
Agricola – Quick Reference German – English translations

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Play Summary Cards

Game Stages – Overview of Round Cards

Stage 1

- *Sheep*
- *Sow / Bread*
- *Improvement*
- *Fences*

Stage 2

- *Renovate / Improvement*
- *Stone*
- *Family growth / Minor Improvement*

Stage 3

- *Wild boar*
- *Take 1 vegetable*

Stage 4

- *Cattle*
- *Stone*

Stage 5

- *Plough fields / Sow*
- *Family growth even without room*

Stage 6

- *Renovate / Fences*

Scoring

	-1 Point	1 Point	2 Points	3 Points	4 Points
Fields	0-1	2	3	4	5+
Pastures	0	1	2	3	4+
Grain *	0	1-3	4-5	6-7	8+
Vegetables *	0	1	2	3	4+
Sheep	0	1-3	4-5	6-7	8+
Wild boar	0	1-2	3-4	5-6	7+
Cattle	0	1	2-3	4-5	6+
* Planted & harvested grain / vegetables	-1 point per unused space in the farmyard 1 point per fenced stable & per clay hut room 2 points per stone house room 3 points per family member				

Action spaces

Board 1

German	English
<i>Hausbauten und/oder Stallbauten</i>	Building <i>Wooden hut: 5 Wood, 2 Reeds</i> <i>Clay hut: 5 Clay, 2 Reeds</i> <i>Stone house: 5 Stone, 2 Reeds</i> <i>And/or</i> Build Stables <i>2 Wood per Stable</i>
<i>Startspieler und/oder 1 kleine Anschaffung</i>	Starting Player <i>And/or</i> 1 Minor Improvement
<i>1 Getreide nehmen</i>	Take 1 Grain <i>And place it in your personal supply</i>
<i>1 Acker pflügen</i>	Plough 1 Field
<i>1 Ausbildung</i>	1 Occupation <i>(A player's first occupation is free, each additional one costs 1 food)</i>
<i>Tagelöhner</i>	Day Labourer <i>Take 2 food and place them in your personal supply.</i>

Board 2

German	English
<i>3 Holz</i>	3 Wood
<i>1 Lehm</i>	1 Clay
<i>1 Schilf</i>	1 Reeds
<i>Fischfang</i>	Catch Fish 1 Food
<i>Runde</i>	Round (Round 6, Round 7, etc)
<i>Spielphase</i>	Stage (1st Stage, 2nd Stage, etc)
<i>Erntezeit</i>	Harvest

Board 3

German	English
<i>Runde</i>	<i>Round (Round 6, Round 7, etc)</i>
<i>Spielphase</i>	<i>Stage (3rd Stage, 4th Stage, 5th Stage, 6th Stage)</i>
<i>Erntezeit</i>	<i>Harvest</i>
<i>Spielende</i>	<i>End of the Game</i>
<i>Erntezeit</i>	<p><i>Harvest Time</i></p> <p><i>1.) Field Phase:</i> <i>Take 1 marker from each grain and vegetable field</i></p> <p><i>2.) Feeding Phase:</i> <i>2 Food per Family member</i> <i>1 Food per newborn Family member</i></p> <p><i>3.) Breeding Phase:</i> <i>With at least 2 of the same type of animal, add 1 more as long as there is room</i></p>

Action cards

Action cards for 3 players

German	English
1 <i>Lehm</i>	1 <i>Clay</i>
1 <i>Ausbildung</i>	1 <i>Occupation</i> (costs 2 food)
2 <i>Holz</i>	2 <i>Wood</i>
1 <i>Stein nehmen</i>	<i>Take 1 Stone</i> <i>And put it in your personal supply</i>

Action cards for 4 players

German	English
1 <i>Schilf</i> , 1 <i>Stein</i> und 1 <i>NW nehmen</i>	<i>Take 1 Reeds, 1 Stone and 1 Food</i> <i>and place them in your personal supply</i>
<i>Kleinkunst</i> 1 <i>NW</i>	<i>Travelling Players</i> 1 <i>Food</i>
1 <i>Holz</i>	1 <i>Wood</i>
1 <i>Ausbildung</i>	1 <i>Occupation</i> (A player's first and second Occupations cost 1 food each, each additional Occupation costs 2 food)
2 <i>Lehm</i>	2 <i>Clay</i>
2 <i>Holz</i>	2 <i>Wood</i>

Action cards for 5 players

German	English
1 <i>Schilf</i>	1 <i>Reeds</i> <i>In addition, take 1 stone and 1 wood and place them in your personal supply</i>
<i>Entweder: 1 Schaf und ...</i>	<i>Either</i> <i>Take 1 Sheep and 1 Food</i> <i>Or</i> <i>Take 1 Wild boar</i> <i>Or</i> <i>Pay 1 Food for 1 Cattle</i>
1 <i>Hausbau oder Kleinkunst</i>	1 <i>Building</i> <i>Wooden hut: 5 Wood, 2 Reeds</i> <i>Clay hut: 5 Clay, 2 Reeds</i> <i>Stone house: 5 Stone, 2 Reeds</i> <i>Or</i> <i>Travelling Players</i> 1 <i>Food</i>
1 <i>Ausbildung oder ab Runde 5 Familienzuwachs</i>	<i>Either</i> 1 <i>Occupation</i> <i>(A player's first and second Occupations cost 1 food each, each additional Occupation costs 2 food)</i> <i>Or, from Round 5,</i> <i>Family Growth</i>
4 <i>Holz</i>	4 <i>Wood</i>
3 <i>Lehm</i>	3 <i>Clay</i>

Round cards

Stage	German	English
1	1 <i>große oder kleine Anschaffung</i>	1 <i>major or minor Improvement</i>
1	1 <i>Schaf</i>	1 <i>Sheep</i>
1	<i>Aussäen und/oder: Brot backen</i>	<i>Sow and/or Bake Bread</i>
1	<i>Zäune</i>	<i>Fences 1 Wood per Fence</i>
2	1 <i>Stein</i>	1 <i>Stone</i>
2	<i>Nach: Familienzuwachs auch: 1 kleine Anschaffung</i>	<i>After Family Growth, also 1 minor Improvement</i>
2	<i>Nach: Renovierung auch: 1 große oder kleine Anschaffung</i>	<i>After Renovation 1 Reeds plus to Clay hut: 1 clay per room to Stone house: 1 stone per room also 1 major or minor Improvement</i>
3	1 <i>Gemüse nehmen</i>	<i>Take 1 Vegetable and place it in your personal supply</i>
3	1 <i>Wildschwein</i>	1 <i>Wild boar</i>
4	1 <i>Rind</i>	1 <i>Cattle</i>
4	1 <i>Stein</i>	1 <i>Stone</i>
5	1 <i>Acker pflügen und/oder: Aussäen</i>	<i>Plough 1 Field And/or Sow</i>
5	<i>Familienzuwachs auch ohne Platz in Hütte bzw. Haus</i>	<i>Family Growth even without space in your hut or house</i>
6	<i>Nach: Renovierung auch: Zäune</i>	<i>After Renovation 1 Reeds plus to Clay hut: 1 clay per room to Stone house: 1 stone per room</i>

Stage	German	English
		<i>also</i> <i>Fences</i> <i>1 wood per fence</i>

Begging cards

Begging

-3 points per missing Food

During the Feeding phase of the Harvest, whenever you cannot or choose not to produce enough food to feed your family, you must take 1 Begging card for each missing food.

Occupation cards (complete) in German/English

German	English	Play	Deck	Effects
<i>Ackerhändler</i>	<i>Land Agent</i>	3+	E	1 Vegetable: 1 Additional Grain Whenever you use the "Take 1 vegetable" Action space, also take 1 grain. When you play this card, take 1 vegetable from the supply.
<i>Akademiker</i>	<i>Academic</i>	3+	E	Counts as 2 Occupations(*) This card counts as 2 occupations for Minor Improvements and when scoring the "Reeve" (Vogt) occupation card. (*) changed from 3 by Uwe Rosenberg
<i>Backältester</i>	<i>Master Baker</i>	4+	E	Bake when Another Player Bakes Whenever another player bakes, you can bake if you have a Baking improvement. If you take a Bake action yourself (not using this card), take 1 additional food.
<i>Bäcker</i>	<i>Baker</i>	1+	E	May Bake during Harvest During each Harvest, you may Bake bread at the start of the Feeding phase if you have a Baking improvement. When you play this card, you may Bake bread as an additional action.
<i>Baumeister</i>	<i>Architect</i>	1+	E	Free 6th Room 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.
<i>Beerensammler</i>	<i>Berry Picker</i>	3+	E	Wood: +1 Food Whenever you use a family member's action to take wood, take an additional 1 food.
<i>Bettelmönch</i>	<i>Mendicant</i>	1+	E	Discard 2 Begging cards At the end of the game, you can discard up to 2 Begging cards without losing points for them.
<i>Braumeister</i>	<i>Master Brewer</i>	1+	E	Harvest: 3 Food From 1 Grain In the Feeding phase of each Harvest, the Master Brewer can convert up to 1 grain to 3 food.
<i>Brotverkäufer</i>	<i>Bread Seller</i>	3+	E	A player Bakes bread: +1 Food Take 1 food from the supply for each bread that is baked whenever any player (including you) bakes bread. (To bake, you need a Fireplace (Feuerstelle), Cooking Hearth (Kochstelle), Cooking Corner (Kochecke), Oven (Ofen) or Bakehouse (Backhaus).)

German	English	Play	Deck	Effects
<i>Bürstenbinder</i>	<i>Brush Maker</i>	3+	E	Points for Wild boar Whenever you convert wild boar to food, place them on this card. At the end of the game, you receive 1/2/3 bonus points for 2/3/4 slaughtered wild boar.
<i>Dachdecker</i>	<i>Thatcher</i>	3+	E	Extending and Renovating: -1 Reeds Pay 1 reeds less to build each room, each renovation, and each of the Water mill (Wassermühle), Half-timbered house (Fachwerkhaus), Chicken coop (Hühnerstall), Holiday home (Ferienhütte), Mansion (Villa) and Corn storehouse (Korndarre).
<i>Drechsler</i>	<i>Turner</i>	3+	E	1 Food per Wood You can use the Turner at any time to convert any number of wood to 1 food each.
<i>Familienoberhaupt</i>	<i>Head of the Family</i>	4+	E	Building and Family Growth Always Possible You can use any Building or Family growth (Familienzuwachs) Action space, even if another player has already placed a person on it.
<i>Farmer</i>	<i>Farmer</i>	4+	E	Fences: +1 Animal The next time you build fences, take 1 wild boar. Each time you build at least 1 fence after that, take 1 cattle marker.
<i>Fischer</i>	<i>Fisherman</i>	3+	E	Catch Fish: Double Yield Whenever you use the "Catch fish" (Fischfang) Action space, you can take twice as many food as are on the space. You then give 1 food each to the owners of the Fishing Rod (Angel), Raft (Floß), Canoe (Kanu), Fish Trap (Reuse) and Landing Net (Kescher).
<i>Fleischer</i>	<i>Meat-seller</i>	1+	E	Oven: change Animals into Food If you have an Oven (Ofen), you can change your animals into food at any time. Take 2 food for each sheep, 3 for each wild boar and 4 for each cattle marker.
<i>Flurschütze</i>	<i>Field Warden</i>	4+	E	Can always Plough Fields and take Vegetables You can use the "Take 1 vegetable" (1 Gemüse nehmen), "Plough fields" (Acker pflügen) and "Plough fields and Sow" (Acker pflügen und aussäen) actions even if another player has placed a person on the space.

German	English	Play	Deck	Effects
<i>Forstwirt</i>	<i>Master Forester</i>	4+	E	Private Forest Include the “2 Wood” (2 Holz) 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 must pay you 2 food.
<i>Freibauer</i>	<i>Yeoman Farmer</i>	3+	E	Only lose points for Begging cards and Unused spaces At the end of the game, you only lose points in the “Unused spaces” (Ungenutzte Felder) category and for Begging cards.
<i>Gartenarbeiter</i>	<i>Undergardener</i>	4+	E	Day Labourer: +1 Vegetable Whenever you use the “Day Labourer” (Tagelöhner) Action space, also take 1 vegetable.
<i>Gaukler</i>	<i>Conjurer</i>	4+	E	Travelling Players: +1 Grain Whenever you use the “Travelling Players” (Kleinkunst) action on an Action space, take 1 additional grain.
<i>Gemüsehändler</i>	<i>Greengrocer</i>	3+	E	To 1 Grain, add 1 Vegetable Whenever you use the “Take 1 Grain” (1 Getreide nehmen) Action space, also take 1 vegetable.
<i>Geschichtenerzähler</i>	<i>Storyteller</i>	4+	E	Travelling Players: 1 Vegetable instead of 1 Food. Whenever you use the “Travelling Players” (Kleinkunst) action on an Action space, you can leave 1 food on the space and take 1 vegetable instead.
<i>Gutsverwalter</i>	<i>Estate Manager</i>	3+	E	Points for Largest Herds At the end of a 3/4/5 player game, if no player has more animals of any type than you, you receive 2/3/4 bonus points.
<i>Hafenarbeiter</i>	<i>Dock Worker</i>	1+	E	3:1 or 2:1 Harbour At any time, you can use the Dock Worker to convert 3 wood to either 1 clay, 1 reeds or 1 stone, or to convert 2 clay, 2 reeds or 2 stone to one other resource.
<i>Häuptling</i>	<i>Chief</i>	1+	E	Game End: 3 points for Stone House Rooms At the end of the game, you receive 1 bonus point for each room in your Stone house. (In total, you receive 3 points per room instead of 2.) Playing this card costs an additional 2 food.

German	English	Play	Deck	Effects
<i>Häuptlingstochter</i>	<i>Chief's Daughter</i>	1+	E	Points for Renovating <i>If another player plays the "Chief" (Häuptling) card, you can play this card immediately at no cost. (You can also play it using an Action space in the usual way.) At the end of the game, you receive 3 bonus points if you have a Stone house, 1 if you have a Clay hut.</i>
<i>Hauslehrer</i>	<i>Tutor</i>	1+	E	Points for Future Occupations <i>At the end of the game, you receive 1 bonus point for each occupation that you play after this one.</i>
<i>Heckenwart</i>	<i>Hedge Keeper</i>	1+	E	Fences: +3 Fences <i>Whenever you build at least 1 fence, you can build 3 additional fences without paying any additional wood.</i>
<i>Holzfäller</i>	<i>Woodcutter</i>	1+	E	Wood: +1 Wood <i>Take 1 additional wood whenever you use a family member's action to take wood.</i>
<i>Holzhüttenbauer</i>	<i>Wooden Hut Builder</i>	3+	E	Wooden Hut scored as Clay Hut <i>At the end of the game, you receive 1 bonus point for each room in your wooden hut.</i>
<i>Hüttenbauer</i>	<i>Hut Builder</i>	4+	E	Free Room for Wooden or Clay Hut <i>Play this card during Round 1-4 and at the start of Round 11 you can extend your hut by 1 room at no cost, as long as you have not turned it into a stone house.</i>
<i>Kaufmann</i>	<i>Merchant</i>	1+	E	Improvement: 2x Improvement <i>Whenever you use the "Minor Improvement" (kleine Anschaffung) or "Minor or Major Improvement" (kleine oder große Anschaffung) action, you can pay 1 food to use the action a second time.</i>
<i>Kleingärtner</i>	<i>Hobby Farmer</i>	4+	E	1 Vegetable <i>Take 1 vegetable when you play this card</i>
<i>Koch</i>	<i>Cook</i>	4+	E	Offspring: only 1 Food <i>In the Feeding phase of each Harvest, only 2 of your people eat 2 food each; any others are satisfied with only 1.</i>
<i>Köhler</i>	<i>Charcoal Burner</i>	3+	E	When someone builds a Fireplace, Cooking Hearth or Oven: +1 Food, +1 Wood <i>Take 1 food and 1 wood whenever any player (including you) builds a Fireplace (Feuerstelle), Cooking Hearth (Kochstelle), Cooking Corner (Kochecke), Baker's Kitchen (Backstube), Bakehouse (Backhaus) or Oven (Ofen).</i>

German	English	Play	Deck	Effects
<i>Korbflechter</i>	<i>Basket Weaver</i>	4+	E	Harvest: 3 Food from 1 Reeds <i>In each Harvest, the Basket Weaver can convert up to 1 reeds to 3 food.</i>
<i>Krämer</i>	<i>Grocer</i>	1+	E	Buy Goods (in order) for 1 Food <i>Pile (from bottom to top) 1 vegetable, reeds, clay, wood, vegetable, stone, grain, reeds on this card. At any time, you may buy the top item for 1 food.</i>
<i>Lehmbrenner</i>	<i>Clay Firer</i>	4+	E	Convert Clay to Stone <i>You can use the Clay Firer at any time to convert 2 (3) clay to 1 (2) stone.</i>
<i>Lehmhändler</i>	<i>Clay Seller</i>	4+	E	Convert Clay to Animals, Reeds or Stone <i>You can use the Clay Seller at any time to convert 2 clay to 1 sheep or 1 reeds, 3 clay to 1 wild boar or 1 stone and/or 4 clay to 1 cattle.</i>
<i>Lehmlieferant</i>	<i>Clay Deliveryman</i>	1+	E	1 Clay in Rounds 6 to 14 <i>Place 1 clay on each of the spaces for rounds 6 to 14. At the start of these rounds, take the clay.</i>
<i>Lehmmischer</i>	<i>Clay Mixer</i>	1+	E	Only Clay: +2 Clay <i>Whenever one of your people's actions gives you only clay, take 2 additional clay.</i>
<i>Lehnherr</i>	<i>Lord of the Manor</i>	1+	E	In Scoring Categories, 5 points instead of 4 <i>At the end of the game, you receive 1 bonus point in each scoring category where you have scored the maximum 4 points. (The bonus point is also awarded for 4 fenced stables.)</i>
<i>Magd</i>	<i>Maid</i>	1+	E	Clay Hut: 1 Food each Round <i>Once you have built a Clay hut, place 1 food on each remaining Round space. At the start of these rounds, take the food. (If you already have a Clay hut or a Stone house when you play this card, place the food immediately)</i>
<i>Maurer</i>	<i>Mason</i>	1+	E	Free Room for a Stone House <i>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.</i>
<i>Mäzen</i>	<i>Patron</i>	4+	E	Further Occupations: +2 Food <i>In future, whenever you play an occupation, take 2 food before you pay the costs of the occupation.</i>
<i>Pfarrer</i>	<i>Pastor</i>	4+	E	Last with only 2 Rooms: Donation <i>If, when you play this card or later in the game, you are the last player to only have 2 rooms in your home, you receive 3 Wood, 2 Clay, 1 Reeds and 1 Stone.</i>

German	English	Play	Deck	Effects
<i>Pflughalter</i>	<i>Plough Driver</i>	1+	E	Stone House: Plough 1 Field each Round Once you have a stone house, you can pay 1 food at the start of each round to plough (at most) 1 field.
<i>Pflugmacher</i>	<i>Plough Maker</i>	1+	E	Plough fields: For 1 Food, Plough 1 extra Field Whenever you use either of the “Plough” (Acker pflügen) or “Plough Fields and Sow” (Acker pflügen und Aussäen) Action spaces, you can pay 1 food to plough 1 additional field.
<i>Pilzsucher</i>	<i>Mushroom Collector</i>	1+	E	Wood: 2 Food for 1 Wood Whenever you use a family member’s action to take wood from an Action space, you can leave 1 of the wood on the space and take 2 food in exchange.
<i>Prahler</i>	<i>Braggart</i>	3+	E	Points for Improvements At the end of the game, you receive 1/3/5/7/9 Bonus points for having 5/6/7/8/9 improvements in front of you.
<i>Rattenfänger</i>	<i>Ratcatcher</i>	3+	E	Other Players’ Offspring(*) miss a turn In rounds 10 and 12, all other players may not place 1 of their family's offspring (if they have any). (You yourself may place all your family members.) This card may only be played until the end of Round 9. (*) 3 rd , 4 th and 5 th family member are offspring
<i>Renovator</i>	<i>Renovator</i>	1+	E	Renovation: -2 Clay / -2 Stone Pay 2 less clay to renovate to a clay hut; 2 less stone to renovate to a stone house.
<i>Restaurator</i>	<i>Conservator</i>	1+	E	Renovate a Wooden hut to a Stone house You can renovate your wooden hut to a stone house without first needing to renovate it to a clay hut.
<i>Rinderflüsterer</i>	<i>Cattle Whisperer</i>	4+	E	Up to 2 Cattle Add 5 and 9 to the current round. Place 1 cattle on the corresponding Round spaces. At the start of these rounds, take the cattle.
<i>Saisonarbeiter</i>	<i>Seasonal Worker</i>	1+	E	Day Labourer: +1 Grain (from Round 6, Vegetables) Whenever you use the “Day Labourer” (Tagelöhner) Action space, you receive 1 additional grain. From Round 6, you can choose to take 1 vegetable instead.

German	English	Play	Deck	Effects
<i>Schäfer</i>	<i>Shepherd</i>	4+	E	2 Lambs from Breeding <i>During each Harvest, if you have at least 4 sheep during the Breeding phase, take 2 lambs instead of 1 as long as you have room for them.</i>
<i>Schafmeister</i>	<i>Master Shepherd</i>	4+	E	1 Sheep for 3 Rounds <i>Place 1 sheep on each of the next 3 Round spaces. At the start of these rounds, take the sheep.</i>
<i>Schilfsammler</i>	<i>Reed Collector</i>	3+	E	1 Reeds for 4 Rounds <i>Place 1 reeds on each of the next 4 Round spaces. At the start of these rounds, you receive the reeds.</i>
<i>Schweinehirt</i>	<i>Swineherd</i>	4+	E	Wild boar: +1 Wild boar <i>Whenever you use the "Wild boar" (Wildschwein) Action space, you receive 1 additional wild boar from the supply. (The "Wild boar" Action space is added in Round 8 or 9.)</i>
<i>Stalljunge</i>	<i>Stable Hand</i>	1+	E	Fences: +1 Stable <i>Whenever you build at least 1 fence, you also receive 1 stable which you must build immediately (This may be built inside or outside the fenced area.)</i>
<i>Stallmeister</i>	<i>Stablemaster</i>	1+	E	3 Animals of the Same Type in an Unfenced Stable <i>In (at most) one of your unfenced stables, you can hold up to 3 animals of the same type.</i>
<i>Steinhauer</i>	<i>Quarryman</i>	3+	E	2 Food per Stone <i>You can use the Quarryman at any time to convert stone to food. For each stone you convert, take 2 food.</i>
<i>Steinschlepper</i>	<i>Stone Carrier</i>	1+	E	Stone: 1 Stone (possibly for 1 Food) <i>Whenever you take stone with an action, you can also take 1 additional stone. If you also receive other resources, this costs you 1 food.</i>
<i>Steinschneider</i>	<i>Stonecutter</i>	3+	E	Everything -1 Stone <i>All Improvements, rooms and renovations cost 1 stone less.</i>
<i>Tänzer</i>	<i>Dancer</i>	4+	E	Travelling Players: min. 4 Food <i>Whenever you use the "Travelling Players" (Kleinkunst) action on an Action space, you receive at least 4 Food, even if only 1 to 3 Food are on the space.</i>

German	English	Play	Deck	Effects
<i>Tierpfleger</i>	<i>Stockman</i>	4+	E	Stable: +1 Animal <i>Take 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 be entitled to take several animals as well.)</i>
<i>Töpfer</i>	<i>Potter</i>	3+	E	Harvest: 2 Food from 1 Clay <i>In each Harvest, the Potter can convert up to 1 clay to 2 food.</i>
<i>Viehpächter</i>	<i>Tenant Farmer</i>	4+	E	Borrow 3 Animals <i>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, deduct 1 point.</i>
<i>Viehwärter</i>	<i>Animal Keeper</i>	4+	E	Animals in the same Pasture <i>You can keep sheep, wild boar and cattle in the same pasture. This applies to all your pastures (except the Forest pasture (Waldweide)).</i>
<i>Vogt</i>	<i>Reeve</i>	3+	E	3 points for Players with the most Occupations, Wood when played <i>Take 1/2/3/4 wood if there are still 1/3/6/9 rounds to play. At the end of the game, players with the most played Occupation cards each receive 3 bonus points.</i>
<i>Zimmermann</i>	<i>Carpenter</i>	1+	E	Extension: 3 Resources & 2 Reeds <i>To extend your home, you need only 3 of the appropriate resource and 2 reeds (For example, if you live in a wooden hut, you need 3 wood and 2 reeds.)</i>
<i>Ackermann</i>	<i>Fieldsman</i>	1+	I	Sow 1 Field: +2 Seed. Sow 2 Fields: +1 Seed. <i>Whenever you sow 1 field, place 2 extra goods from the supply on the newly sown field. Whenever you sow 2 fields, place 1 extra good on each. (If you sow three or more fields, there is no advantage).</i>
<i>Brunnenbauer</i>	<i>Well Builder</i>	1+	I	Well: Minor Improvement for 1 Stone and 1 Wood <i>For you, the Well (Brunnen) is not a Major but a Minor improvement and costs only 1 stone and 1 wood to build.</i>
<i>Dorfältester</i>	<i>Village Elder</i>	3+	I	3 points for Players with the most Improvements, Wood when Played <i>If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, all players with the most Improvements receive 3 bonus points each.</i>

German	English	Play	Deck	Effects
<i>Emporkömmling</i>	<i>Social Climber</i>	4+	1	Reward for Early Renovation Whenever you are the first player to renovate to a clay hut or a stone house, you receive 3 stone. If you are the second, you receive 2 stone; the third, you receive 1 stone. (This is not given retrospectively.)
<i>Erntehelfer</i>	<i>Harvest Helper</i>	3+	1	1 Grain when Other Players Harvest At the start of the Feeding phase in each Harvest, you can take 1 grain from 1 field belonging to another player. S/he takes 2 food from the supply.
<i>Feldarbeiter</i>	<i>Field Worker</i>	3+	1	Other player Sows: +1 Grain or +1 Food Whenever another player sows one or more fields, you receive 1 grain in a 3-player game, 1 food in a 4 or 5 player game. (If you sow, you do not get any bonus).
<i>Feldhüter</i>	<i>Field Watchman</i>	1+	1	Take Grain: also Plough 1 Field Whenever you use the "Take 1 grain" (1 Getreide nehmen) Action space, you can also plough up to 1 field.
<i>Gärtner</i>	<i>Gardener</i>	1+	1	Take Harvested Vegetables from the Supply Take vegetables from the supply and not from your vegetable field whenever you harvest them – you keep the vegetables on the fields.
<i>Gemeindevorsteher</i>	<i>Church Warden</i>	1+	1	3 points for Players with 5 Actions in Round 14, Wood when Played If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, any player who performed actions with at least 5 people in Round 14 receives 3 bonus points. (A guest (Gast) is counted.)
<i>Geschäftsmann</i>	<i>Businessman</i>	3+	1	Start player: +1 Improvement Whenever you use the "Starting player" (Startspieler) Action space, you can play an additional Minor Improvement or a Major Improvement after you play the Minor Improvement
<i>Getreideschmuser</i>	<i>Sycophant</i>	4+	1	A Player takes Grain: 1-2 Food Whenever another player uses the "Take 1 Grain" Action space, s/he must first pay you 1 food. In addition, you receive 1 food from the supply, even when you take the grain yourself.

German	English	Play	Deck	Effects
<i>Gruber</i>	<i>Clay Digger</i>	4+	<i>I</i>	Private Clay Pit Include the “1 Clay” (1 Lehm) 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.
<i>Hausknecht</i>	<i>Manservant</i>	1+	<i>I</i>	With Stone House, 3 food each Round When you build a Stone house, place 3 food on each remaining Round space. At the start of these rounds, take the food. (If you already have a Stone house when you play this card, place the food immediately)
<i>Hebamme</i>	<i>Midwife</i>	4+	<i>I</i>	Other Player Grows Family Faster: +1 or +2 Food Whenever another player has a larger family than you after having offspring, you receive 1 food. If s/he has at least 2 more family members than you, you receive 2 food. (The food is taken from the supply, not from the other player.)
<i>Hofverwalter</i>	<i>Farm Steward</i>	1+	<i>I</i>	Family Growth: Room for 1 More Person Once you live in a Clay hut or Stone house, play your next Family growth action as “Family growth even without room in the hut or house” (Familienzuwachs auch ohne Platz in Hütte bzw Haus). (Similar to the Round card from Stage 5. All future Family growth is carried out as normal.)
<i>Holzaufkäufer</i>	<i>Wood Buyer</i>	3+	<i>I</i>	Buy 1 Wood from Other Players Whenever a player receives wood from an action, you can buy 1 wood from him/her for 1 food (even without his/her agreement).
<i>Holzsammler</i>	<i>Wood Collector</i>	1+	<i>I</i>	1 Wood for 5 Rounds Place 1 wood on each of the next 5 Round spaces. At the start of these rounds, you receive the wood.
<i>Hufenbauer</i>	<i>Hide Farmer</i>	3+	<i>I</i>	No Points Subtracted for Unused Spaces At the end of the game, you can pay 1 food each for any number of unused fields. These do not lose you points in the scoring.
<i>Jongleur</i>	<i>Juggler</i>	4+	<i>I</i>	Travelling Players: Double Food Whenever you use the Travelling Players (Kleinkunst) action on an Action space, you can take twice as much food as is on the card. You then give one food each to the Magician (Zauberünstler), Conjuror (Gaukler), Musician (Straßenmusikant), Puppeteer (Puppenspieler), Acrobat (Akrobat), Dancer (Tänzer) and Storyteller (Geschichtenerzähler).

German	English	Play	Deck	Effects
<i>Kämmerer</i>	<i>Chamberlain</i>	1+	1	All Round Cards Available from Round 11 From Round 11, you (and only you) can use the Actions on the Round cards for the following rounds. These are turned over (and placed on the board) at the start of Round 11, or immediately if you play this card after the start of Round 11.
<i>Kornschilder</i>	<i>Corn Profiteer</i>	4+	1	Convert 1 Grain to 3 or 2 Food You can convert 1 grain to 3 food at any time with the Corn Profiteer. Any other player can stop this by paying you 2 food for the grain. If more than one player offers, you choose one of them.
<i>Kuhhirt</i>	<i>Cowherd</i>	3+	1	Cattle: +1 Cattle Whenever you use the "Cattle" (Rind) Action space, take 1 additional cattle from the supply. (The "Cattle" Action space is added in Round 10 or 11.)
<i>Lehmdecker</i>	<i>Clay Plasterer</i>	1+	1	Clay Hut Renovation & Rooms Cheaper 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.
<i>Lehmhüttenbauer</i>	<i>Clay Hut Builder</i>	1+	1	2 Clay for 5 Rounds, with Clay Hut Once you live in a Clay hut, place 2 clay on each of the next 5 remaining Round spaces. At the start of these rounds, take 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.)
<i>Lehmkleber</i>	<i>Bricklayer</i>	1+	1	Everything is 1 or 2 Clay Cheaper Each improvement and renovation costs you 1 clay less. Each room costs you 2 clay less.
<i>Lehnerich</i>	<i>Layabout</i>	1+	1	Miss the Next Harvest Once you have played this card, you may not take part in the next Harvest. (You do not need to feed your family during that Harvest.)
<i>Marktschreier</i>	<i>Market Crier</i>	3+	1	Vegetables for You, Grain for All Whenever you use the "Take 1 grain" (1 Getreide nehmen) Action space, you can take an additional 1 grain and 1 vegetables. If you do this, the other players each receive 1 grain from the supply.
<i>Melker</i>	<i>Milking Hand</i>	4+	1	Cattle produce Food, Points for Pairs In the Field phase of the Harvest, you receive 1/2/3 food for 1/3/5 cows, without having to give up the cows. At the end of the game, you receive 1 bonus point for every 2 cows.

German	English	Play	Deck	Effects
<i>Metzger</i>	<i>Butcher</i>	1+	1	Change Animals into Food even without a Fireplace / Cooking Hearth. <i>You can change your animals into food at any time. Take 1 food for each sheep, 2 for each wild boar and 3 for each cattle.</i>
<i>Netzer</i>	<i>Net Fisherman</i>	1+	1	Reeds: Catch fish <i>If one of your people uses an Action space that provides reeds, you can take all food markers from the "Catch fish" (Fischfang) space in the Returning home phase (Phase 4)</i>
<i>Puppenspieler</i>	<i>Puppeteer</i>	4+	1	1 Occupation when Other Players Choose Travelling Players (Kleinkunst) <i>Whenever another player chooses the "Travelling players" (Kleinkunst) action on an Action space, you can pay 1 food to play an occupation.</i>
<i>Schafflüsterer</i>	<i>Sheep Whisperer</i>	4+	1	4 Possible Sheep <i>Add 4, 7, 9 and 11 to the current round and place 1 sheep on each corresponding Round space. At the start of these rounds, take the sheep.</i>
<i>Schilfaufkäufer</i>	<i>Reeds Buyer</i>	4+	1	Buy 1 Reeds from Another Player <i>Whenever reeds are taken for the first time in a round, you may give the player 1 food in exchange for 1 of the reeds. The other player receives an additional 1 food from the supply.</i>
<i>Schweinezüchter</i>	<i>Pig Breeder</i>	4+	1	+1 Wild Boar, Piglet after Round 12 <i>Your wild boar also breed at the end of Round 12, if there is place for the piglet. When you play this card, take 1 wild boar.</i>
<i>Schweinsfänger</i>	<i>Pig Catcher</i>	4+	1	Wood: 1 Wild Boar instead of 2 Wood <i>Whenever you use a person to take wood that is on an Action space, you can leave 2 of the wood on the space and take a wild boar instead.</i>
<i>Stallknecht</i>	<i>Groom</i>	4+	1	Stone House: Each Round 1 Stable for 1 Wood <i>Once you have a Stone house, you can build 1 stable at a cost of 1 wood at the beginning of each round, without placing a person.</i>
<i>Steinaufkäufer</i>	<i>Stone Buyer</i>	4+	1	Buy 1 Stone from Another Player <i>Whenever another player is the first to take stone in a round, you may give him/her 1 food in exchange for 1 of the stone. S/he receives an additional 1 food from the supply. (The other player cannot refuse this exchange.) (If you are the first player to take stone, you do not get any advantage.)</i>

German	English	Play	Deck	Effects
<i>Steinmetz</i>	<i>Stone Carver</i>	1+	1	Harvest: 3 Food from 1 Stone <i>In each Harvest, the Stone Carver can convert up to 1 stone to 3 food.</i>
<i>Straßenmusikant</i>	<i>Musician</i>	4+	1	1 Grain when Opponent Uses Travelling Players <i>Take 1 grain whenever another player takes the “Travelling Players” (Kleinkunst) action on an Action space.</i>
<i>Tischler</i>	<i>Cabinetmaker</i>	3+	1	Harvest: 2 food from 1 wood <i>In each Harvest, the Cabinetmaker can convert up to 1 wood to 2 food.</i>
<i>Viehtreiber</i>	<i>Animal Dealer</i>	3+	1	Additional animal for 1 food <i>Whenever you use one of the “Sheep” (Schaf), “Wild boar” (Wildschwein) or “Cattle” (Rind) Action spaces, you can pay 1 food to take 1 additional animal of that type. (The “Sheep”, “Wild boar” and “Cattle” cards are added in Rounds 1-4, 8-9 and 10-11.)</i>
<i>Vorkoster</i>	<i>Taster</i>	4+	1	For 1 Food, Push In at the Start of the Round <i>Whenever another player is the Starting Player, you can pay him/her 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. (If you are the Starting player, you do not get any advantage.)</i>
<i>Vorreiter</i>	<i>Outrider</i>	4+	1	Person on Current Round Card: +1 Grain <i>Whenever you use the most recent Round card with one of your people, take 1 additional grain.</i>
<i>Wasserträger</i>	<i>Water Carrier</i>	1+	1	Each Round 1 Food, once the Well is Built <i>Once any player has built the Well (Brunnen), 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.)</i>
<i>Zaunaufsteller</i>	<i>Fence Builder</i>	1+	1	Build Fences even on a Different Action Space <i>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.</i>
<i>Zaunbauer</i>	<i>Fencer</i>	4+	1	Other Players’ Fences: +1 or +2 Wood <i>Whenever another player builds 1 to 4 fences, take 1 wood from the supply. Whenever another player builds 5 or more fences, take 2 wood. (If you build fences yourself, you receive no benefit.)</i>

German	English	Play	Deck	Effects
<i>Zaunlieferant</i>	<i>Fence Deliveryman</i>	1+	I	Place Fences Twice for 2 Food Add 6 and 10 to the current Round. Place 4 of your fences on each corresponding Round space. At the start of these rounds, you can pay 2 food to build all 4 fences immediately. (You may build fewer than 4 fences. You do not need to pay wood to build the fences.)
<i>Ackerfrohne</i>	<i>Serf</i>	4+	K	Before Sowing: Take or Swap Grain Whenever you use the “Sow and bake bread” (Aussäen und Brot backen) action, take 1 grain before the action. Alternatively, you can exchange 1 grain for 1 vegetables.
<i>Adoptiveltern</i>	<i>Adoptive Parents</i>	1+	K	For 1 Food, Place Offspring Immediately When you take the “Family Growth” (Familienzuwachs) action, you can pay 1 food and place the offspring on an Action space in the same round. The offspring does not then count as “newborn”.
<i>Akkordarbeiter</i>	<i>Casual Labourer</i>	1+	K	For 1-2 Food, Additional Good Whenever you receive wood, clay, reeds, stone or grain on an Action space, you can buy one more of the same good for 1 food. An additional vegetables costs 2 food.
<i>Akrobat</i>	<i>Acrobat</i>	4+	K	Travelling Players: Extra Action Whenever you use the “Travelling Players” (Kleinkunst) action on an Action Space, after all other players have had their turns you may move that person to a free “Plough” (Acker pflügen) or “Take 1 Grain” (1 Getreide nehmen) Action space and take the action.
<i>Amme</i>	<i>Wet Nurse</i>	1+	K	Building (Hausbau): 1 Family Growth for 1 Food When building, you may grow your family by up to the number of rooms that you build. This costs 1 food per person. (The newborns are only available as people in the next round).
<i>Ausbilder</i>	<i>Educator</i>	4+	K	Other Player’s Occupation: Occupation Whenever another player plays an Occupation card, you can pay 3 food to play one yourself. From your 4 th Occupation, this only costs 2 food. (If you play an Occupation yourself, you cannot use this card to play a second Occupation.)
<i>Balkenschläger</i>	<i>Frame Builder</i>	1+	K	Wood as Replacement Material 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.

German	English	Play	Deck	Effects
<i>Beckenbauer</i>	<i>Basin Maker</i>	4+	K	Points for Wood and Skin Basins For each wild boar that you convert into food, you can place up to 2 wood from your personal supply on this card. You receive 1 bonus point for each wood on this card except the 1 st , 4 th , 7 th and 10 th .
<i>Biobauer</i>	<i>Organic Farmer</i>	1+	K	Points for Generous Pastures At the end of the game, you receive 1 bonus point for each pasture that contains at least 1 animal, but could contain at least 3 more animals. (This also applies to the Forest pasture (Waldweide).)
<i>Bummelstudent</i>	<i>Lazy Student</i>	4+	K	Random Occupation: +3 Food Whenever you let another player draw one of your Occupation cards for you to play, you receive 3 food before you pay the costs of the card.
<i>Dorfschulze</i>	<i>Constable</i>	3+	K	5 Points for Players with No Negative Points, Wood when Played If there are still 1/3/6/9 Rounds to play, you immediately receive 1/2/3/4 wood. At the end of the game, any player who has no negative points receives 5 bonus points.
<i>Fabrikant</i>	<i>Manufacturer</i>	3+	K	After Renovation: Craft Cheap Minor Improvement Once you have a Clay hut or a Stone house, the Cabinetmaker's (Tischlerei), Pottery (Töpferei) and Basket Weaver's (Korbflechtere) are Minor improvements for you and their cost is reduced by 2 resources of your choice.
<i>Förster</i>	<i>Forester</i>	1+	K	Sowing: Plant up to 3 Wood Whenever you use the "Sowing" (Aussäen) action, you can plant up to a maximum of 3 wood on this card (see picture). The wood is treated the same as sown grain and is harvested during the Field phase.
<i>Gelehrter</i>	<i>Scholar</i>	1+	K	Stone House: Play a Card Each Round 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.
<i>Gerber</i>	<i>Tanner</i>	3+	K	Points for Animal Skins Place wild boar and cattle that you convert into food on this card. At the end of the game, you receive 1/2/3 bonus points for 2/4/6 slaughtered wild boar as well as for 2/3/4 cattle.

German	English	Play	Deck	Effects
<i>Handelsreisender</i>	<i>Travelling Salesman</i>	1+	K	<i>Improvements are easier</i> <i>Whenever you select the "Minor Improvement" (kleine Anschaffung) action on an Action space, you can play a Major instead of a Minor Improvement. If you select the "Major or Minor Improvement" action (große oder kleine Anschaffung), you can play 2 Minor Improvements.</i>
<i>Hausmeier</i>	<i>House Steward</i>	3+	K	<i>3 points for Players with the Most Rooms, Wood when Played</i> <i>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, players with the most rooms in their home each receive 3 bonus points.</i>
<i>Holzlieferant</i>	<i>Wood Deliveryman</i>	1+	K	<i>1 Wood in Rounds 8 to 14</i> <i>Place 1 wood on each space for Rounds 8 to 14.. At the start of these rounds, take the wood.</i>
<i>Holzverteiler</i>	<i>Wood Distributor</i>	1+	K	<i>At the Start of the Work Phase: Place Wood on Other Spaces</i> <i>At the start of the Work phase, you can distribute the wood from the "3 Wood" (3 Holz) Action space evenly onto the neighbouring "Clay" (Lehm), "Reeds" (Schilf) and "Fischfang" (Catch fish) spaces.</i>
<i>Kannengießer</i>	<i>Hand Waterer</i>	3+	K	<i>1 Food per Clay, More with Well</i> <i>With the Hand Waterer you can convert clay into food at any time. You receive 1 food per clay. If any player has built a Well (Brunnen), you receive 3 food for every 2 clay. (This card also applies to the Village Well (Dorfbrunnen).)</i>
<i>Kleinbauer</i>	<i>Smallholder</i>	1+	K	<i>Small Pastures: 3 Animals, 1 or 2 Fields: Sow +1</i> <i>Your pastures that can hold 2 animals can hold 3 animals.</i> <i>While you have at most 2 fields, add 1 extra grain or vegetables when you sow.</i>
<i>Lagerhalter</i>	<i>Store Clerk</i>	4+	K	<i>Big Supply: Extra Resources</i> <i>Whenever you have at least 5 Stone at the start of a round, take 1 extra Stone. With 6 Reeds, take 1 Reeds, with 7 Clay take 1 Clay and with 8 Wood take 1 Wood.</i>
<i>Lagerverwalter</i>	<i>Storehouse Keeper</i>	4+	K	<i>Reeds and Stone: +1 Clay or Grain</i> <i>Whenever you use a person's action to take reeds and stone, you also receive your choice of 1 clay or 1 grain.</i>

German	English	Play	Deck	Effects
<i>Landwirt</i>	<i>Countryman</i>	4+	K	Additional Sowing after Grain/Vegetables After all players have placed their Family members, you may move one of your Family members from a "Take 1 Grain" (1 Getreide nehmen) or "Take 1 Vegetable" (1 Gemüse nehmen) Action space to a free "Sowing" (Aussäen) Action space after you have taken the Grain or Vegetables. (2 Claim markers)
<i>Lehmarbeiter</i>	<i>Clay Worker</i>	1+	K	Wood or Clay: +1 Clay Whenever you use an action to take wood or clay, you also receive 1 additional clay.
<i>Liebhaber</i>	<i>Lover</i>	3+	K	Immediate Family Growth (Familienzuwachs) When you play this card, immediately carry out a "Family growth even without room in the hut or house" (Familienzuwachs auch ohne Platz in Hütte bzw. Haus) action (Similar to the Round card from Stage 5). Playing this card costs you an additional 4 Food.
<i>Marktfrau</i>	<i>Market Woman</i>	1+	K	Take Vegetables: +2 Grain Whenever you receive vegetables through an person's action or through a Minor Improvement, take 2 additional grain.
<i>Pflüger</i>	<i>Ploughman</i>	1+	K	Plough up to 3 Fields for 1 Food Each Add 4, 7 and 10 to the current round and place 1 field on each corresponding Round space. At the start of these rounds, you can plough that field for 1 food.
<i>Reisigbinder</i>	<i>Brushwood Collector</i>	3+	K	Wooden Roof, Cheaper Extension You may replace the required reeds with 1 wood for any renovation or extension. (You use brushwood to make the roof)
<i>Rinderzüchter</i>	<i>Cattle Breeder</i>	4+	K	+1 Cattle, Calf after Round 12 Your cattle also breed at the end of Round 12, if there is place for the calf. When you play this card, you receive 1 cattle.
<i>Samenhändler</i>	<i>Seed Seller</i>	3+	K	Instead of 1 Grain, take 2 Grain Whenever you use the Action space "Take 1 Grain" (1 Getreide nehmen), take 1 additional grain. When you play this card, take 1 grain.

German	English	Play	Deck	Effects
<i>Schafbauer</i>	<i>Sheep Farmer</i>	3+	K	<i>Sheep: Sheep +1, 1 Cattle and 1 Wild boar for 3 Sheep</i> <i>Whenever you take sheep with one of your people, take an additional sheep from the supply. You can exchange 3 sheep for 1 cattle and 1 wild boar at any time (except during the breeding phase).</i>
<i>Schäferknecht</i>	<i>Shepherd Boy</i>	4+	K	<i>Each Round 1 Sheep, with Stone House</i> <i>Once you live in a Stone house, place 1 sheep on each remaining Round space. At the start of these rounds, take the sheep. (If you already live in a stone house, place the sheep immediately.)</i>
<i>Schlachter</i>	<i>Slaughterman</i>	3+	K	<i>Another Player Slaughters: +1 Food</i> <i>Whenever another player converts animals to food, take 1 food from the supply. In the Feeding phase, you are the last player to play. (If you slaughter, you receive no additional food.)</i>
<i>Schnapsbrenner</i>	<i>Schnaps Distiller</i>	1+	K	<i>Harvest: 5 Food from 1 Vegetable</i> <i>In the Feeding phase of each Harvest, the Schnaps Distiller can convert up to 1 vegetable to 5 food.</i>
<i>Schnitzer</i>	<i>Wood Carver</i>	1+	K	<i>Save 1 Wood each Round</i> <i>Each round, either an Improvement, a room of a Wooden hut, a stable or a fence costs you 1 wood less.</i>
<i>Schweineflüsterer</i>	<i>Pig Whisperer</i>	4+	K	<i>3 possible wild boar</i> <i>Add 4, 7 and 10 to the current round and place 1 wild boar on each corresponding Round space. At the start of these rounds, take the wild boar..</i>
<i>Steinklopfer</i>	<i>Stone Breaker</i>	4+	K	<i>Renovate to a Stone House Out of Turn</i> <i>At any time, you can renovate your Clay hut to a Stone house without using the "Renovation" (Renovierung) Action space. (You must still pay the costs of the renovation.)</i>
<i>Tierarzt</i>	<i>Veterinarian</i>	4+	K	<i>Start of Round: Draw an Animal</i> <i>When you play this card, place 4 sheep, 3 wild boar and 2 cattle in a container. At the start of each round, draw two animals. If they are the same, keep one. Return the 1 or 2 animals to the container.</i>
<i>Tierhalter</i>	<i>Animal Handler</i>	4+	K	<i>1 Animal of Each Type for Purchase</i> <i>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.</i>

German	English	Play	Deck	Effects
<i>Tierzähmer</i>	<i>Animal Tamer</i>	1+	K	Keep 1 Animal in Each Room <i>You can keep 1 animal in each room of your home. You may keep more than 1 type of animal in your home.</i>
<i>Tierzüchter</i>	<i>Animal Breeder</i>	4+	K	Fences: Buy an Additional Pair of Animals <i>When 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.</i>
<i>Vorarbeiter</i>	<i>Foreman</i>	4+	K	At the start of the Work Phase: 1 Food on an Action Space <i>At the start of the Work phase, you can place 1 Food from the general supply on an Action space of your choice.</i>
<i>Weber</i>	<i>Weaver</i>	4+	K	2 Sheep in the Farmyard: +1 Food <i>Whenever you have at least 2 sheep at the start of the Work phase, you receive 1 food.</i>
<i>Werkstoffhändler</i>	<i>Resource Seller</i>	1+	K	Take Resources in Turn <i>Pile (from bottom to top) 1 Stone, Clay, Stone, Clay, Reeds, Clay, Wood on this card. Take the top marker when you receive that type of resource.</i>
<i>Zauberer</i>	<i>Magician</i>	4+	K	Travelling Players: +1 Grain and +1 Food for your Last Person <i>Whenever you use your last person to choose the "Travelling Players" (Kleinkunst) action on an Action space, take an additional 1 grain and 1 food.</i>
<i>Zaunaufseher</i>	<i>Fence Overseer</i>	1+	K	Stable: Fence Immediately <i>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.</i>

Minor Improvement cards in German/English

German	English	Deck	Pre-req	Effects
<i>Acker</i>	<i>Field</i>	<i>E</i>		Plough 1 Field 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 his/her hand.
<i>Angel</i>	<i>Fishing Rod</i>	<i>E</i>		Catch Fish: +1 Food, from Round 8 +2 Food Whenever you use the "Catch Fish" (Fischfang) Action space, you receive 1 additional food. From Round 8, you receive 2 additional food.
<i>Axt</i>	<i>Axe</i>	<i>E</i>		Cheaper Wooden Hut Rooms Whenever you add a room to your Wooden hut, you only pay 2 wood and 2 reeds.
<i>Backofen</i>	<i>Baker's oven</i>	<i>E</i>	Return 1 Oven (Ofen) of your choice	Bake: 5 Food Each from Up To 2 Grain Whenever you use the "Bake bread" (Brot backen) 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.
<i>Backtrog</i>	<i>Baking Tray</i>	<i>E</i>		Ovens: Minor Improvements and Cheaper Clay Ovens and Stone Ovens are Minor improvements for you. Clay, Stone and Wooden ovens cost you 1 resource (of your choice) less.
<i>Baumaterial</i>	<i>Building Material</i>	<i>E</i>		1 Wood or 1 Clay Take 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 his/her hand.
<i>Bockmühle</i>	<i>Windmill</i>	<i>E</i>		2 Food from Grain At any time, you can convert grain to 2 food, without having to bake.
<i>Bohnenfeld</i>	<i>Beanfield</i>	<i>E</i>	2 Occupations	Plant Vegetables on this Card When Sowing (Aussäen), you can plant vegetables on this card as though it were a field. (This card does not count as a field when scoring.)
<i>Dreibeinkessel</i>	<i>Gypsy's Crock</i>	<i>E</i>		Convert 2 Goods: +1 Food Take 1 additional food whenever you convert 2 goods to food at one time using a Fireplace (Feuerstelle), Cooking Hearth (Kochstelle) or Cooking Corner (Kochecke).

German	English	Deck	Pre-req	Effects
<i>Einfache Feuerstelle</i>	<i>Simple Fireplace</i>	<i>E</i>		<i>You can exchange goods for food at any time, in the following ratios: Vegetables – 2 food Sheep – 1 food Wild boar – 2 food Cattle – 3 food Whenever you use the “Bake bread” (Brot backen) action, you receive 2 food per grain.</i>
<i>Fachwerkhäus</i>	<i>Half-timbered House</i>	<i>E</i>		<i>Game End: 3 points per Room in Stone House 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.)</i>
<i>Floß</i>	<i>Raft</i>	<i>E</i>		<i>Catch Fish: +1 Food or +1 Reeds Whenever you use the “Catch Fish” (Fischfang) Action space, take an additional 1 food or 1 reeds.</i>
<i>Futtertrog</i>	<i>Manger</i>	<i>E</i>		<i>Game End: Points for Pastures At the end of the game, if your pastures occupy 6/7/8/9+ farmyard spaces, you receive 1/2/3/4 bonus points.</i>
<i>Gehege</i>	<i>Animal Pen</i>	<i>E</i>	<i>4 Occupations</i>	<i>2 Food per Round Place 2 food on each remaining Round space. At the start of each round, you receive the food.</i>
<i>Gewürze</i>	<i>Spices</i>	<i>E</i>		<i>Vegetables: +1 Food Whenever you convert vegetables to food using a Fireplace (Feuerstelle), Cooking Hearth (Kochstelle) or Cooking Corner (Kochecke), take 1 additional food.</i>
<i>Hobel</i>	<i>Plane</i>	<i>E</i>		<i>Cabinetmaker’s, Sawmill, Cabinetmaker: more Food Whenever you turn 1 wood into food using the Cabinetmaker’s (Tischlerei), Sawmill (Holzmanufaktur) or Cabinetmaker (Tischler), you receive 1 additional food. You can choose instead to turn a second wood into exactly 2 food.</i>
<i>Holzofen</i>	<i>Wooden Oven</i>	<i>E</i>		<i>Baking: 3 Food from 1 Grain Whenever you use the “Bake bread” (Brot backen) action, you can use the Wooden Oven to turn any number of grain into 3 food each. When you play this card, you can also take the “Bake bread” action.</i>

German	English	Deck	Pre-req	Effects
<i>Holzpantoffel</i>	<i>Clogs</i>	<i>E</i>		<i>Game end: Points for Clay Hut and Stone House</i> <i>At the end of the game, you receive 1 bonus point for a clay hut, or two for a stone house.</i>
<i>Hornflöte</i>	<i>Shepherd's Pipe</i>	<i>E</i>		<i>Pastures, Stables: hold more Sheep</i> <i>You can hold up to 2 additional sheep on each of the pastures where you keep sheep. In unfenced stables, you can keep up to 2 sheep.</i>
<i>Kanu</i>	<i>Canoe</i>	<i>E</i>	<i>Have 2 Occupations</i>	<i>Catch Fish: +1 Food and +1 Reeds</i> <i>Whenever you use the "Catch Fish" (Fischfang) Action space, you receive an additional 1 food and 1 reeds.</i>
<i>Karpfenteich</i>	<i>Carp Pond</i>	<i>E</i>	<i>2 Occupations and 1 Improvement</i>	<i>1 Food every 2 Rounds</i> <i>Place 1 food on each remaining odd-numbered Round space. At the start of these rounds, take the food.</i>
<i>Kartoffelstecher</i>	<i>Potato Dibber</i>	<i>E</i>		<i>Sow: Vegetable Fields +1</i> <i>Whenever you sow fields with vegetables, place 1 additional vegetable on each newly sown field.</i>
<i>Keramik</i>	<i>Ceramics</i>	<i>E</i>	<i>1 Oven (Ofen)</i>	<i>Pottery Free Minor Improvement, +2 Food</i> <i>When you play this card, you receive 2 food. From now, the Pottery (Töpferei) is a Minor Improvement for you and costs you nothing.</i>
<i>Korb</i>	<i>Basket</i>	<i>E</i>		<i>Wood: 3 Food for 2 Wood</i> <i>Whenever you use a person's action to take wood, you can leave 2 of the wood on the Action space and receive 3 food in exchange.</i>
<i>Kornschaufel</i>	<i>Corn Scoop</i>	<i>E</i>		<i>Take Grain: +1 Grain</i> <i>Whenever you use the "Take 1 grain" (1 Getreide nehmen) Action space, you receive 1 additional grain.</i>
<i>Lehmdach</i>	<i>Clay Roof</i>	<i>E</i>	<i>1 Occupation</i>	<i>Extending and Renovating: Clay instead of Reeds</i> <i>You can replace 1 or 2 reeds with the same amount of clay whenever you extend or renovate your home.</i>
<i>Lehmstake</i>	<i>Clay Supports</i>	<i>E</i>		<i>Cheaper Clay Hut Rooms</i> <i>Whenever you add a room to your clay hut, you can pay 2 clay, 1 wood and 1 reeds instead of 5 clay and 2 reeds.</i>

German	English	Deck	Pre-req	Effects
<i>Marienfigur</i>	<i>Madonna Statue</i>	<i>E</i>	<i>Remove 2 played Improvements</i>	2 Points for 2 Improvements <i>The Madonna Statue has no effect. (You must remove improvements that are on the table in front of you. You may not discard cards from your hand. It is irrelevant whether you remove Major or Minor Improvements.)</i>
<i>Marktstand</i>	<i>Market Stall</i>	<i>E</i>		1 Vegetable <i>When you play this card, you receive 1 vegetable.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Miniweide</i>	<i>Mini Pasture</i>	<i>E</i>		Fence a Single-space Pasture <i>When you play this card, immediately fence one space in your farmyard. (You do not need to pay wood for the fences.)</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Mühlstein</i>	<i>Millstone</i>	<i>E</i>		Baking: +2 Food <i>Whenever you bake 1 or more loaves of bread, take 2 additional food.</i>
<i>Nachbarschaftshilfe</i>	<i>Helpful Neighbours</i>	<i>E</i>		1 Stone or 1 Reeds <i>When you play this card, take either 1 stone or 1 reeds.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Obstbaum</i>	<i>Fruit Tree</i>	<i>E</i>	3 Occupations	1 Food per Round (Rounds 8 to 14) <i>Place 1 food on each remaining Round space for rounds 8 to 14. At the start of these rounds, you receive the food.</i>
<i>Plumpsklo</i>	<i>Outhouse</i>	<i>E</i>		Build this early! <i>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.)</i>
<i>Privatforst</i>	<i>Private Forest</i>	<i>E</i>		1 Wood every two Rounds <i>Place 1 wood on each remaining even-numbered Round space. At the start of these rounds, take the wood.</i>
<i>Sackkarre</i>	<i>Sack Cart</i>	<i>E</i>	2 Occupations	1 Grain, four times <i>Place 1 grain each on the spaces for rounds 5,8,11 and 14. At the start of these rounds, take the grain.</i>

German	English	Deck	Pre-req	Effects
<i>Salatfeld</i>	<i>Lettuce Patch</i>	<i>E</i>	3 Occupations	Valuable Vegetables <i>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. (This card does not count as a field when scoring.)</i>
<i>Schilfteich</i>	<i>Reed Pond</i>	<i>E</i>	3 Occupations	1 Reeds for 3 Rounds <i>Place 1 Reeds each on the next 3 remaining Round spaces. At the start of each round, you receive the reeds.</i>
<i>Schreibpult</i>	<i>Writing Desk</i>	<i>E</i>	2 Occupations	Occupation: Second Occupation for 2 Food <i>Whenever you use an "Occupation" (Ausbildung) Action space, you may play 2 occupations one after another. The second occupation costs you 2 food.</i>
<i>Spachtel</i>	<i>Builder's Trowel</i>	<i>E</i>		Renovate to Clay Hut at any time <i>You can renovate your Wooden hut to a Clay hut at any time, without using the "Renovate" (Renovierung) action. (You must still pay for the Renovation).</i>
<i>Spinnrocken</i>	<i>Spindle</i>	<i>E</i>		Sheep: Food <i>Whenever you have 3 (5) sheep during the Field phase of a Harvest, you receive 1 (2) additional Food.</i>
<i>Stall</i>	<i>Stable</i>	<i>E</i>		Build 1 Stable Cheaply <i>When you play this card, immediately build 1 stable.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Stampfbutterfass</i>	<i>Butter Churn</i>	<i>E</i>		Sheep and Cattle: Food <i>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.</i>
<i>Steinbruch</i>	<i>Quarry</i>	<i>E</i>	4 Occupations	Day Labourer: +3 Stone <i>Whenever you use the "Day Labourer" (Tagelöhner) Action space, you receive an additional 3 stone.</i>
<i>Steinhausanbau</i>	<i>Stone House Extension</i>	<i>E</i>		Extend Stone House Cheaply <i>When you play this card, immediately extend your stone house by 1 room.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>

German	English	Deck	Pre-req	Effects
<i>Steinklaue</i>	<i>Stone Tongs</i>	<i>E</i>		<i>Stone: Stone +1</i> <i>Whenever you use one of the “Stone” (Stein) Action spaces, that become available in Rounds 5-7 and 10-11, you receive 1 additional stone.</i>
<i>Taubenschlag</i>	<i>Dovecote</i>	<i>E</i>		<i>1 Food in Rounds 10 to 14</i> <i>Place 1 Food each on the spaces for rounds 10 to 14. At the start of these rounds, take the food.</i>
<i>Tierhof</i>	<i>Animal Yard</i>	<i>E</i>	<i>1 Occupation</i>	<i>Pasture for Any 2 Animals</i> <i>Place up to two animals of your choice on this card. They need not be the same type of animal. (This card does not count as a Pasture for scoring)</i>
<i>Tränke</i>	<i>Drinking Trough</i>	<i>E</i>		<i>Pastures hold +2 Animals</i> <i>Each Pasture (with or without a stable) can hold up to 2 more animals.</i>
<i>Viehmarkt</i>	<i>Cattle Market</i>	<i>E</i>		<i>1 Cattle</i> <i>When you play this card, take 1 cattle.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand</i>
<i>Wagenpflug</i>	<i>Vehicular Plough</i>	<i>E</i>	<i>3 Occupations</i>	<i>Plough 3 Fields, Twice</i> <i>Twice during the game, when you use either the “Plough Fields” (Acker pflügen) or “Plough Fields and Sow” (Acker pflügen und Aussäen) action, you can plough 3 fields instead of 1.</i>
<i>Wendepflug</i>	<i>Turnwrest Plough</i>	<i>E</i>	<i>2 Occupations</i>	<i>Plough 3 Fields, Once</i> <i>Once during the game, when you use either the “Plough Fields” (Acker pflügen) or “Plough Fields and Sow” (Acker pflügen und Aussäen) action, you can plough 3 fields instead of 1.</i>
<i>Abstechpflug</i>	<i>Breast Plough</i>	<i>I</i>		<i>Plough 2 Fields, Twice</i> <i>Twice during the game, when you use the “Plough field” (Acker pflügen) Action space, you may plough 2 fields instead of 1. This does not apply to the “Plough fields and Sow” (Acker pflügen und Aussäen) Action.</i>
<i>Almosen</i>	<i>Alms</i>	<i>I</i>	<i>No Occupations</i>	<i>1 Food per Completed Round</i> <i>When you play this card, take 1 food for each completed round of the game.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>

German	English	Deck	Pre-req	Effects
<i>Backstube</i>	<i>Baker's Kitchen</i>	<i>1</i>	<i>Return 1 Oven (Ofen) of your choice</i>	<i>Bake: 5 Food Each from Up To 2 Grain</i> <i>Whenever you use the "Bake bread" (Brot backen) action, you can use the Baker's Kitchen to convert up to 2 grain into 5 food each.</i> <i>When you play this card, you can also take the "Bake bread" action.</i>
<i>Dorfbrunnen</i>	<i>Village Well</i>	<i>1</i>	<i>Return Well (Brunnen)</i>	<i>1 Food for 3 Rounds</i> <i>Place 1 food each on the next 3 remaining Round spaces. At the start of these rounds, take the food.</i>
<i>Dreschschlitten</i>	<i>Threshing Board</i>	<i>1</i>	<i>2 Occupations</i>	<i>Plough: Bake Bread</i> <i>Whenever you use the "Plough fields" (Acker pflügen) or "Plough fields and Sow" (Acker pflügen und Aussäen) actions, you can also take the "Bake bread" action.</i>
<i>Egge</i>	<i>Harrow</i>	<i>1</i>		<i>Plough Fields: +1 Field</i> <i>Once during the game, when you use one of the two "Plough fields" (Acker pflügen) Action spaces, you can plough 2 fields instead of 1.</i> <i>Each other player can also do this once during the game, but must pay you 2 food.</i>
<i>Erdbeerbeet</i>	<i>Strawberry Patch</i>	<i>1</i>	<i>2 Vegetable Fields</i>	<i>1 Food for 3 Rounds</i> <i>Place 1 food on each of the next 3 Round spaces. At the start of these rounds, take the food.</i>
<i>Erdstampfer</i>	<i>Punner</i>	<i>1</i>		<i>Other player ploughs with Harrow or Plough: +1 Field</i> <i>Whenever another player uses the Harrow (Egge) or a Plough (-Pflug), you can immediately plough 1 field as well. (If you use the Harrow or a Plough yourself, you do not get any advantage.)</i>
<i>Ferienhütte</i>	<i>Holiday House</i>	<i>1</i>		<i>8 points by not placing people in Round 14</i> <i>In Round 14, you cannot place your People (Prepare to play two Harvests in a row.) Play this card at the latest during Round 13.</i> <i>(Placing this card bans you from placing people in Round 14.)</i>
<i>Gänseteich</i>	<i>Goose Pond</i>	<i>1</i>	<i>3 Occupations</i>	<i>1 Food for 4 Rounds</i> <i>Place 1 food each on the next 4 remaining Round spaces. At the start of these rounds, take the food.</i>

German	English	Deck	Pre-req	Effects
<i>Gast</i>	<i>Guest</i>	<i>1</i>		Extra Person in the next Round When you play this card, you receive a Guest token, which you may place once in the next round as you would a person. After you play this card, pass it to the player on your left, who adds it to his/her hand.
<i>Getreidefuhre</i>	<i>Grain Cart</i>	<i>1</i>	2 Occupations	Take Grain: +2 Grain Whenever you use the "Take Grain" (Getreide nehmen) Action space, take 2 additional grain.
<i>Handmühle</i>	<i>Hand Mill</i>	<i>1</i>		Harvest: Turn Grain into Food 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.
<i>Harke</i>	<i>Rake</i>	<i>1</i>		Game End: 2 Points for Fields At the end of the game, you receive 2 Bonus points if you have at least 5 fields. If you have played a Plough (Pflug), Harrow (Egge), Punner (Erdstampfer) or Yoke (Joch), you require at least 6 fields.
<i>Hirtenstab</i>	<i>Shepherd's Crook</i>	<i>1</i>		Big Pastures: +2 Sheep Whenever you fence a new pasture that covers at least 4 farmyard spaces, take 2 sheep and place them in the new pasture.
<i>Holzacker</i>	<i>Copse</i>	<i>1</i>	1 Occupation	Plant 2 Wood on this Card When you Sow, you can plant up to 2 wood on this card as though you were planting grain in 2 fields. (This card does not count as a field when scoring.)
<i>Holzfuhre</i>	<i>Wood Cart</i>	<i>1</i>		Wood: +2 Wood Whenever you use a person to take wood that is on an Action space, take 2 additional wood.
<i>Holzgarten</i>	<i>Spinney</i>	<i>1</i>	3 Occupations	Other Players' Wood: 1 is For You Whenever another player uses the "3 Wood" (3 Holz) Action space, s/he must give you one of the wood. (This does not apply to the "4 Wood" (4 Holz) Action space in the 5-player game).
<i>Holzhüttenanbau</i>	<i>Wooden Hut Extension</i>	<i>1</i>		Extend Wooden Hut Cheaply 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 his/her hand.

German	English	Deck	Pre-req	Effects
<i>Holzkrän</i>	<i>Wooden Crane</i>	<i>1</i>		Stone: +1 or +2 Stone <i>Whenever you use one of the “Stone” (Stein) Action spaces that are placed in Rounds 5-7 and 10-11, take 1 additional stone. If you pay 1 food, you can take 2 stone instead of 1.</i>
<i>Holzweg</i>	<i>Wooden Path</i>	<i>1</i>		Most Valuable Street: 2 Points <i>The player with the most valuable street receives 2 Bonus points when scoring. (The Paved Road that costs 5 stone is more valuable than the Clay Path that costs 3 clay. And the Clay path is more valuable than this Wooden Path.)</i>
<i>Hühnerstall</i>	<i>Chicken Coop</i>	<i>1</i>		1 Food for 8 Rounds <i>Place 1 food each on the next 8 remaining Round spaces. At the start of these rounds, take the food.</i>
<i>Kochecke</i>	<i>Cooking Corner</i>	<i>1</i>	<i>Return Cooking Hearth (Kochstelle)</i>	You can change goods to food at any time, in the following ratios: <i>Vegetables – 4 food</i> <i>Sheep – 2 food</i> <i>Wild boar – 3 food</i> <i>Cattle – 4 food</i> <i>Whenever you use the “Bake bread” (Brot backen) action, you receive 3 food per grain.</i>
<i>Korndarre</i>	<i>Corn Storehouse</i>	<i>1</i>		Field phase: Sow Grain <i>Whenever you have empty fields after the Field phase of the Harvest, you can sow grain in them. Place 1 fewer grain on these fields.</i>
<i>Krug</i>	<i>Flagon</i>	<i>1</i>		Well: Food <i>Whenever the Well is built or upgraded to a Village Well, the other players receive 1 food each and you receive 4 food. (If the Well has already been built, everyone receives the food when the Flagon is played.)</i>
<i>Lasso</i>	<i>Lasso</i>	<i>1</i>		Sheep, Wild Boar, Cattle: Place a second Person <i>You can place two people immediately after one another, if at least one of them uses a “Wild Boar”, “Cattle” or “Sheep” Action space. (This does not apply to the “Either 1 Sheep and 1 Food or 1 Wild Boar ...” Action space from the 5-player game.)</i>

German	English	Deck	Pre-req	Effects
Lehmzufahrt	Clay Path	1		<p>Most Valuable Street: 2 Points</p> <p>The player with the most valuable street receives 2 Bonus points when scoring. (The Paved Road that costs 5 stone is more valuable than this Clay Path. And the Clay Path is more valuable than the Wooden Path that costs 1 Wood.)</p>
Lehnbeet	Planter Box	1		<p>Sowing: +2 Grain, +1 Vegetable if Field is beside hut</p> <p>Whenever you sow, each newly planted field that is orthogonally adjacent to a room in your home gets an additional 2 grain or 1 vegetable.</p>
Leiter	Ladder	1		<p>Extending and Renovating: -1 Reeds</p> <p>You need 1 less reeds to extend or renovate your home or to build the Water Mill (Wassermühle), Half-Timbered House (Fachwerkhaus), Chicken Coop (Hühnerstall), Holiday Home (Ferienhütte), Mansion (Villa) or Corn Storehouse (Korndarre).</p>
Mist	Manure	1	2 Animals	<p>Harvest at the End of Each Round</p> <p>You can take 1 grain/1 vegetables from each of your fields at the end of each round, even if it does not end with a Harvest. (If you harvest, you must harvest all your fields.)</p>
Molkerei	Milking Shed	1		<p>Sheep and Cattle: Food</p> <p>In each Harvest, at the beginning of the Field phase, count the number of sheep and cattle on all the players' farmyards. Take 1 food for each fifth sheep and for each third cattle.</p>
Pflasterauffahrt	Paved Road	1		<p>Most Valuable Street: 2 Points</p> <p>The player with the most valuable street receives 2 Bonus points when scoring. (This Paved Road is more valuable than the Clay Path that costs 3 clay. And the Clay Path is more valuable than the Wooden Path that costs 1 wood.)</p>
Reuse	Fish Trap	1		<p>Catch Fish or Reeds: +1 Food</p> <p>Whenever you use the "Catch Fish" (Fischfang) Action space or receive reeds from an Action space, you receive 1 additional food.</p>
Schilftausch	Reed Exchange	1		<p>2 Reeds</p> <p>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 his/her hand.</p>

German	English	Deck	Pre-req	Effects
<i>Schlachthof</i>	<i>Slaughterhouse</i>	<i>I</i>		<i>Another Player Slaughters: +1 Food</i> <i>Whenever another player turns 1 or more animals into food, take 1 food from the supply. During the Feeding phase of the Harvest, you are the last player to take a turn. (If you slaughter, you receive no advantage.)</i>
<i>Schnapsbrennerei</i>	<i>Schnaps Distillery</i>	<i>I</i>		<i>Harvest: 4 Food from Vegetable</i> <i>Game End: Bonus Points</i> <i>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.</i>
<i>Strohdach</i>	<i>Thatched Roof</i>	<i>I</i>	<i>3 Grain fields</i>	<i>Extending and Renovating: No Reeds</i> <i>You no longer need reeds when you extend or renovate your home.</i>
<i>Taverne</i>	<i>Tavern</i>	<i>I</i>		<i>Action space: 3 Food</i> <i>The Tavern is an additional Action space. Whenever another player uses it, s/he receives 3 food. Whenever you use it, you can choose either to take 3 food or to score 2 bonus points. (If another player uses the Tavern, you do not take anything from it.)</i>
<i>Tierfutter</i>	<i>Animal Feed</i>	<i>I</i>	<i>4 planted fields</i>	<i>Game End: Animal types that you own, +1</i> <i>Immediately before scoring, take 1 additional animal of each type that you already have. (This does not apply to the House Goat (Hausziege) and the Horse (Pferd).)</i>
<i>Tiergarten</i>	<i>Wildlife Reserve</i>	<i>I</i>	<i>2 Occupations</i>	<i>Pasture for 1 Sheep, 1 Wild Boar and 1 Cattle</i> <i>This card can hold up to 1 sheep, 1 wild boar and 1 cattle. (This card does not count as a pasture when scoring.)</i>
<i>Wassermühle</i>	<i>Water Mill</i>	<i>I</i>		<i>Harvest: 3 Food from Grain</i> <i>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.</i>
<i>Wochenmarkt</i>	<i>Weekly Market</i>	<i>I</i>		<i>2 Vegetables</i> <i>When you play this card, you receive 2 vegetables.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Ackerfläche</i>	<i>Acreage</i>	<i>K</i>	<i>1 Occupation</i>	<i>Plant 2 Grain on this Card</i> <i>When you Sow, you can plant 2 grain fields on this card. (This card does not count as a field when scoring.)</i>

German	English	Deck	Pre-req	Effects
<i>Backhaus</i>	<i>Bakehouse</i>	<i>K</i>	<i>Return 1 Oven (Ofen) of your choice</i>	<i>Bake: 5 Food each from up to 2 Grain</i> <i>Whenever you use the “Bake bread” (Brot backen) action, you can use the Bakehouse to convert up to 2 grain into 5 food each. When you play this card, you can also take the “Bake bread” action.</i>
<i>Bauholz</i>	<i>Lumber</i>	<i>K</i>		<i>3 Wood</i> <i>When you play this card, you receive 3 wood.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Bienenstock</i>	<i>Beehive</i>	<i>K</i>	<i>2 Improvements and 3 Occupations</i>	<i>2 Food every 2nd Round</i> <i>Place 2 Food on each remaining even-numbered Round space. At the start of these rounds, you take the food.</i>
<i>Bratspieß</i>	<i>Spit Roast</i>	<i>K</i>		<i>Feeding phase: +1 Food from Animals</i> <i>Whenever you convert at least 1 animal to food during the Feeding phase of the Harvest, take 1 additional food.</i>
<i>Brauerei</i>	<i>Brewery</i>	<i>K</i>		<i>Harvest: 3 Food from Grain, Game End: Bonus Point</i> <i>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.</i>
<i>Brotchieber</i>	<i>Bread Paddle</i>	<i>K</i>		<i>Occupation: Bake bread</i> <i>Whenever you play an Occupation, you may also take the “Bake bread” action.</i>
<i>Bücherregal</i>	<i>Bookshelf</i>	<i>K</i>		<i>Additional Occupation: +3 Food</i> <i>Whenever you play 1 Occupation, take 3 Food before you pay the costs of the Occupation.</i>
<i>Dreschflegel</i>	<i>Flail</i>	<i>K</i>	<i>1 Occupation</i>	<i>Plough: Bake bread</i> <i>Whenever you use the “Acker pflügen” (Plough fields) or “Plough fields and sow” (Acker pflügen und Aussäen) actions, you can also take the “Bake bread” action.</i>
<i>Ententeich</i>	<i>Duck Pond</i>	<i>K</i>	<i>2 Occupations</i>	<i>1 Food for 3 Rounds</i> <i>Place 1 food on each of the next 3 Round spaces. At the start of these rounds, take the food.</i>

German	English	Deck	Pre-req	Effects
<i>Furchenpflug</i>	<i>Furrowing Plough</i>	K	3 <i>Occupations</i>	<i>Plough 3 Fields, Twice</i> <i>Twice during the game, when you use the “Plough Fields” (Acker pflügen) Action space, you can plough 3 fields instead of 1. The Furrowing Plough cannot be used with the “Plough Fields and Sow” (Acker pflügen und Aussäen) action.</i>
<i>Getreidespeicher</i>	<i>Granary</i>	K		<i>1 Grain, 3 Times</i> <i>Place 1 grain each on the spaces for rounds 8, 10 and 12. At the start of these rounds, you receive the grain.</i>
<i>Gewächshaus</i>	<i>Greenhouse</i>	K	1 <i>Occupation</i>	<i>1 Vegetable for 1 Food, Twice</i> <i>Add 4 and 7 to the current round and place 1 vegetable on each corresponding Round space. At the start of these rounds, you can pay 1 food to take the vegetable.</i>
<i>Gülle</i>	<i>Liquid Fertiliser</i>	K	4 <i>animals</i>	<i>Sow: +1 Goods</i> <i>Whenever you sow, place 1 additional grain or vegetable on each newly planted field.</i>
<i>Hakenpflug</i>	<i>Hook Plough</i>	K		<i>Plough 3 Fields, Once</i> <i>Once during the game, when you use the “Plough fields” (Acker pflügen) Action space, you can plough 3 fields instead of 1. This does not apply to the “Plough fields and Sow” (Acker pflügen und Aussäen) Action space.</i>
<i>Hausziege</i>	<i>House Goat</i>	K		<i>Feeding phase: +1 Food</i> <i>In each Feeding phase, you receive 1 food. Apart from the goat, you cannot hold any other animal in your home. (Even if you have the Animal tamer (Tierzähmer).)</i>
<i>Holzbock</i>	<i>Sawhorse</i>	K		<i>Free Stable and Fences</i> <i>The next stable you place in your farmyard, as well as your 3rd, 6th, 9th, 12th and 15th fence, costs you nothing.</i>
<i>Holzmanufaktur</i>	<i>Sawmill</i>	K	<i>Return Cabinet maker’s</i>	<i>Harvest: 3 Food from 1 Wood</i> <i>End of Game: Points for Wood</i> <i>In each Harvest, you may convert up to 1 wood to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 wood. (A repurchased Cabinet maker’s does not give any additional Victory Points)</i>
<i>Holzschatulle</i>	<i>Wooden Strong-box</i>	K		<i>Game End: 2 (4) Points for 5 (6+) Rooms</i> <i>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.</i>

German	English	Deck	Pre-req	Effects
Joch	Yoke	K	1 Cattle	<i>Plough 1 Field per Plough (-Pflug) and Harrow (Egge)</i> <i>When you play this card, you can immediately plough 1 field for each Plough or Harrow that has been played (by any player).</i>
Kehrbesen	Broom	K		7 new Improvements, play 1 <i>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.)</i>
Kescher	Landing Net	K		Reeds: +2 Food or +1 Food <i>Whenever you receive reeds on an Action space, you receive an additional 2 food. This is reduced to 1 food if you receive other goods as well as reeds. (In a 4 or 5 player game, a player can receive stone and food or wood as well as reeds on one Action space.)</i>
Klapper	Clapper	K		Offspring: 1 Grain on Grain Fields <i>Whenever you use a "Family growth" Action space (or already have a person on the space when you play the Clapper), place 1 additional grain on any of your fields that already contains at least 1 grain.</i>
Kochstelle	Cooking Hearth	K	Return 1 Fireplace (Feuerstelle)	<i>You can change goods to food at any time, in the following ratios:</i> <i>Vegetables – 3 food</i> <i>Sheep – 2 food</i> <i>Wild boar – 3 food</i> <i>Cattle – 4 food</i> <i>Whenever you use the "Bake bread" (Brot backen) action, you receive 3 food per grain.</i>
Korngarbe	Corn Sheaf	K		1 Grain <i>When you play this card, take 1 grain.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
Kräutergarten	Herb Garden	K	1 Vegetable field	For 5 Rounds, 1 Food <i>Place 1 food on each of the next 5 Round spaces. At the start of each round, take the food.</i>

German	English	Deck	Pre-req	Effects
<i>Lehmgrube</i>	<i>Clay Pit</i>	<i>K</i>	<i>3 Occupations</i>	<i>Day Labourer: +3 Clay</i> <i>Whenever you use the “Day Labourer” (Tagelöhner) Action space, take 3 additional clay.</i>
<i>Lehmhüttenanbau</i>	<i>Clay Hut Extension</i>	<i>K</i>		<i>Extend Clay Hut Cheaply</i> <i>When you play this card, immediately extend your Clay hut by 1 room.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Melkschemel</i>	<i>Milking Stool</i>	<i>K</i>		<i>Cattle: Food</i> <i>Game End: Points for Cattle</i> <i>Whenever you have 1/3/5 cattle during the Field phase of a Harvest, take 1/2/3 food. At the end of the game, you receive 1 bonus point for every 2 cattle.</i>
<i>Ochsengespann</i>	<i>Ox Harness</i>	<i>K</i>	<i>2 Cattle</i>	<i>Plough up to 3 Fields</i> <i>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.</i>
<i>Pferd</i>	<i>Horse</i>	<i>K</i>		<i>Game End: Replaces Missing Animal</i> <i>At the end of the game, the horse replaces one missing type of animal. (You receive one point instead of losing one.)</i>
<i>Reisigdach</i>	<i>Brushwood Roof</i>	<i>K</i>	<i>2 Occupations</i>	<i>Extending and Renovating: Wood replaces Reeds</i> <i>Whenever you extend or renovate your home, you can replace 1 or 2 reeds with the same amount of wood.</i>
<i>Rübenacker</i>	<i>Turnip Field</i>	<i>K</i>	<i>3 Occupations</i>	<i>Plant Vegetables on this Card</i> <i>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 the “Sow” action. (This card does not count as a field when scoring.)</i>
<i>Schilfhütte</i>	<i>Reed Hut</i>	<i>K</i>		<i>Additional Person</i> <i>Place one family member token that you have not yet brought into the game onto this card, which it will live on for the rest of the game. It can be used to take actions and must be fed, but is not worth any points. (You can move this person into your home later, using a “Family growth” action.)</i>

German	English	Deck	Pre-req	Effects
<i>Schlafecke</i>	<i>Sleeping Corner</i>	<i>K</i>	<i>2 Grain fields</i>	<i>Family Growth: Always Possible</i> <i>You can use any "Family Growth" Action space, even if another player has already placed a person there.</i>
<i>Schwanensee</i>	<i>Swan Lake</i>	<i>K</i>	<i>4 Occupations</i>	<i>1 Food for 5 Rounds</i> <i>Place 1 food each on the next 5 remaining Round spaces. At the start of these rounds, take the food.</i>
<i>Schweinezucht</i>	<i>Boar breeding</i>	<i>K</i>		<i>1 Wild Boar</i> <i>When you play this card, take 1 wild boar.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Steinkarre</i>	<i>Stone Cart</i>	<i>K</i>	<i>2 Occupations</i>	<i>1 Stone every 2nd Round</i> <i>Place 1 stone on all remaining even-numbered Round spaces. At the start of these rounds, you take the stone.</i>
<i>Steintausch</i>	<i>Stone Exchange</i>	<i>K</i>		<i>2 Stone</i> <i>When you play this card, take 2 stone.</i> <i>After you play this card, pass it to the player on your left, who adds it to his/her hand.</i>
<i>Villa</i>	<i>Mansion</i>	<i>K</i>		<i>Game end: 4 points per Room in Stone House</i> <i>At the end of the game, you receive 2 bonus points for each room in your Stone house. (In total, you receive 4 instead of 2 points per room.)</i>
<i>Waldweide</i>	<i>Forest Pasture</i>	<i>K</i>	<i>3 Occupations</i>	<i>Pasture for Wild Boar</i> <i>This card can hold an unlimited number of Wild Boar. (This card does not count as a pasture when scoring.)</i>
<i>Webstuhl</i>	<i>Loom</i>	<i>K</i>		<i>Sheep: Food</i> <i>Game End: Points for Sheep</i> <i>Whenever you have 1/4/7 sheep during the Field phase of a Harvest, take 1/2/3 food. At the end of the game, you receive 1 bonus point for every 3 sheep.</i>

Major Improvement cards in German / English

German	English	Req	Effects
<i>Brunnen</i>	<i>Well</i>		<p>1 Food for 5 Rounds</p> <p>Place 1 food each on the next 5 Round spaces. At the start of these rounds, take the food.</p>
<i>Feuerstelle</i>	<i>Fireplace</i>		<p>At any time, you may exchange goods for food in the following ratios:</p> <p>Vegetables – 2 Food Sheep – 2 Food Wild boar – 2 Food Cattle – 3 Food</p> <p>Whenever you use the “Bake bread” (Brot backen) action, you receive 3 Food per grain.</p>
<i>Feuerstelle</i>	<i>Fireplace</i>		<p>At any time, you may exchange goods for food in the following ratios:</p> <p>Vegetables – 2 Food Sheep – 2 Food Wild boar – 2 Food Cattle – 3 Food</p> <p>Whenever you use the “Bake bread” (Brot backen) action, you receive 3 Food per grain.</p>
<i>Kochstelle</i>	<i>Cooking Hearth</i>	Return Fireplace (Feuerstelle) or	<p>At any time, you may exchange goods for food in the following ratios:</p> <p>Vegetables – 3 Food Sheep – 2 Food Wild boar – 3 Food Cattle – 4 Food</p> <p>Whenever you use the “Bake bread” (Brot backen) action, you receive 3 Food per grain.</p>
<i>Kochstelle</i>	<i>Cooking Hearth</i>	Return Fireplace (Feuerstelle) or	<p>At any time, you may exchange goods for food in the following ratios:</p> <p>Vegetables – 3 Food Sheep – 2 Food Wild boar – 3 Food Cattle – 4 Food</p> <p>Whenever you use the “Bake bread” (Brot backen) action, you receive 3 Food per grain.</p>
<i>Korbflechtere</i>	<i>Basket Weaver’s</i>		<p>Harvest: 3 Food from 1 Reeds End of Game: Points for Reeds</p> <p>In each Harvest, you can use the Basket Weaver’s to convert at most 1 reeds to 3 food. At the end of the game, you receive 1/2/3 bonus points for 2/4/5 reeds.</p>
<i>Lehmofen</i>	<i>Clay Oven</i>		<p>Baking: 5 Food from max. 1 Grain</p>

German	English	Req	Effects
			<i>Whenever you use the “Bake bread” (Brot backen) action, you can turn at most 1 grain into 5 food. When you take this card, you can immediately use the “Bake bread” action.</i>
<i>Steinofen</i>	<i>Stone Oven</i>		<i>Baking: 4 Food each from up to 2 Grain Whenever you use the “Bake bread” (Brot backen) action, you can turn up to 2 grain into 4 food each. When you take this card, you can immediately use the “Bake bread” action.</i>
<i>Tischlerei</i>	<i>Cabinetmaker’s</i>		<i>Harvest: 2 Food from 1 Wood End of Game: Points for Wood In each Harvest, you can use the Cabinetmaker’s to convert at most 1 wood to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 wood.</i>
<i>Töpferei</i>	<i>Pottery</i>		<i>Harvest: 2 Food from 1 Clay End of Game: Points for Clay In each Harvest, you can use the Pottery to convert at most 1 clay to 2 food. At the end of the game, you receive 1/2/3 bonus points for 3/5/7 clay.</i>