediately get a “Family Growth with Room Only” action.

- ⇒ This card allows exactly 1 growth action regardless of how many rooms are built.
- ⇒ (FotM) From Round 5, you get a “Family Growth with Room Only” action.

Lazy Sowman

(1–5 players)

Each time you decline a “Sow” action on your turn, you can immediately place another person on an Action space of your choice (even if it is occupied).

- ⇒ ERRATA: You cannot take “Start Player” action space when it is occupied.
- ⇒ You may repeat this effect on action spaces that allow you to decline such a “Sow” action (e.g. only plowing on “Cultivation” multiple times.)
- ⇒ You can use Lazy Sowman on “Bake and/or Sow” action space even if you don’t have any fields or crops.

Angler

(1–5 players)

Each time after you use the “Fishing” accumulation space while there are at most 2 food on that space, you get a “Major or Minor Improvement” action.

Task Artisan

(1–5 players)

When you play this card and each time a stone accumulation space is revealed (and placed on a round space) in

A085

the preparations phase, you receive 1 wood and a “Minor Improvement” action.

Freshman

(1–5 players)

Each time you receive a “Bake Bread” action, instead of taking the action, you can play an occupation, without paying an occupation cost.

- ⇒ ERRATA: The effect is limited to once per turn.
- ⇒ You may use the “Grain Utilization” space while being unable to Sow or Bake Bread, as this card substitutes the “Bake Bread” action.

Fellow Grazer

(1–5 players)

During the scoring, you receive 2 bonus points for each of your pastures covering at least 3 farmyard spaces.

Curator

(1–5 players)

In the returning home phase of each round, if you return at least 3 people from accumulation spaces, you can buy 1 bonus point for 1 food.

- ⇒ (FotM) Up to a maximum of 3 bonus points.

Cookery Outfitter

(1–5 players)

During the scoring, you receive 1 bonus point for each (cooking) improvement you have.

- ⇒ Ovens do not count towards this card.

Portmonger

(1–5 players)

Each time you take 1/2/3+ food from a food accumulation space, you also receive 1 vegetable/grain/reed.

- ⇒ (FotM) Each time you take 1/2/3+ food from “Fishing” accumulation space, you also receive 1 vegetable/grain/reed.

Wood Harvester

(1–5 players)

In the field phase of each harvest you receive 1 wood for each wood accumulation space with exactly 2 wood. In the field phase of each harvest you receive 1 food for each wood accumulation space with 3+ wood.

Barrow Pusher

(1–5 players)

For each new field tile you get, you also get 1 clay and 1 food.

Slurry Spreader

(1–5 players)

In the field phase of each harvest, for each field from which you harvest the last grain/vegetable, you receive 2/1 food.

Catcher

(1–5 players)

Each time you place your 1st/2nd/3rd person in a round on a building resource accumulation space with exactly 5/4/3 building resources, you get 1 food.

Small Trader

(1–5 players)

Each time you take a “Major or Minor Improvement” action to play an improvement from your hand, you also get 3 food.

Heresy Teacher

(1–5 players)

Each time you use the “Occupation” action space, you receive 1 vegetable in each of your fields with at least 3 grain (and no vegetable). Place the vegetable below the grain.

A097

A099

A100

A101

A103

A104

A105

A106

A107

A109

A113

- ⇒ Fields with both crops count as both a grain field and a vegetable field, simultaneously.

Chief Forester **A115** (1–5 players)

Each time you use a wood accumulation space, you also get a “Sow” action for exactly 1 field.

- ⇒ You may sow 2 wood onto the Wood Field **D075**.

Wood Carrier **A117** (1–5 players)

When you play this card, you immediately receive 1 wood for each (major and minor) improvement in front of you.

- ⇒ (FotM) Up to a maximum of 7 wood.

Treegardener **A118** (1–5 players)

In the field phase of each harvest, you receive 1 wood. Additionally, you can buy up to 2 additional wood for 1 food each.

- ⇒ You may use this card to activate the Shaving Horse **A048** twice if and only if you have another decision during the field phase to separate this card’s effect into two distinct parts, e.g. paying wood and food with Cube Cutter **C098**.

Clay Puncher **A121** (1–5 players)

When you play this card and each time after you use an “Occupation” or the “Take 1 Clay” accumulation space, you receive 1 clay.

Pan Baker **A122** (1–5 players)

Each time you use the “Sow and/or Bake” action space, you also receive 2 clay and 1 wood.

Knapper **A124** (1–5 players)

Each time before you use an action space card on round spaces 5 to 7, you receive 1 stone.

Master Workman **A126** (1–5 players)

Each time before you use an action space card on round spaces 1/2/3/4, you receive 1 wood/clay/reed/stone.

Lodger **A127** (3–5 players)

This card provides room for 1 person, but only until the returning home phase of round 9. If you have not moved the person elsewhere by then, remove it from play.

- ⇒ If you remove it from play, it can never grow back.
 ⇒ The card does not count as a room, it only provides room (similar to the Caravan **NL016**).
 ⇒ (FotM) This card provides room for 1 person, but only until the returning home phase of round 8.

Riparian Builder **A128** (3–5 players)

Each time another player uses the “Take 1 Reed” accumulation space, you can build a room: if you build a clay/stone room, you receive a discount of 1 clay/2 stone.

Swagman **A129** (3–5 players)

Immediately after each time you use the “Build rooms and/or stables” or “Take 1 Grain” action space, you can use the respective other with the same person (even if it is occupied).

- ⇒ ERRATA: The “jump” to a second action space may only be done once per turn.
 ⇒ The person ends on the second action space used.

Mummy’s Boy **A130** (3–5 players)

Each time you place a person after your first two people, you can place one of them on the same action space your second person is on.

Craft Teacher **A131** (3–5 players)

Each time after you build the major improvement Joinery, Pottery, and Basketmaker’s Workshop’, you can play up to 2 occupations without paying an occupation cost.

- ⇒ This card triggers every time you build one of the mentioned major improvements in any way.

Publican **A132** (3–5 players)

Each time before another player sows, if you have at least 1 grain in your supply, you may give that player 1 grain, receiving 1 bonus point for that.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Full Farmer **A134** (3–5 players)

When you play this card, you immediately receive 1 wood and 1 clay. During the scoring, you receive 1 bonus point for each pasture holding the maximum number of animals.

Animal Reeve **A135** (3–5 players)

If there are still 1/3/6/9 complete rounds left to play, you immediately get 1/2/3/4 wood. During the scoring, each player with 2+/3+/4+ animals of each type gets 1/3/5 bonus points.

Drudgery Reeve **A136** (3–5 players)

If there are still 1/3/6/9 complete rounds left to play, you immediately receive 1/2/3/4 wood. During the scoring, each player with at least 1/2/3 building resources of each type in their supply receives 1/3/5 bonus points.

- ⇒ The resources worth bonus points for the craft majors are not spent and do count towards this card’s bonus effect.
 ⇒ These resources also count towards the tiebreaker.

Riverine Shepherd **A137** (3–5 players)

Each time you use the “Take 1 Sheep” or “Take 1 Reed” accumulation space, you can also take 1 good from the other accumulation space of the two, if possible.

Hollow Warden **A139** (3–5 players)

When you play this card, you immediately get a “Major Improvement” action to build a Fireplace. Each time you use the “Hollow” Accumulation space, you also get 1 Food.

- ⇒ In 3/4/5 player games, each time you use “Take 1/2/3 Clay” accumulation space.

Shovel Bearer **A140** (3–5 players)

Each time you use the “Take 1 Clay” or “Take 2 Clay” accumulation space, you also receive a number of food equal to the amount of clay on the other accumulation space of the two.

Turnip Farmer **A141** (3–5 players)

Immediately before the returning home phase of each round, if both the “Day Laborer” and “Take 1 Grain” action spaces are occupied, you receive 1 vegetable.

Cordmaker **A142** (3–5 players)

Each time any player (including you) takes at least 2 reed from the “Take 1 Reed” accumulation space, you can choose to take 1 grain or buy 1 vegetable for 2 food.

Sequestrator
(3–5 players)**A144**

Place 3 reed and 4 clay on this card. The next player to have 3 pastures/5 field tiles receives the 3 reed/4 clay (not retroactively).

Ropemaker
(3–5 players)**A145**

At the end of each harvest, you receive 1 reed from the general supply.

Storehouse Steward
(3–5 players)**A146**

Each time you take exactly 2/3/4/5 food from a food accumulation space, you also receive 1 stone/reed/clay/wood. (If you take 6 or more food, you do not get a bonus good.)

Woolgrower
(4–5 players)**A148**

This card can hold a number of sheep equal to the number of completed feeding phases.

House Artist
(4–5 players)**A149**

Each time you use the “Traveling Players” accumulation space, you also receive a “Build Rooms” action during which each room costs you 1 less reed.

Stagehand
(4–5 players)**A150**

Each time another player uses the “Traveling Players” accumulation space, you can take your choice of a “Build Fences”, “Build Stables”, or “Build Rooms” action with costs.

Minstrel
(4–5 players)**A151**

At the start of each returning home phase, if only one action space card on round spaces 1-4 is unoccupied, you can use that action space.

- ⇒ ERRATA: You don’t use that action space, but you may take the effect of that action space.
- ⇒ You can use Minstrel in rounds 1 to 3.
- ⇒ The space is not considered used, e.g. for Master Workman **A126**.

Night-School Student
(4–5 players)**A152**

In each returning home phase in which no player returns a person from an occupation space, you can play an occupation for an occupation cost of 1 food.

Pig Owner
(4–5 players)**A153**

The first time after you play this card that you have 5 wild boars on your farm, you immediately receive 3 bonus points.

- ⇒ If you have at least 5 boar when playing this card, you must have 4 or fewer boar at some later time in order to eventually receive the bonus points.
- ⇒ (FotM) You immediately receive 2 bonus points.

Paymaster
(4–5 players)**A154**

Each time another player uses a food accumulation space, you can give them 1 grain from your supply to receive 1 bonus point.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

Buyer
(4–5 players)**A156**

Each time another player uses a reed, stone, sheep, or wild boar accumulation space, you can pay them 1 food to get 1 good of the respective type from the general supply.

- ⇒ (FotM) Once per turn, each time another player uses a reed, stone, sheep, or wild boar accumula-

tion space, you can pay them 1 food to get 1 good of the respective type from the general supply.

Bohemian
(4–5 players)**A157**

At the start of each returning home phase, if at least one “Occupation” action space is unoccupied, you get 1 food.

Culinary Artist
(4–5 players)**A158**

Each time another player uses the “Traveling Players” accumulation space, you can exchange your choice of 1 grain/sheep/vegetable for 4/5/7 food.

- ⇒ (FotM) Each time another player uses the “Traveling Players” accumulation space, you can exchange your choice of 1 grain/sheep/vegetable for 3/4/5 food.

Joiner of the Sea
(4–5 players)**A159**

Each time another player uses the “Fishing” / “Take 1 Reed” accumulation space, you can give them 1 wood to receive 2/3 food from the general supply.

Patch Caretaker
(4–5 players)**A161**

Each time you use an accumulation space, if you already used another accumulation space for the same type of good that work phase, you also receive 1 vegetable.

Forest Tallyman
(4–5 players)**A162**

Each time both the “Take 3 Wood” and the “Take 1 Clay” action spaces are occupied, you can use the gap between them as an action space to receive 2 clay and 3 wood.

- ⇒ (FotM) Each time both the “Take 3 Wood” and the “Take 1 Clay” action spaces are occupied, you can use the gap between them as an action space to receive 2 clay and 2 wood.

Building Expert
(4–5 players)**A163**

Each time you use the “Take Reed Stone Food (or Wood)” action space with the 1st/2nd/3rd/4th/5th person you place, you also get 1 wood/clay/reed/stone/stone.

Wood Worker
(4–5 players)**A164**

Each time you take wood from an accumulation space, you can exchange 1 wood for 1 sheep. Place the wood on the accumulation space.

- ⇒ If you take less than 1 wood from a wood accumulation space, you may still use this card.
- ⇒ You may immediately convert the sheep to food in order to use the Shifting Cultivator **A091**.

Haydryer
(4–5 players)**A166**

Immediately before each harvest, you can buy 1 cattle for 4 food minus 1 food for each pasture you have. (The minimum cost is 0.)

Breeder Buyer
(4–5 players)**A167**

Each time you build at least 1 wood/clay/stone room and at least 1 stable on the same turn, you also get 1 sheep/wild boar/cattle.

Animal Teacher
(4–5 players)**A168**

Immediately after each time you use an “Occupation” action space, you can also buy 1 sheep/wild boar/cattle for 0/1/2 food.

- ⇒ This effect may not be immediately triggered.

15.2.2 Occupations (B)

Farm Hand
(1–5 players)

Once you have 4 field tiles arranged in a 2x2, you can use a “Build Stables” action to build a stable in the center of the 2x2. This stable provides room for a person but no animal.

- ⇒ You may only build one such stable.
- ⇒ You may build additional stables as normal with the same “Build Stables” action.
- ⇒ You can not build stable in the center of 2x2 e.g. with Stable Deliveryman **WM045** or Stable **E52**, you must use “Build Stables” action.

Truffle Searcher
(1–5 players)

This card can hold a number of wild boar equal to the number of completed feeding phases.

Established Person
(1–5 players)

If your house has exactly 2 rooms, immediately renovate it without paying any building resources. If you do, you can immediately afterward take a “Build Fences” action.

- ⇒ You may not play this card if you cannot renovate.

Cooperative Plower
(1–5 players)

Each time you use the “Plow 1 field” action space while the “Take 1 Grain” action space is occupied, you can plow 1 additional field.

Little Stick Knitter
(1–5 players)

From Round 5 on, each time you use the “Take 1 Sheep” accumulation space, you can also take a “Family Growth with Room Only” action.

Little Stick Knitter
(1–5 players)

Place 1 food from your supply on each of the next 2, 3, or 4 round spaces. At the start of these rounds, you get the food back and your choice of a “Sow” or “Build Fences” action.

- ⇒ For example, if played in round 9, you must place 1 food on each of rounds 10-11, 10-12, or 10-13.

Stock Protector
(1–5 players)

Each time before you use the “Fencing” action space, you get 2 wood. Immediately after that “Fencing” action, you can place another person.

Tree Farm Joiner
(1–5 players)

Place 1 wood on each of the next 2 odd-numbered round spaces. At the start of these rounds, you get the wood and, immediately afterward, a “Minor Improvement” action.

Clutterer
(1–5 players)

During scoring, you get 1 bonus point for each card played after this one that has “accumulation space(s)” in its text.

- ⇒ This card only refers to cards played by the owner.
- ⇒ (FotM) Up to a maximum of 5 bonus points.

Furniture Carpenter
(1–5 players)

Each harvest, if any player (including you) owns the Joinery or an upgrade thereof, you can buy exactly 1 bonus point for 2 food.

- ⇒ (FotM) Up to a maximum of 4 bonus points.

B085**Field Merchant**
(1–5 players)

When you play this card, you immediately get 1 wood and 1 reed. Each time you decline a “Minor/Major Improvement” action, you get 1 food/vegetable instead.

- ⇒ You can place onto the “Major Improvement” or “Improvement” (6p) action space just to decline it.

Case Builder
(1–5 players)

When you play this card, you immediately get 1 good of each of the following types, if you have at least 2 of that good in your supply already: food, grain, vegetable, reed, wood.

Moral Crusader
(1–5 players)

Immediately before the start of each round, if there are goods on remaining round spaces that are promised to you, you get 1 food.

Pavior
(1–5 players)

At the end of each preparation phase, if you have at least 1 stone in your supply, you get 1 food. In round 14, you get 1 vegetable instead.

Rustic
(1–5 players)

For each clay room you build, you get 2 food and 1 bonus point. (This does not apply to stone rooms and renovated wood rooms.)

Silokeeper
(1–5 players)

Each time you use the action space card that has been revealed right before the most recent harvest, you also get 1 grain.

- ⇒ The action space card is Round 4, 7, 9, 11, or 13.

Patch Caregiver
(1–5 players)

When you play this card, you can choose to buy 1 grain for 1 food, or 1 vegetable for 3 food. This card is a field.

Tinsmith Master
(1–5 players)

You can hold 1 additional animal in each pasture without a stable. Each time you sow in a field, you can place 1 additional crop of the respective type in that field.

- ⇒ This effect places one extra crop on top of the usual stack, not a second stack in each field.
- ⇒ You may not add anything except grain or vegetable.
- ⇒ Sowing this way is an unconditional sow, this does not add a condition to sowing.

Shoreforester
(1–5 players)

When you play this card and each time 1 reed is placed on an empty “Take 1 Reed” accumulation space in the preparation phase, you get 1 wood.

Informant
(1–5 players)

When you play this card, you immediately get 1 wood. After each work phase, if you have more stone than clay in your supply, you get 1 wood.

Lumberjack
(1–5 players)

You immediately get 1 wood. Additionally, place 1 wood on each of the next round spaces, up to the number of fences you built. At the start of these rounds, you get the wood.

B103**B105****B106****B110****B111****B112****B113****B115****B116****B117****B119**

⇒ Fences placed e.g. with Hops Field **Č18** or Fence Builder **I263** do not count as fences built.

Sweep (1–5 players)

B120

Each time before you use the action space card left of the card that has been most recently placed on a round space, you get 2 clay.

⇒ The action space must be round 1-6 or 8-12.

Mineralogist (1–5 players)

B122

Each time you use a clay/stone accumulation space, you also get 1 of the other good, stone/clay.

Trimmer (1–5 players)

B124

In each work phase, after you enclose at least one farmyard space, you get 2 stone. (Subdividing an existing pasture does not count.)

⇒ (FotM) If you enclose 1/2+ farmyard spaces, you get 1/2 stone.

Estate Worker (1–5 players)

B125

Place 1 wood, 1 clay, 1 reed, and 1 stone in this order on the next 4 round spaces. At the start of these rounds, you get the respective building resource.

Seducer (3–5 players)

B127

When you play this card in Round 5 or later, you can immediately pay 1 stone, 1 grain, 1 vegetable, and 1 sheep to take a “Family Growth Even without Room” action.

Plumber (3–5 players)

B128

Each time after you use the “Major Improvement” action space, you can take a “Renovation” action, paying 2 clay or 2 stone less for the renovation.

Seatmate (3–5 players)

B129

You can use the action space on round space 13 even if it is occupied by one or more people of the players to your immediate left and right.

Full Peasant (3–5 players)

B130

Each time after you use the “Sow and/or Bake Bread” or “Fencing” action space while the other is unoccupied, you can pay 1 food to use that other space with the same person.

⇒ ERRATA: The “jump” to a second action space may only be done once per turn.

⇒ The person ends on the second action space used.

Equipper (3–5 players)

B131

Immediately after each time you use a wood accumulation space, you can play a minor improvement.

⇒ This effect is not a “Minor Improvement” action.

Estate Master (3–5 players)

B132

Once you have no unused farmyard spaces left, you get 1 bonus point for each vegetable that you harvest.

⇒ If you have no unused spaces after playing this card and then later change your farmyard arrangement (e.g. with Overhaul **C001**), you still receive bonus points for all future harvested vegetables.

⇒ (FotM) Up to a maximum of 4 bonus points.

Village Peasant (3–5 players)

B133

At the start of scoring, you get a number of vegetables equal

to the smallest of the numbers of major improvements, minor improvements, and occupations you have.

⇒ (FotM) You get 1/2/3 vegetables if the smallest of the numbers of major improvements, minor improvements and occupations is 2/3/4.

Housebook Master (3–5 players)

B134

After playing this card, if you renovate to stone in round 13/12/11 or before, you immediately get 1/2/3 food and 1/2/3 bonus points.

Nutrition Expert (3–5 players)

B135

At the start of each round, you can exchange a set comprised of 1 animal of any type, 1 grain, and 1 vegetable for 5 food and 2 bonus points.

⇒ (FotM) Up to a maximum of 6 bonus points.

Wholesaler (3–5 players)

B137

Place 1 vegetable, 1 wild boar, 1 stone, and 1 cattle on this card. Each time you use an action space card on round spaces 8 to 11, you get the corresponding good from this card.

Forest Guardian (3–5 players)

B138

When you play this card, you immediately get 2 wood. Each time before another player takes at least 5 wood from an accumulation space, they must first pay you 1 food.

Forest Scientist (3–5 players)

B139

In the returning home phase of each round, if there is no wood left on the game board, you get 1 food - from round 5 on, even 2 food.

Farmyard Worker (3–5 players)

B140

At the end of each work phase in which you placed at least 1 good on 1 of your farmyard spaces, you get 2 food.

⇒ You may not trigger this card by only moving an existing good.

⇒ (FotM) At the end of each work phase in which you placed at least 1 good (including horses) on 1 of your farmyard spaces, you get 1 food.

Field Caretaker (3–5 players)

B141

When you play this card, you can immediately exchange 0/1/3 clay for 1/2/3 grain. This card is a field.

Clay Warden (3–5 players)

B143

Each time another player uses the “Take 1/2 Clay” accumulation space in a 3/4 player game, you get 1 clay. In a 3/4 player game, you also get 1 clay/food.

⇒ (FotM) In 3/4/5 player game, each time another player uses “1/2/3 Clay”, you get 1 clay and 1 food.

Collier (3–5 players)

B144

Each time after you use the “Take 1 Clay” accumulation space, you get 1 reed and 1 wood. With 3 or more players, you get 1 additional wood on the “Take 1/2/3 Clay” accumulation space in 3/4/5 player.

⇒ Note that this card is a 3+ player card.

⇒ (FotM) Each time after you use the “Take 1 Clay” accumulation space, you get 1 wood and 1 food. With 3 or more players, you get 1 additional wood on the “Take 1/2/3 Clay” accumulation space in 3/4/5 player.

Illusionist
(3–5 players)**B146**

Each time you use a building resource accumulation space, you can discard exactly 1 card from your hand to get 1 additional building resource of the accumulating type.

Huntsman
(3–5 players)**B147**

Each time after you use a wood accumulation space, you can pay 1 grain to get 1 wild boar.

Pet Broker
(4–5 players)**B148**

When you play this card, you immediately get 1 sheep. You can keep 1 sheep on each occupation in front of you.

Open Air Farmer
(4–5 players)**B149**

When you play this card, remove exactly 3 stables in your supply from play to build a pasture covering 2 farmyard spaces. You only need to pay a total of 2 wood for the fences.

⇒ You may not build those stables later.

Large-Scale Farmer
(4–5 players)**B150**

Each time after you use the “Build Rooms and/or Build Stables” or “Major Improvement” action space while the other is unoccupied, you can pay 1 food to use that other space with the same person.

⇒ ERRATA: The “jump” to a second action space may only be done once per turn.

⇒ The person ends on the second action space used.

Little Peasant
(4–5 players)**B151**

You immediately get 1 stone. As long as you live in a wooden house with exactly 2 rooms, action spaces - excluding “Starting Player” - are not considered occupied for you.

Junior Artist
(4–5 players)**B152**

Each time after you use the “Day Laborer” action space, you can pay 1 food to use an unoccupied “Traveling Players” or “Occupation” action space with the same person.

Housemaster
(4–5 players)**B153**

During scoring, total the point values of your major improvements. The smallest value counts double. If the total is at least 5/7/9/11, you get 1/2/3/4 bonus points.

⇒ (FotM) If the total is at least 7/9/11/13, you get 1/2/3/4 bonus points.

Sheep Keeper
(4–5 players)**B154**

You can only play this card if you have less than 7 sheep. Once this game, when you have 7 sheep in your farmyard, you immediately get 3 bonus points and 2 food.

Art Teacher
(4–5 players)**B155**

When you play this card, you immediately get 1 wood and 1 reed. Each time you pay an occupation cost, you can use food from the “Traveling Players” accumulation space.

Salter
(4–5 players)**B157**

At any time, you can pay 1 sheep/wild boar/cattle from your farmyard. If you do, place 1 food on each of the next 3/5/7 round spaces. At the start of these rounds, you get the food.

⇒ You may not “split” acquisitions of multiple animals (or generally any groupings of goods.)

⇒ (FotM) Once per turn, you can pay 1 sheep/wild boar/cattle from your farmyard.

District Manager
(4–5 players)**B158**

At the end of each work phase, if you used both the “Take 3 Wood” and “Take 2/4 Wood” accumulation spaces, you get 5 food in 4/5 player game.

⇒ (FotM) You get 3 food in 4/5 player game.

Lieutenant General
(4–5 players)**B159**

For each field tile that another player places next to an existing field tile, you get 1 food from the general supply. In round 14, you get 1 grain instead.

⇒ (FotM) Does not trigger with “Slash and burn” special action.

Pub Owner
(4–5 players)**B160**

Immediately, when you play this card, and at the end of each work phase, in which the “Take 3 Wood”, “Take 1 Clay”, and “Take 1 Reed” accumulation spaces are all occupied, you get 1 grain.

Weakling
(4–5 players)**B161**

Each time it is your turn in the work phase, if there are one or more accumulation spaces with 5+ goods on them and you do not use any of them, you get 1 vegetable.

Forest Clearer
(4–5 players)**B162**

Each time you obtain exactly 2/3/4 wood from a wood accumulation space, you get 1 additional wood and 1/0/1 food.

⇒ This card’s effect triggers before deciding to leave wood on the action space (e.g. with Basket A056).

Game Provider
(4–5 players)**B165**

Immediately before each harvest, you can discard 1/3/4 grain from different fields to get 1/2/3 wild boars.

Stable Sergeant
(4–5 players)**B167**

When you play this card, you can pay 2 food to get 1 sheep, 1 wild boar, and 1 cattle, but only if you can accommodate all three animals on your farm.

⇒ (FotM) You can pay 3 food to get 1 sheep, 1 wild boar and 1 cattle.

Pasture Master
(4–5 players)**B168**

Each time you renovate, you get 2 food and 1 additional animal of the respective type in each of your pastures with stable.

15.2.3 Occupations (C)

Den Builder

(1–5 players)

When you live in a clay or stone house, you can pay 1 grain and 2 food. If you do, this card provides room for at most one person.

C085

Carpenter's Apprentice

(1–5 players)

Wood rooms cost you 2 wood less. Your 3rd and 4th stable each cost you 1 wood less. Your 13th to 15th fence each cost you nothing.

C088

Stablemaster

(1–5 players)

When you play this card, you can immediately build exactly 1 stable for 1 wood. Exactly one of your unfenced stables can hold up to 3 animals of one type.

C089

Plow Hero

(1–5 players)

Each time you use the “Plow 1 field” or “Plow 1 field and/or Sow” action space with the first person you place in a round, you can plow 1 additional field for 1 food.

C091

Autumn Mother

(1–5 players)

Immediately before each harvest, if you have room in your house, you can take a “Family Growth” action for 3 food.

C092

Inner Districts Director

(1–5 players)

Each time you use the “Take 3 Wood” or “Take 1 Clay” accumulation space, you can place 1 stone from the general supply on the other space. If you do, you can immediately place another person.

C093

⇒ You may use this ability twice on the same turn.

Stable Cleaner

(1–5 players)

At any time, you can take the “Build Stables” action without placing a person. If you do, each stable costs you 1 wood and 1 food.

C094

Basket Weaver

(1–5 players)

When you play this card, immediately build the “Basket-maker's Workshop” major improvement for 1 stone and 1 reed.

C095

Merchant

(1–5 players)

Whenever you use the “Minor Improvement” or “Minor or Major Improvement” action, you can pay 1 Food to use the action a second time.

C096

Seed Researcher

(1–5 players)

Each time any people return from both the “Take 1 Grain” and “Take 1 Vegetable” action spaces, you get 2 food and you can play 1 occupation, without paying an occupation cost.

C097

Cube Cutter

(1–5 players)

When you play this card, you immediately get 1 wood. In the field phase of each harvest, you can use this card to exchange exactly 1 wood and 1 food for 1 bonus point.

C098

Garden Designer

(1–5 players)

At the start of scoring, you can place food in your empty fields. You get 1/2/3 bonus point for each such field in which you place 1/4/7 food.

C099

⇒ ERRATA: This food is considered planted.

⇒ (FotM) Up to a maximum of 4 bonus points.

Butler

(1–5 players)

If you play this card in round 11 or before, during scoring, you get 4 bonus points if you then have more rooms than people.

C100

Stall Holder

(1–5 players)

Once per round, if you have 0/1/2/3/4 unfenced stables on your farm, you can exchange 2 grain for 1 bonus point and 1/2/3/4/5 food.

C101

⇒ (FotM) Once per round and 4 times during the game.

Tree Guard

(1–5 players)

Each time after you use a wood accumulation space, you can place 4 wood from your supply on that space to get 2 stone, 1 clay, 1 reed, and 1 grain.

C102

⇒ (FotM) Usable 3 times during the game.

Green Grocer

(1–5 players)

At the start of each round, you can make exactly one of the following exchanges: 1 cattle for 1 vegetable; 2 sheep for 1 vegetable; 1 vegetable for 1 cattle; 1 vegetable for 2 sheep; 2 food for 1 grain; 1 grain for 2 food.

C103

Basket Carrier

(1–5 players)

Once each harvest, you can buy 1 wood, 1 reed, and 1 grain for 2 food total.

C105

Small Animal Breeder

(1–5 players)

At the start of each round, if you have food equal to or higher than the current round number (e.g., 8+ food in round 8), you get 1 food.

C111

Soil Scientist

(1–5 players)

Each time after you use a clay/stone accumulation space, you can place 1 stone/2 clay from your supply on the space to get 2 grain/1 vegetable, respectively.

C114

Sower

(1–5 players)

Each time you build a major improvement, you can place 1 reed from the general supply on this card. At any time, you can move the reed to your supply or exchange it for a “Sow” action.

C115

Furniture Maker

(1–5 players)

When you play this card, you immediately get 1 wood. Each time you play an occupation after this one, you get 1 wood for each food paid as occupation cost.

C116

Legworker

(1–5 players)

Each time you use an action space that is orthogonally adjacent to another action space occupied by one of your people, you get 1 wood.

C117

Agricultural Labourer

(1–5 players)

Place 8 clay on this card. For each grain you obtain, you also get 1 clay from this card.

C120

Stone Importer

(1–5 players)

In the breeding phase of the 1st/2nd/3rd/4th/5th/6th harvest, you can use this card once to buy 2 stone for 2/2/3/3/4/1 food.

C124

Nightworker
(1–5 players)

Before the start of each work phase, you can place a person on an accumulation space for a building resource not in your supply. (Then proceed with the start player.)

- ⇒ A resource you already have can be taken, but only if placed on a qualifying accumulation space by another effect, e.g. Outskirts Director **C130**.

Lover
(3–5 players)

When you play this card, immediately pay an amount of food equal to the number of complete rounds left to play to take a “Family Growth Even without Room” action.

- ⇒ If you are forced to play this card (e.g. with Paper Knife **A003**) and can’t afford the extra cost, then it may not be played and is removed from the game.

Wooden Hut Extender
(3–5 players)

Wood rooms now cost you 1 reed, and additionally 5 wood through round 5, 4 wood in rounds 6 and 7, and 3 wood in round 8 and later.

Second Spouse
(3–5 players)

You can use the “Family Growth Even without Room” action space (from round 12-13) even if it is occupied by the first person another player placed.

Outskirts Director
(3–5 players)

Each time you use the “+2/+2/+4 Wood” or “+1/+2/+3 Clay” accumulation space in 3/4/5 player game, you can place 2 reed from the general supply on the other space. If you do, you can immediately place another person.

- ⇒ You may use this ability twice on the same turn.

Private Teacher
(3–5 players)

Each time you use the “Take 1 Grain” action space when any “Occupation” action space is occupied, you can also play an occupation for an occupation cost of 1 food.

Timber Shingle Maker
(3–5 players)

When you renovate to stone, you can place up to 1 wood from your supply in each of your rooms. During scoring, each such wood is worth 1 bonus point.

Soldier
(3–5 players)

During scoring, you get 1 bonus point for each stone-wood pair in your supply. You cannot score additional points for the resources scored with this card.

Cow Prince
(3–5 players)

During scoring, you get 1 bonus point for each space in your farmyard (including rooms) holding at least 1 cattle.

Ranch Provost
(3–5 players)

If there are still 3/6/9 complete rounds left to play, you immediately get 2/3/4 wood. During scoring, each player with a pasture of highest capacity gets 3 bonus points.

Charcoal Burner
(3–5 players)

You receive 1 Food and 1 Wood whenever any player (including you) builds a Baking Improvement with a bread symbol.

Animal Feeder
(3–5 players)

On the “Day Laborer” action space, you also get your choice of 1 sheep or 1 grain. Instead of that good, you can buy 1 wild boar for 1 food or 1 cattle for 2 food.

C125**Basketmaker’s Wife**
(3–5 players)

When you play this card, you immediately get 1 reed and 1 food. At any time, you can turn 1 reed into 2 food.

Packaging Artist
(3–5 players)

When you play this card, you immediately get 1 grain. Each time you get a “Minor Improvement” action, you can take a “Bake Bread” action instead.

Sheep Provider
(3–5 players)

Each time any player (including you) uses the “Take 1 Sheep” accumulation space, you get 1 grain.

Stone Buyer
(3–5 players)

When you play this card, you can immediately buy exactly 2 stone for 1 food. From the next round on, once per round, you can buy 1 stone for 2 food.

Forest Reviewer
(3–5 players)

Each time after any player (including you) uses the unoccupied “+2/+2/+4 Wood” or “Take 3 Wood” accumulation space (in 3/4/5 player game) while the other of the two is occupied, you get 1 reed.

Workshop Assistant
(3–5 players)

Place a unique pair of different building resources on each of your improvements. Each time another player renovates, you may move one such pair to your supply.

Mud Wallower
(4–5 players)

Each time you use an accumulation space, place 1 clay from the general supply on this card. You must immediately exchange 4 clay on this card for 1 wild boar, held by this card.

- ⇒ This card only holds boar received via this effect.
⇒ The boars may participate in breeding (but the newborn boar must find space elsewhere).

Resource Recycler
(4–5 players)

Each time another player renovates to stone, if you live in a clay house, you can pay 2 food to build a clay room at no additional cost.

- ⇒ If another player renovates from wood to stone, this card’s effect is still triggered.

Parrot Breeder
(4–5 players)

On your turn, if you pay 1 grain to the general supply, you can use the same action space that the player to your right has just used on their turn.

- ⇒ You may not use this ability to use an empty accumulation space.

Sowing Director
(4–5 players)

Each time after another player uses the “Sow and/or Bake Bread” action space, you get a “Sow” action.

Puppeteer
(4–5 players)

Each time another player uses the “Traveling Players” accumulation space, you can pay them 1 food to play an occupation, without paying an occupation cost.

Twin Researcher
(4–5 players)

Each time you use one of two accumulation spaces for the same type of good containing exactly the same number of goods, you can also buy 1 bonus point for 1 food.

Food Distributor
(4–5 players)

When you play this card, you immediately get 1 grain and,

C139**C140****C141****C143****C145****C146****C148****C149****C150****C151****C152****C154****C155**

at the start of this returning home phase, an amount of food equal to the number of occupied action space cards (round cards 1-14).

Hoof Caregiver

(4–5 players)

C156

Immediately add 1 cattle from the general supply to the “Take 1 Cattle” accumulation space. Afterward, you get 1 grain plus 1 food for each cattle on the “Take 1 Cattle” space.

⇒ X cattle give X grain + X food.

Resource Analyzer

(4–5 players)

C157

Before the start of each round, if you have more building resources than all players of at least two types, you get 1 food.

Forest Campaigner

(4–5 players)

C158

Each time before you place a person, if there are at least 8 wood total on accumulation spaces, you get 1 food.

Fisherman’s Friend

(4–5 players)

C159

At the start of each round, if there is more food on the “Traveling Players” than on the “Fishing” accumulation space, you get the difference from the general supply.

Outrider

(4–5 players)

C160

Each time before you use the action space on the most recently revealed action space card (after it has been placed on the round space), you get 1 grain.

Potato Digger

(4–5 players)

C161

When you play this card, if you have at least 2/4/5 unplanted field tiles, you immediately get 1/2/3 vegetables.

Forest Owner

(4–5 players)

C162

This card is an action space for all. If another player uses it, they get 3 wood and must give you 1 wood from the general supply. If you use it, you get 4 wood.

Material Deliveryman

(4–5 players)

C163

Each time any player takes 5/6/7/8+ goods from an accumulation space, you get 1 wood/clay/reed/stone from the general supply.

German Heath Keeper

(4–5 players)

C164

Each time any player (including you) uses the “Take 1 Wild Boar” accumulation space, you get 1 sheep from the general supply.

Game Catcher

(4–5 players)

C165

When you play this card, pay 1 food for each remaining harvest to immediately get 1 cattle and 1 wild boar.

⇒ If you are forced to play this card (e.g. with Paper Knife **A003**) and can’t afford the extra cost, then it may not be played and is removed from the game.

⇒ If played during a harvest (e.g. with Begging Student **D097**), the current harvest does not add to the cost.

Animal Catcher

(4–5 players)

C168

Each time you use the “Day Laborer” action space, instead of 2 food, you can get 3 different animals from the general supply. If you do, you must pay 1 food for each harvest left to play.

15.2.4 Occupations (D)

Reader
(1–5 players)

D085

As soon as you have 6 occupations in front of you (including this one), this card provides room for one person. In the draft variant, you need 7 occupations to play this.

Sheep Agent
(1–5 players)

D086

You can keep 1 sheep on each occupation card in front of you (including this one), unless it is already able to hold animals.

Millwright
(1–5 players)

D088

You immediately get 1 grain. Each time you build fences, stables, and rooms, or renovate your house, you can replace up to 2 building resources of any type with 1 grain each.

⇒ Allows 1 or 2 substitutions per type of thing built.

Stablehand
(1–5 players)

D089

Each time you build at least 1 fence, you can also build a stable without paying wood for the stable.

⇒ Same additional rules as Stablehand **E207**.

Child Ombudsman
(1–5 players)

D092

From round 5 on, if you have room in your house, at the end of each person action, you can take a “Family Growth” action with that person. If you do, you get 2 negative points.

⇒ (FotM) You get 1 negative point.

Sheep Inspector
(1–5 players)

D093

Once per work phase, after you complete a person action, you can pay 1 sheep and 2 food to return another person you placed home.)

⇒ You return a different person, not the one you just played.

⇒ (FotM) Usable up to a maximum of 5 times during the game.

Henpecked Husband
(1–5 players)

D094

Each time you take a “Build Rooms” action with the second person you place, return the first person you placed home, unless it is on the “Meeting Place” action space.

Site Manager
(1–5 players)

D095

When you play this card, immediately build a major improvement. When paying its cost, you can replace up to 1 building resource of each type with 1 food each.

Earthenware Potter
(1–5 players)

D099

If you play this card in round 4 or before, after the final harvest, you get 1 bonus point for each person for which you then pay 1 clay.

⇒ (FotM) Up to a maximum of 4 bonus points.

Lord of the Manor
(1–5 players)

D100

During scoring, you get 1 bonus point for each scoring category in which you score the maximum 4 points. (The bonus point is also awarded for 4 fenced stables.)

⇒ Same additional rules as Lord of the Manor **E189**.

Sample Stable Maker
(1–5 players)

D102

At the start of each returning home phase, you can return a built stable to your supply to get 1 wood, 1 grain, 1 food,

and a “Minor Improvement” action.

Canal Boatman
(1–5 players)

D103

Each time you use “Fishing” or “Reed Bank” action space, you can pay 1 food to immediately place another person on this card. If you do, you get your choice of 3 stone or 1 grain plus 1 vegetable.

⇒ The choices are (3 stone) or (grain+vegetable).

⇒ (FotM) You can place another person on this card during the round. You receive either 1 stone and 1 vegetable or 1 stone and 1 grain or 1 grain and 1 vegetable.

Sculptor
(1–5 players)

D105

Each time you use a clay accumulation space, you also get 1 food. Each time you use a stone accumulation space, you also get 1 grain.

Whisky Distiller
(1–5 players)

D106

At any time, you can pay 1 grain. If you do, add 2 to the current round and place 4 food on the corresponding round space. At the start of that round, you get the food.

⇒ (FotM) Up to a maximum of 4 grains.

Sowing Master
(1–5 players)

D109

When you play this card, you immediately get 1 wood. Each time after you use an action space with the “Sow” action, you get 2 food.

Fish Farmer
(1–5 players)

D110

Each time there is 1/2/3+ food on the “Fishing” accumulation space, you get an additional 2 food on “Reed Bank” / “Clay Pit” / “Grove” accumulation spaces.

⇒ ERRATA: “Grove” should be “Forest”.

Young Farmer
(1–5 players)

D112

Each time you use the “Major Improvement” action space, you also get 1 grain and, afterward, you can take a “Sow” action.

Food Merchant
(1–5 players)

D113

For each grain you harvest from a field, you can buy 1 vegetable for 3 food. If you harvest the last grain from a field, the vegetable costs you only 2 food.

⇒ (FotM) Up to a maximum of 5 vegetables.

Tree Inspector
(1–5 players)

D116

This card is a “1 Wood” accumulation space for you only. Each time the newly revealed action space card is a “Quarry” accumulation space, you must discard all wood from this card.

Wood Expert
(1–5 players)

D117

When you play this card, you immediately get 2 wood. Each improvement costs you up to 2 wood less, if you pay 1 food instead.

Clay Seller
(1–5 players)

D122

When you play this card, you immediately get 2 clay. At any time, but only once per round, you can buy 2 clay for 2 food.

Renovation Preparer

(1–5 players)

For each new wood/clay room you build, you get 2 clay/2 stone.

Emissary

(1–5 players)

At any time, you can place a good from your supply on this card to get 1 stone. You must place different goods on this card. (Food is also considered a good.)

⇒ (FotM) In each even-numbered round space, you can place 1 good from your supply on this card to get 1 stone.

Forest Trader

(1–5 players)

Each time you use a wood or clay accumulation space, you can also buy exactly 1 building resource. Wood, clay, and reed cost 1 food each; stone costs 2 food.

⇒ (FotM) Up to a maximum of 5 stone.

Field Cultivator

(1–5 players)

Pile 1 wood, 1 clay, 1 reed, 1 stone, 1 reed, 1 clay, and 1 wood on this card. Each time you harvest a field tile, you can also take the top good from the pile.

Hardworking Man

(3–5 players)

This card is an action space for you only. If each other player has more rooms than you, it provides the “Day Laborer”, “Build Rooms”, and “Major Improvement” actions (all three).

Building Tycoon

(1–5 players)

Each time after another player builds 1 or more rooms, you can give them 1 food to build exactly 1 room yourself. (You must pay the building cost of the room.)

⇒ Same additional rules as Building Tycoon 007.

Lumber Virtuoso

(3–5 players)

Each harvest in which you have at least 5 wood in your supply, you can discard down to 5 wood to take a “Build Stables” or “Build Wood Rooms” action by paying the usual costs.

Recreational Carpenter

(3–5 players)

At the end of each work phase in which you did not use the “Meeting Place” action space, you can take a “Build Rooms” action without placing a person.

Craftsmanship Promoter

(3–5 players)

When you play this card, you immediately get 1 stone. You can build any of the major improvements in the bottom row of the supply board even when taking a “Minor Improvement” action.

Beer Tent Operator

(3–5 players)

In the feeding phase of each harvest, you can use this card to turn 1 wood plus 1 grain into 1 bonus point and 2 food.

⇒ (FotM) Up to a maximum of 4 bonus points.

Oyster Eater

(3–5 players)

Each time the “Fishing” accumulation space is used, you get 1 bonus point and must skip placing your next person that round. (You can place the person on a later turn.)

Gardening Head Official

(3–5 players)

If there are still 3/6/9 complete rounds left to play, you immediately get 2/3/4 wood. During scoring, each player with the most vegetables in their fields gets 2 bonus points.

D123**D124****D125****D126****D127****D128****D129****D130****D131****D133****D134****D135****Animal Activist**

(3–5 players)

If there are still 3/6/9 complete rounds left to play, you immediately get 2/3/4 wood. During scoring, each player with the most fenced stables gets 2 bonus points.

Trade Teacher

(3–5 players)

Each time after you use a “Lessons” action space, you can buy up to 2 different goods: grain, stone, sheep, and wild boar for 1 food each; cattle and vegetable for 2 food each.

⇒ This effect may not be immediately triggered.

⇒ (FotM) You can buy only 1 good.

Pet Lover

(3–5 players)

Each time you use an accumulation space providing exactly 1 animal, you can leave it on the space and get one from the general supply instead, as well as 3 food and 1 grain.

⇒ You may use the Animal Dealer A147 to acquire a second animal of the taken type.

Chairman

(3–5 players)

Each time another player uses the “Meeting Place” action space, both they and you get 1 food (before taking the actions). If you use it, you get 1 food.

Loudmouth

(3–5 players)

Each time you take at least 4 building resources or 4 animals from an accumulation space, you also get 1 food.

Potato Planter

(3–5 players)

At the end of each work phase in which you occupy the “Clay Pit” or “Reed Bank” accumulation space while the respective other is unoccupied, you get 1 vegetable.

Tree Cutter

(3–5 players)

Each time you use an accumulation space providing at least 3 goods of the same type except wood, you get 1 additional wood. (Food is also considered a good.)

Water Worker

(1–5 players)

Each time after you use the “Fishing” accumulation space or one of the three orthogonally adjacent actions spaces, you get 1 additional reed.

Roof Examiner

(3–5 players)

When you play this card, if you have 1/2/3/4 major improvements, you immediately get 2/3/4/5 reed.

Trap Builder

(3–5 players)

Each time you use the “Day Laborer” action space, place 1 food, 1 food, and 1 wild boar on the next 3 round spaces, respectively. At the start of these rounds, you get the good.

Domestician Expert

(4–5 players)

You can keep 2 sheep on the border between each pair of orthogonally adjacent rooms.

⇒ Milking Place D012 negates this card’s effect.

⇒ These animals are not considered in home.

Casual Worker

(4–5 players)

Each time another player uses a “Quarry” accumulation space, you can choose to get 1 food or build a stable without paying wood.

Godly Spouse

(4–5 players)

Each time you take a “Family Growth” action with the second person you place in a round, return the first person you placed home.

D136**D137****D138****D139****D140****D142****D143****D144****D145****D147****D148****D149****D150**

Spin Doctor
(4–5 players)

Immediately after each time you use the “Traveling Players” accumulation space, you can place another person on an action space of your choice, regardless whether or not the action space is occupied.

Wealthy Man
(4–5 players)

At the start of each of the 1st/2nd/3rd/4th/5th/6th harvest, if you have at least 1/2/3/4/5/6 grain fields, you get 1 bonus point.

⇒ (FotM) Up to a maximum of 4 bonus points.

Chimney Sweep
(1–5 players)

Renovating to stone costs you 2 stone less. During scoring, you get 1 bonus point for each other player living in a stone house.

Ebonist
(4–5 players)

Each harvest, you can use this card to turn exactly 1 wood into 1 food and 1 grain.

Retail Dealer
(4–5 players)

Place 3 grain and 3 food on this card. Each time you use the “Resource Market” action space, you also get 1 grain and 1 food from this card.

Party Organizer
(4–5 players)

As soon as the next player but you gains their 5th person, you immediately get 8 food (not retroactively). During scoring, if only you have 5 people, you get 3 bonus points.

Reed Seller
(4–5 players)

At any time, you can turn 1 reed into 3 food. Any other player can prevent this by buying the reed for 2 food from you. If multiple players are interested, choose one.

D151

⇒ (FotM) Up to a maximum of 8 reed during the game.

Midwife
(4–5 players)

Each time another player uses the first person they place in a round to take a “Family Growth” action, you get 1 grain from the general supply.

Cabbage Buyer
(4–5 players)

Each time any player (including you) renovates and then builds no / 1 minor / 1 major improvement, you can buy 1 vegetable for 3/2/1 food.

Journeyman Bricklayer
(4–5 players)

When you play this card, you immediately get 2 stone. Each time another player renovates to stone or build a stone room, you get 1 stone.

Pet Grower
(4–5 players)

Each time you use an animal accumulation space, if afterward you have no animal in your house, you also get 1 sheep.

Pig Stalker
(4–5 players)

Each time you use an animal accumulation space, if you occupy either the action space immediately above or below that accumulation space, you also get 1 wild boar.

Stable Milker
(4–5 players)

Each time you build at least 2 stables on the same turn, you also get 1 cattle.

Pure Breeder
(4–5 players)

You immediately get 1 wood. After each round that does not end with a harvest, you can breed exactly one type of animal. (This is not considered a breeding phase.)

⇒ (FotM) Except horse.

D160**D161****D163****D164****D165****D166****D167**

16 Major Improvements

16.1 Major Improvements (A) - Original edition

Fireplace

(1VP. Cost 2C/3C.)

A1/A2

At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 2 food; wild boar → 2 food; cattle → 3 food. Whenever you use a bread baking action, you may convert: grain → 2 food.

- ⇒ You can own more than one Fireplace.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Cooking Hearth

(1VP. Cost 4C/5C or fireplace.)

A3/A4

At any time, you may convert goods to food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.

- ⇒ If you upgrade the Fireplace **A1/A2** major improvement, the card is returned to the major improvements board. If the minor improvement Simple Fireplace **E20** is upgraded, it is removed from the game.
- ⇒ You can own more than one Cooking Hearth.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.

- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Clay Oven

(2VP. Cost 3C 1S.)

A5

Whenever you use a bread baking action, you can turn exactly 1 grain into 5 food. When you take this card, you can also bake bread immediately.

- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ Is an oven.

Stone Oven

(3VP. Cost 3S 1C.)

A6

Whenever you use a bread baking action, you can turn up to 2 grain into 4 food each. When you take this card, you can bake bread immediately.

- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ Is an oven.

Joinery

(2VP. Cost 2W 2S.)

A7

In each harvest, you can use the Joinery to convert exactly 1 wood to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 wood.

- ⇒ At the end of the game, wood on the Copse **I78** and the Forester **K278** counts. Wood on the Basin Maker **K273** and Resource Seller **K310** does not count.

Pottery

(2VP. Cost 2C 2S.)

A8

In each harvest, you can use the Pottery to convert exactly 1 clay to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 clay.

Basketmaker's Workshop

(2VP. Cost 2R 2S.)

A9

In each harvest, you can use the Basketmaker's Workshop to convert exactly 1 reed to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 reed.

Well

(4VP. Cost 3S 1W.)

A10

Place 1 food from the general supply on each of the next 5 round spaces. At the start of these rounds, you receive the food.

16.2 Major Improvements (M) - FotM expansion

Peat-charcoal Kiln
(1VP. Cost 1S.)**M001**

Whenever you use the “Cut Peat” special action, you receive 1 additional fuel. If you have at least one horse at the time, you receive another 1 fuel. In the final harvest, you can exchange 3 fuel for 1 bonus point, or 5 fuel for 2 bonus points.

- ⇒ Note the bonus points on the scoring sheet.
- ⇒ You cannot get more than 2 bonus points from this card.

Forester's Lodge
(1VP. Cost 1W 2C.)**M002**

Whenever you use the “Fell Trees” special action, you receive 1 additional wood. If you have at least one horse at the time, you receive another 1 wood. At the end of the game, you receive 1 bonus point for each forest in your farmyard.

- ⇒ If a farmyard space contains 2 tiles, only the top-most tile counts for this card.

Riding Stables
(3VP. Cost 2W 1C 1R.)**M003**

Place 1 food on the round space for each remaining round. At the start of these rounds, you receive the food, as long as you have at least 2 horses.

- ⇒ Otherwise, the food is returned to the supply.
- ⇒ Cannot be bought as long as it is covered by the Forester's Lodge **M002**.

Horse Slaughterhouse
(2 VP. Cost 1C 1S.)**M004/005**

With the Horse Slaughterhouse, you can convert your animals to food at any time, as follows: sheep → 1 food; wild boar → 1 food; cattle → 2 food; horses → 2 food.

- ⇒ Cannot be bought as long as it is covered by the Fireplace **A1/A2**.
- ⇒ Is a cooking improvement.
- ⇒ You can own more than one Horse Slaughterhouse.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Museum of the Moors
(3VP. Cost 1C 1R 1S.)**M006**

The following major improvements are cheaper for you: Well **A10**, by 1 stone; Joinery **A7**, by 1 wood; Pottery **A8**, by 1 clay; Basketmaker's Workshop **A9**, by 1 reed; Clay Oven **A5**, by 1 clay; Stone Oven **A6**, by 1 stone; Forester's Lodge **M002**, by 1 clay.

- ⇒ Cannot be bought as long as it is covered by the Peat-charcoal Kiln **M001**.

Furnace
(1VP. Cost 1C 1S.)**M007**

You immediately receive 2 fuel. When heating, you heat one room fewer than you have.

- ⇒ Cannot be bought as long as it is covered by the Clay Oven **A5**.

Heating Stove
(1VP. Cost 2C 1S.)**M008**

Regardless of its size, you need at most 1 fuel to heat your entire home.

- ⇒ You cannot use the heating stove together with other improvements that reduce your fuel needs, or with the discount for renovation to clay or stone, to reduce your fuel consumption to 0.
- ⇒ Cannot be bought as long as it is covered by the Stone Oven **A6**.
- ⇒ Is not an oven.

Village Church
(4VP. Cost 2W 4S.)**M009**

You immediately receive 2 food. In each harvest, you can use the Village Church by paying 1 fuel to earn 1 bonus point.

- ⇒ You cannot get more than 1 bonus point per harvest.
- ⇒ Cannot be bought as long as it is covered by the Well **A10**.

Furniture Stall
(2VP. Cost 1W 1S.)**M010**

At any time, you can exchange wood for clay. Return the wood to the supply and take the same number of clay.

- ⇒ Cannot be bought as long as it is covered by the Joinery **A7**.

Ceramics Stall
(2VP. Cost 1C 1S.)**M011**

At any time, you can exchange clay for wood. Return the clay to the supply and take the same number of wood.

- ⇒ Cannot be bought as long as it is covered by the Pottery **A8**.

Basket Stall
(2VP. Cost 1R 1S.)**M012**

At any time, you can exchange reed for other building resources. Return the reed to the supply and take the same number of other building resources of your choice.

- ⇒ The resources that you receive need not all be the same type.
- ⇒ Building resources are wood, clay, reeds, and stone.
- ⇒ Cannot be bought as long as it is covered by the Basketmaker's Workshop **A9**.

Cookhouse
(2VP. Cost 6C or return FP/CH.)**M013/014**

You can exchange goods for food at any time, as follows: vegetables → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food; horses → 2 food. Whenever you use a bread baking action, you may convert: grain → 3 food.

- ⇒ Cannot be bought as long as it is covered by the Cooking Hearth **A3/A4**.
- ⇒ If you upgrade a Fireplace **A1/A2** or Cooking Hearth **A3/A4** major improvement, the card is returned to the major improvements board, on the space from which it originally came, and on top of any card lying there. If the minor improvement Simple Fireplace **E20** or Cooking Hearth **K128** is upgraded, it is removed from the game.
- ⇒ It is allowed to take the Cookhouse from a space on the major improvement board, and then return a Cooking Hearth to that same space.

- ⇒ You can own more than one Cookhouse.
- ⇒ When you bake bread you can convert as many grain with the Cookhouse as you want.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an

action space, without having to make room for them in your farmyard.

- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

16.3 Major Improvements (A) - Revised edition

(This paragraph is extracted from Lumin's document.)

Fireplace

(1VP. Cost 2C/3C.)

At any time, you may convert goods to food as follows: vegetable → 2 food; sheep → 2 food; wild boar → 2 food; cattle → 3 food. Whenever you use a bread baking action, you may convert: grain → 2 food.

- ⇒ You can own more than one Fireplace.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

Cooking Hearth

(1VP. Cost 4C/5C or fireplace.)

At any time, you may convert goods to food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food. Whenever you use a bread baking action, you may convert: grain → 3 food.

- ⇒ If you upgrade the Fireplace **A1/A2** major improvement, the card is returned to the major improvements board. If the minor improvement Simple Fireplace **E20** is upgraded, it is removed from the game.
- ⇒ You can own more than one Cooking Hearth.
- ⇒ With this card, you can convert several animals and vegetables to food at the same time. When you bake bread you can convert as many grain as you want. You may bake bread and convert other goods to food at the same time, in order to activate the Gypsy's Crock **E19**.
- ⇒ Is a cooking improvement and a baking improvement, but not an oven.
- ⇒ You can cook animals that come directly from an action space, without having to make room for them in your farmyard.
- ⇒ You cannot convert animals into food during the breeding phase of the harvest. After the breeding phase of the last harvest, the game ends immediately; you can not convert the animals received in the last harvest to food at all.

A1/A2

Well

(4VP. Cost 3S 1W.)

Place 1 food from the general supply on each of the next 5 round spaces. At the start of these rounds, you receive the food.

Clay Oven

(2VP. Cost 3C 1S.)

Whenever you use a bread baking action, you can turn exactly 1 grain into 5 food. When you take this card, you can also bake bread immediately.

- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ Is an oven.

Stone Oven

(3VP. Cost 3S 1C.)

Whenever you use a bread baking action, you can turn up to 2 grain into 4 food each. When you take this card, you can bake bread immediately.

- ⇒ When you play this card, you may bake bread with all of your ovens and other suitable improvements.
- ⇒ Is an oven.

Joinery

(2VP. Cost 2W 2S.)

In each harvest, you can use the Joinery to convert exactly 1 wood to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 wood.

- ⇒ Bonus points are received by spending the building resources from your supply, so the resources do NOT count toward the tie-breaker.
- ⇒ Wood remaining on the Wood Field **D075** is not in your supply and cannot be spent for points.
- ⇒ At the end of the game, wood on the Copse **I78** and the Forester **K278** counts. Wood on the Basin Maker **K273** and Resource Seller **K310** does not count.

Pottery

(2VP. Cost 2C 2S.)

In each harvest, you can use the Pottery to convert exactly 1 clay to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 clay.

- ⇒ Bonus points are received by spending the building resources from your supply, so the resources do NOT count toward the tie-breaker.

Basketmaker's Workshop

(2VP. Cost 2R 2S.)

In each harvest, you can use the Basketmaker's Workshop to convert exactly 1 reed to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 reed.

- ⇒ Bonus points are received by spending the building resources from your supply, so the resources do NOT count toward the tie-breaker.

A5

A6

A7

A8

A9

A10

16.3.1 Major Improvements (A) for 6-player games

(Card text and rules are the same as Original edition.)

Fireplace (1VP. Cost 4C.)	A12
Cooking Hearth (1VP. Cost 6C or return a fireplace.)	A14
Well (4VP. Cost 3S 1C.)	A15
Clay Oven (2VP. Cost 4C 1S.)	A16
Stone Oven (3VP. Cost 3S 2C.)	A17
Joinery (2VP. Cost 2W 3S.)	A18
Pottery (2VP. Cost 2C 3S.)	A19
Basketmaker's Workshop (2VP. Cost 2R 3S.)	A20

If you have both copies of a guild, each harvest, you can turn 2 resources into food. During scoring, you may earn up to 6 bonus points (but not double-count resources.)

17 Action spaces

17.1 Original edition

Accumulating spaces

Take all resources from this action space and put them in your supply.

- ⇒ Accumulating spaces are spaces with arrows, on which resources or food are placed at the start of every round.
- ⇒ You cannot use an accumulating action space if there are no resources on it for any reason (e.g. because of Wood Distributor **K284** or Bureaucrat **Č07**), unless you receive other benefits directly from the action space (as on “1 Reed, Stone, and Wood”n 5-player game, and “Starting Player”n the family game).

17.1.1 Fixed action spaces

Build room(s) and/or Build Stable(s)

You may build rooms, or build stables, or both (in any order). You have to perform at least one of these actions.

- ⇒ You may build multiple rooms and stables in one action.
- ⇒ **Build Rooms** Each room costs 2 reeds and 5 wood/clay/stone, depending on the type of your hut or house. New rooms must be of the same material as your existing hut or house.
- ⇒ Each new room must be orthogonally adjacent to at least one existing room.
- ⇒ You may never move a room, nor remove one from your board.
- ⇒ **Build Stables** Each stable costs 2 wood, and must be placed immediately on a farmyard space.
- ⇒ A stable can be placed on an unfenced empty farmyard space, or in a pasture. Each farmyard space can hold 1 stable.
- ⇒ A pasture can have as many stables as it has farmyard spaces. Each stable doubles the capacity of the pasture (so a pasture with 3 stables can store 16 animals per farmyard space).
- ⇒ You may never move a stable, nor remove one from your board.

Starting Player and/or 1 Minor Improvement

You can become the starting player, or play one minor improvement, or do both. You have to perform at least one of these actions.

- ⇒ If you choose to become the new starting player, the playing order will change at the end of the current round, before a possible subsequent harvest.
- ⇒ You can use this action space to become the new starting player even if you already are, without playing a minor improvement.
- ⇒ If this action space is not used in a round, the starting player doesn't change.
- ⇒ If this action space is used more than once in a round (e.g. with Bureaucrat **Č07**), the second player can only play a minor improvement and cannot take Starting player.

- ⇒ You may take this action space in round 14, even if you don't play a minor improvement.

Take 1 Grain

Take 1 grain from the general supply and place it in your own supply.

- ⇒ No grain is placed on this action space; it does not accumulate from round to round.
- ⇒ You may not sow the grain immediately, even if you have empty fields.

Plough 1 Field

Place 1 field tile on an unfenced, unused farmyard space of your choice.

- ⇒ You may only place 1 tile per action.
- ⇒ If you already have fields, the new field must be orthogonally adjacent to at least one of the existing fields.
- ⇒ You may never move a field tile, nor remove one from your board.

1 Occupation

Play 1 occupation card from your hand. If you do not yet have any occupations in front of you, this one is free; each additional occupation costs 1 food.

- ⇒ You may only play 1 occupation per action.
- ⇒ In a solo game, if you have kept occupations from previous games, the first occupation played in the current game costs 1 food as well.

Day Labourer

Take 2 food from the general supply.

- ⇒ No food is placed on this action space; it does not accumulate from round to round.

3 Wood

See “Accumulating spaces”

- ⇒ In the solo game, add only 2 wood to this action space every round.

1 Clay

See “Accumulating spaces”

1 Reed

See “Accumulating spaces”

Fishing

See “Accumulating spaces”

17.1.2 Stage 1 action spaces

Fences

Build as many fences as you want, for 1 wood per fence.

- ⇒ A fence that has been built may not be moved or demolished.
- ⇒ At the end of any turn, there may not be any unfinished pastures.
- ⇒ Huts do not create a natural border for a pasture; a pasture must be surrounded by fences even along the side(s) of a hut. This also applies to the edges of the game board, fields and stables.
- ⇒ If you already have pastures, a new pasture must be orthogonally adjacent to at least one of the existing pastures.
- ⇒ An existing pasture may be divided into several pastures by adding fences.

1 Major or Minor Improvement

You may play a minor improvement from your hand, or buy a major improvement.

1 Sheep

See “Accumulating spaces”

- ⇒ You can place the sheep on your farm, convert them to food, or return them to the general supply.
- ⇒ Sheep can be converted to food with a Fireplace **A1/A2**, Cooking Hearth **A3/A4**, Cooking Corner **I85**, Butcher **I247**, or Meat Seller **E162**, without having to make room for it in your farm-

yard.

- ⇒ You can take this action even if you have to return all of the animals to the general supply.

Sow and/or Bake Bread

You may sow, bake bread, or both (in any order). You have to perform at least one of these actions.

- ⇒ **Sowing** Take grain and/or vegetables from your supply and place them on empty fields in your farmyard. Place 2 grain from the general supply on each sown grain, and 1 vegetable from the general supply on each sown vegetable.
- ⇒ You may sow as few or as many grain or vegetables in one action as you want, but only one per empty field.
- ⇒ You need not sow all your empty fields, some may be left empty.
- ⇒ You may sow both grain and vegetables in the same turn.
- ⇒ **Baking Bread** Take grain from your supply and use an appropriate improvement to convert it to food.
- ⇒ You cannot use grain that is on one of your fields.
- ⇒ You may convert as many grain into food as you want, unless the used improvement states a limitation.
- ⇒ You may use multiple improvements in the same baking action.

17.1.3 Stage 2 action spaces

After Renovation also 1 Major or Minor Improvement

Renovate your home, and optionally play a minor improvement from your hand or buy a major improvement.

- ⇒ If you use this action space, the renovation is mandatory. Playing or buying an improvement is optional, and follows the renovation.
- ⇒ **Renovate** Turn a . hut into a clay hut for 1 clay per room and 1 reeds in total, or a clay hut into a stone hut for 1 stone per room and 1 reeds in total.
- ⇒ You may not undertake both renovations (renovating to clay to stone) in one action.

1 Stone

See “Accumulating spaces”

After Family Growth also 1 Minor Improvement

Grow your family, and optionally play a minor improvement from your hand.

- ⇒ If you use this action space, the family growth is mandatory. Playing an improvement is optional, and follows the family growth.
- ⇒ You can only use this action space if the number of your rooms is, at the moment of using the action, at least one higher than the number of your family members.
- ⇒ **Family Growth** Take a new family member marker, and put it on top of the marker that took this action.
- ⇒ The new family member can be used to take actions starting next round. In this turn, it is a “newborn”; if there is a harvest after this round, you pay only 1 food to feed it.
- ⇒ You can have no more than 5 family members.
- ⇒ Guests and the occupant of the Reed Hut **K138** do not count as a family member.

17.1.4 Stage 3 action spaces

1 Wild Boar

See “Accumulating spaces”

- ⇒ You can place the wild boars on your farm, convert them to food, or return them to the general supply.
- ⇒ Wild boars can be converted to food with a Fireplace **A1/A2**, Cooking Hearth **A3/A4**, Cooking Corner **I85**, Butcher **I247**, or Meat Seller **E162**, without having to make room for it in your farmyard.

- ⇒ You can take this action even if you have to return all of the animals to the general supply.

Take 1 Vegetable

Take 1 vegetable from the general supply and place it in your own supply.

- ⇒ No vegetables are placed on this action space; it does not accumulate from round to round.
- ⇒ You may not sow the vegetable immediately, even if you have empty fields.

17.1.5 Stage 4 action spaces

1 Cattle

See “Accumulating spaces”

- ⇒ You can place the cattle on your farm, convert them to food, or return them to the general supply.
- ⇒ Cattle can be converted to food with a Fireplace **A1/A2**, Cooking Hearth **A3/A4**, Cooking Cor-

ner **I85**, Butcher **I247**, or Meat Seller **E162**, without having to make room for it in your farmyard.

- ⇒ You can take this action even if you have to return all of the animals to the general supply.

1 Stone

See “Accumulating spaces”

17.1.6 Stage 5 action spaces

Plough 1 Field and/or Sow

You may plough 1 field, sow any number of fields, or both (in any order). You have to perform at least one of these actions.

- ⇒ **Plough** See the “Plough 1 Field”
- ⇒ **Sowing** See the “Sow and Bake Bread” action space.

Family Growth even without space in your home

Grow your family, even if the number of your rooms is lower

than, or equal to, the number of your family members.

- ⇒ If you have more rooms than family members, the newborn is considered to occupy a room immediately when it is born. If you only have one free room, you may not use this action space and a normal family growth in that order, unless you build more rooms first.
- ⇒ **Family Growth** See the “Family Growth and Minor Improvement” stage 2) action space.

17.1.7 Stage 6 action spaces

After Renovation also Fences

Renovate your home, and optionally build fences.

- ⇒ **Renovation** See the “Renovation and Improve-

ment” stage 2) action space.

- ⇒ **Building Fences** See the “Fences” stage 1) action space.

17.1.8 3 player action spaces

1 Occupation (2 food)

Play 1 occupation card from your hand. This occupation costs 2 food.

2 Wood

See “Accumulating spaces”

1 Clay

See “Accumulating spaces”

Take 1 Building Resource

Take 1 Building Resource of your choice from the general supply, and place it in your personal supply.

- ⇒ Building resources are wood, clay, reed, and stone.

17.1.9 4 player action spaces

1 Occupation (1 or 2 food)

Play 1 occupation card from your hand. If you have 0 or 1 occupations in front of you, this one costs 1 food; you pay 2 food if you already have more than one occupation.

- ⇒ You may only play 1 occupation per action.
- ⇒ To determine the costs of the occupation, count all of the occupations in front of you, regardless of which action space you used to play them.

Take 1 Reed, 1 Stone and 1 Food

Take 1 reed, 1 stone and 1 food from the general supply, and place them in your personal supply.

- ⇒ No resources or food are placed on this action space; they do not accumulate from round to round.

Traveling Players

See “Accumulating spaces”

1 Wood

See “Accumulating spaces”

2 Wood

See “Accumulating spaces”

2 Clay

See “Accumulating spaces”

17.1.10 5 player action spaces**1 Occupation or Family Growth**

Either you may play 1 occupation from your hand, or (starting from round 5) you may grow your family. You have to do one of these actions if you use this space; you may not do both in the same turn.

- ⇒ Like all other action spaces, this one can be used only once per round. If one player chooses to play an occupation, another player cannot choose family growth on this action space.
- ⇒ **Occupation** You may only play 1 occupation per action.
- ⇒ To determine the costs of the occupation, count all of the occupations in front of you, regardless of which action space you used to play them.
- ⇒ **Family Growth** See the “Family Growth and Minor Improvement” stage 2) action space.
- ⇒ You can only choose the family growth action if the number of your rooms is, at the moment of using the action, at least one higher than the number of your family members.
- ⇒ You may not play a minor improvement after the family growth.

1 Reed, and Take 1 Stone and 1 Wood

Take all reed from this action card, and 1 stone and 1 wood from the general supply, and put them in your personal supply.

- ⇒ At the start of each round, add 1 reed to this action space from the general supply.
- ⇒ Stone and wood are not placed on this action space; they do not accumulate from round to round.
- ⇒ You may take this action space even if it contains no reed (e.g. because of the Bureaucrat). In this

case, you receive only 1 stone and 1 wood.

Build 1 Room or Traveling Players

Either you may build 1 room, or you may take all food from this action card and put them into your personal supply. You may not do both in the same turn.

- ⇒ At the start of each round, add 1 food to this action space from the general supply.
- ⇒ Like all other action spaces, this one can be used only once per round. If one player chooses to build a room, another player cannot choose traveling players on this action space.
- ⇒ If this action space contains no food (e.g. because of the Bureaucrat), you must build a room when you use this action space.
- ⇒ You may not build more than 1 room in one action when you use this action space.
- ⇒ **Build Room** See the “Build Rooms and Stables” action space.

Take 1 Sheep or 1 Wild Boar or 1 Cattle

Either take 1 sheep and 1 food from the general supply, or take 1 wild boar, or pay 1 food and take 1 cattle. You may only take 1 animal in one turn.

- ⇒ Place the animal in your farm, convert it to food, or return it to the general supply immediately.
- ⇒ The animal can be converted to food with a Fireplace **A1/A2**, Cooking Hearth **A3/A4**, Cooking Corner **I85**, Butcher **I247**, or Meat Seller **E162**, without having to make room for it in your farmyard.

4 Wood

See “Accumulating spaces”

3 Clay

See “Accumulating spaces”

17.1.11 Farmers of the Moor actions

Infirmary

Take 1 food, and remove the bedmarker from the person taking this action.

- ⇒ You may use this action space with persons without bed markers as well.
- ⇒ Any number of persons can be placed on this action space in the same turn.

Black Market

Play 1 minor improvement by paying its cost and 1 fuel.

- ⇒ If the improvement has any requirements, you must meet them.
- ⇒ If you cannot play an improvement, you may not take this action.

Clandestine Work

Build 1 minor or major improvement by paying its cost, 1 fuel, and 1 wood.

- ⇒ If the improvement has any requirements, you must meet them.
- ⇒ If you cannot play an improvement, you may not take this action.

Cut Peat

Return a moor tile from your farmyard to the general supply, and receive 3 fuel.

- ⇒ Cannot be taken if you do not have any remaining moor tiles.
- ⇒ Does not count as “taking fuel”.
- ⇒ If there is more than 1 tile on a farmyard space, you can only return the top one.

Fell Trees

Return a forest tile from your farmyard to the general sup-

ply, and receive 2 wood.

- ⇒ Cannot be taken if you do not have any remaining forest tiles.
- ⇒ Does not count as “taking wood”.
- ⇒ If there is more than 1 tile on a farmyard space, you can only return the top one.

Hiring Fair

Receive 1 food from the general supply (2 food in a 3-player game).

Horse Coper

Take 1 horse from the general supply. In a 2- or 5-player game, this costs 1 food.

- ⇒ You can place the horse on your farm, convert it to food, or return it to the general supply immediately.
- ⇒ A horse can be converted to food with an appropriate improvement, without having to make room for it in your farmyard.

Slash and Burn

Return a forest tile from your farmyard to the general supply, and replace it with a field tile on the same space.

- ⇒ Cannot be taken if you do not have any remaining forest tiles.
- ⇒ If you already have fields, this action can only be used for forests that are adjacent to your existing fields. If none of your forests border your fields, you cannot take this action.
- ⇒ Does not count as ploughing.
- ⇒ Cannot be used for a farmyard space that contains more than 1 tile.

17.2 Revised edition

The following paragraphs are extracted from Lumin's document:

https://docs.google.com/document/d/1WU10H1zX6YxOume75UmpaIMhoHukx9XufM_LbV1oZ6E/edit#

17.2.1 New action spaces name

- **Farm Expansion** = Build Rooms and/or Build Stables
- **Meeting Place** = Become the Starting Player and afterward Minor Improvement
 - Slight functional change - must become Starting Player
 - No effect allows a second player to use Meeting Place (but if it did, the second player does NOT become SP.)
- **Grain Seeds** = Receive 1 Grain (and place it in your supply)
- **Farmland** = Plow 1 Field
- **Lessons** = Play 1 Occupation (occupation cost: 1 food, the first one is free)
- **Day Laborer** = Receive 2 Food (and place it in your supply)
- **Forest** = Accumulation Space: +3 Wood
- **Clay Pit** = Accumulation Space: +1 Clay
- **Reed Bank** = Accumulation Space: +1 Reed
- **Fishing** = Accumulation Space: +1 Food
- **Major Improvement** = Major or Minor Improvement
- **Fencing** = Build Fences
- **Grain Utilization** = Sow and/or Bake Bread
- **Sheep Market** = Accumulation Space: +1 Sheep
- **Basic Wish for Children** = Family Growth with Room Only and afterward Minor Improvement
- **House Redevelopment** = 1 Renovation and afterward Major or Minor Improvement
- **Western Quarry** = Accumulation Space: +1 Stone
- **Vegetable Seeds** = Receive 1 Vegetable (and place it in your supply)
- **Pig Market** = Accumulation Space: +1 Wild Boar
- **Cattle Market** = Accumulation Space: +1 Cattle
- **Eastern Quarry** = Accumulation Space: +1 Stone
- **Urgent Wish for Children** = Family Growth Even without Room
- **Cultivation** = Plow 1 Field and/or Sow
- **Farm Redevelopment** = 1 Renovation and afterward Build Fences

- **Grove (3)** = Accumulation Space: +2 Wood
- **Hollow (3)** = Accumulation Space: +1 Clay
- **Resource Market (3)** = 1 Food, and 1 Reed or 1 Stone
- **Lessons (3)** = Play 1 Occupation (occupation cost: 2 food)

- **Copse (4)** = Accumulation Space: +1 Wood
- **Grove (4)** = Accumulation Space: +2 Wood
- **Hollow (4)** = Accumulation Space: +2 Clay
- **Resource Market (4)** = 1 Reed, 1 Stone, 1 Food
- **Lessons (4)** = Play 1 Occupation (occupation cost: 2 food, the first two only 1 food each)
- **Traveling Players (4)** = Accumulation Space: +1 Food

- **Lessons / Cope (5-6)** = Play 1 Occupation (occupation cost: 2 food) either/or Accumulation Space: +1 Wood
- **Riverbank Forest (5-6)** = Accumulation Space: +1 Wood, and 1 Reed
- **Grove (5-6)** = Accumulation Space: +2 Wood
- **Lessons / Moderate Wish for Children (5-6)** = Play 1 Occupation (occupation cost: 2 food, the first two only 1 food each) either/or From Round 5: Family Growth with Room Only
- **Animal Market (5-6)** = Buy 1 Cattle for 1 Food either/or Receive 1 Sheep and 1 Food either/or Receive 1 Wild Boar
- **Resource Market (5-6)** = 1 Reed, 1 Stone, and 1 Wood
- **Hollow (5-6)** = Accumulation Space: +3 Clay
- **Traveling Players / House Building (5-6)** = Accumulation Space: +1 Food / Build Rooms
- **Farming Supplies (6)** = Pay 1 Food to receive 1 Grain and/or Pay 1 Food to Plow 1 Field
- **Building Supplies (6)** = 1 Reed or 1 Stone, and 1 Wood or 1 Reed, and 1 Food
- **Corral (6)** = 1 Animal of a New Type, in the Order (Sheep, Wild Boar, Cattle)
 - Examples: If you have no animals, receive 1 Sheep. If you have 1+ Sheep and 1+ Cattle, receive 1 Wild Boar.
 - If you have all 3 types of animals, you may not use this action space.
- **Side Job (6)** = Build 1 Stable for 1 Wood and/or Bake Bread
- **Improvement (6)** = Minor Improvement, or From Round 5: Major Improvement

17.2.2 Specific terminology and definitions

- **Field tile** - term for the tiles laid on your farm to symbolize a field.
 - During scoring, only field tiles give you points.
- **Field card** - term for all occupations and improvements that say in their function that they are a field.
 - It is possible that one field card counts as 2 fields (like on Acreage).

- Cards that only say that they function like a field, but do not say that they are a field, do not count as field cards.
- **Field** - the new generic term for both “field tile” and “field card”.
- **(Wooden / Clay / Stone) House** - generic term for your house independent of the material it is made off.
 - There is no distinction between a hut and a house anymore.
- **Obtain** - obtaining a good is the umbrella term for all ways to move a good into your personal supply, no matter where it comes from. This includes using an accumulation space, getting a good from the general supply for whatever reason, harvesting a grain (or anything else) or getting a good from a card in front of you.
- **Family member** - a disc representing one of your farmers. You start with 2 and have a maximum of 5.
- **Guest** - a guest token.
- **Person** - generic term for both “family member” and “guest”.
- **Unoccupied** - if an action space has no person on it, it is described as unoccupied.
 - The terms “free”, “empty” or other possible terms are not used to describe this situation.
- **Occupied** - if an action space has one or more persons on it, it is described as occupied.
 - ERRATA: No effect of any card can allow an occupied “Meeting Place” action space to be used again.
- **Placing a person / Occupying an action space with a person** - Taking a person from your house and moving it into an action space. This does not include taking the actions provided by the action space.
- **Using an action space** - First placing a person, then taking at least one action provided by the action space or taking a replacement action (allowed by a card you played.).
- **Adjacent** - if used alone, adjacent does always mean orthogonally adjacent.
 - The term “orthogonally adjacent” need not be used anymore.
 - If a card also counts other cases of adjacency it should say “orthogonally or diagonally adjacent”.
- **Oven** - ovens are improvements whose name ends with “oven”. A baking symbol is no longer required.
- **Well** - wells are improvements whose name ends with “well”.
- **Crops** - collective term for grain and vegetables
- **Building resources** - collective term for wood, clay, reed and stone
- **Resources** - collective term for both crops and building resources
- **Animals** - collective term for sheep, wild boar and cattle (and horse FotM)
- **Dairy animals** - collective term for just sheep and cattle
- **Goods** - collective term for resources, animals and food.
 - This use of the term is new, it used to be “Items” and goods did not include food. “Items” does not exist anymore.
- **Text in parentheses** - only explanatory text can be put in parentheses.
 - The phrase “e.g.” to start a text in parentheses is no longer necessary.
 - If a text makes any functional change or addition to the card, it does not belong in parentheses.
- **When you play this card** - What follows in the same sentence happens only once and only at the time the card is played.
 - Not to be used on passing cards, as those cannot have an effect at any other time.
- **Each time** - replaces “Whenever” to say that what follows, happens each time the condition is fulfilled.
 - Makes the distinction between “When” and “Whenever” clearer, especially in the German.
- **Unconditional Sow** - A “Sow” action is considered unconditional if it:
 - Does not limit the number of fields in which you may sow,
 - Lets you sow as many goods in a field as is usual for that type, and
 - Allows every type of good to be sown in a field as is usual for that field.
- **Once** - If an effect triggers “once”, it may only happen one time in addition to the normal English interpretation of “once”.

17.2.3 Common points of confusion for Original edition players

Players of the Original edition Agricola (with EIK+ decks) will find that there are some rules/effects which happen differently in the Revised edition. I highly recommend you read the previous page of terminology carefully. Below is the start of an attempt to summarize the mistakes I most commonly see:

- Fields are scored just like they were in Original, where you want 5+ field tiles placed on your farmyard. However, cards like Beanfield are now officially fields for prerequisites.
 - Beanfield + 3 field tiles = 2 points for scoring, and 4 fields for prerequisites.
- There is a difference between a “___ action” and “the ___ action space”. Read cards with these phrases carefully.
 - Cards requiring a “___ action” may not be activated unless you literally get that action!
- Starting Player: a new rule prevents the SP space, Meeting Place, from being taken a second time in a round.
 - Additionally, if you take Meeting Place, you must become SP (it can no longer be minor-only.)
- It is now possible to use an action space and use no action given by the space, **if and only if** a card allows you to substitute one (or more) of those actions with another action “or effect” (see Freshman **A097**.)
- Note carefully cards which say “before”, “after”, or other timing specifics. There is an interim period between any two consecutive things (phases, rounds, actions, etc.)
- Cards like Work Certificate **A082** and Animal Teacher **A168** only trigger on turns after the turn it’s played.
- There is now a tie-breaker of building resources remaining in supply.
- Resources are spent from your supply to earn bonus points for Joinery, etc. and do not count for the tiebreaker.
- Food now counts as a good.
- More to be added as I see/remember them.

18 Through the Seasons

Winter

In the replenishment phase, add 1 fewer clay and 1 fewer reed to every space that you add these resources to.

You have to pay 1 food for every field you plough.

- ⇒ This includes fields from Field Watchman **I225**, ploughs, the Harrow **I68**, etc. If you have the Stump-Jump Plough **Z313**, Plough Maker **E195**, Ploughman **K293** or Plough Driver **E194**, or play the Field **E11**, you pay 2 food in total.
- ⇒ (FotM) This does not include the special action “Slash and Burn”

You cannot use the “Fishing” action space during winter until round 11.

- ⇒ You can’t use the Net Fisherman **I248** either.

Winter action space

Pay 2 wood and 3 food to grow your family with 1 member, even if the number of your rooms is lower than or equal to the number of your family members.

- ⇒ See the “Family Growth without Room” stage 5) action space.

Spring

In the replenishment phase, add 1 fewer wood and 1 more stone to every space that you add these resources to.

Whenever you build at least 1 fence, you may build an additional 2 fences for free.

- ⇒ You get free fences only once per turn.
- ⇒ You also receive free fences when you use Fence Overseer **K312**, Fence Builder **I263**, Fence Deliveryman **I265**, and Mini Pasture **E40**.
- ⇒ The free fences are built in the same fence building action as all other fences, and in an order of your choosing. However, you may not use one of the free fences as the first fence you build in a turn.
- ⇒ Only after building the extra fences, you need to follow the conditions for building fences (i.e. no open pastures).
- ⇒ You may choose to build fewer than 2 extra fences; however, you cannot save the free fences to build them in other turns.

Spring action space

You may carry out a breeding phase, or sow any number of fields, or both (in any order). You have to perform at least one of these actions.

- ⇒ **Sowing** See the “Sow and Bake Bread” action space.
- ⇒ **Breeding phase** You have to receive at least one animal and have room for it in your farm to be able to take this action.
- ⇒ You cannot convert animals into food during this breeding phase. You can convert animals into

food between sowing and breeding, if you take both actions.

- ⇒ Activates the Shepherd **E203**.

Summer

In the replenishment phase, add 1 more clay and 1 fewer stone to every space that you add these resources to, and 1 more food to “Fishing”

You receive an additional grain if you use the “Day Labourer” action space.

You may build 1 free stable for every room you build, [including when you use a card to do so.]

- ⇒ Building the free stable activates the Stockman **E213** and Fence Overseer **K312**.

Summer action space

You receive 1 bonus point for each person that you have already placed in the current round, including the person you place on this action space.

- ⇒ Only your own persons are counted.
- ⇒ You also receive bonus points for guests and the occupant of the Reed Hut **K138**.
- ⇒ The number of placed family members is counted, not the number of actions (which may be different because of e.g. the Bagpiper **Č08**).
- ⇒ If you had family growth this round, you do not receive a bonus point for the newborn that was placed on the person who took that action.

Autumn

In the replenishment phase, add 1 more wood and 1 more reed to every space that you add these resources to.

Every major improvement costs 1 building resource of your choice less.

- ⇒ You do not benefit from the season if you use a major improvement action for an upgrade without paying resources, e.g. a Fireplace **A1/A2** to a Cooking Hearth **A3/A4**, or when you use a minor improvement action to play a major improvement, e.g. with the Well Builder **I220** or Ceramics **E33**.

Autumn action space

You may carry out a field phase, or take 1 vegetable, or both (in any order). You have to perform at least one of these actions.

- ⇒ **Field phase** Take 1 resource from each of your fields and put them in your personal supply.
- ⇒ Activates the Corn Storehouse **I86**, Water Mill **I103** (only for you), and Gardener **I226**, but not the Milking Shed **I93**, Spindle **E51**, Butter Churn **E53**, Milking Stool **K133**, Loom **K146**, Milking Hand **I246**, and Cube Cutter **Z335**.
- ⇒ You also harvest the Copse **I78**, Forester **K278**, and Vineyard **Ö21**.

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