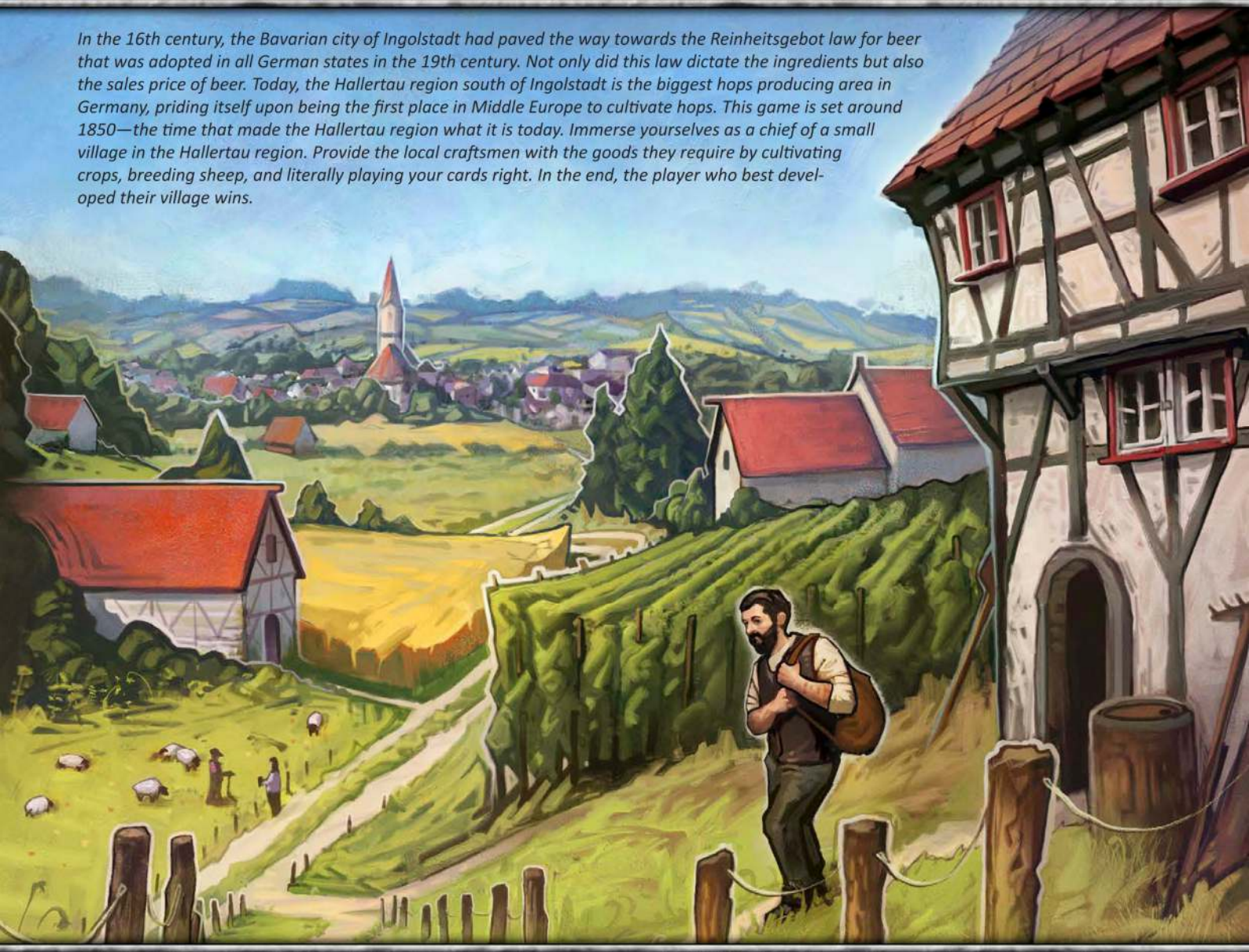
Uwe Rosenberg

Hallertau

A game for 1-4 players ages 12 and up • Playing time: 50-140 minutes

In the 16th century, the Bavarian city of Ingolstadt had paved the way towards the Reinheitsgebot law for beer that was adopted in all German states in the 19th century. Not only did this law dictate the ingredients but also the sales price of beer. Today, the Hallertau region south of Ingolstadt is the biggest hops producing area in Germany, priding itself upon being the first place in Middle Europe to cultivate hops. This game is set around 1850—the time that made the Hallertau region what it is today. Immerse yourselves as a chief of a small village in the Hallertau region. Provide the local craftsmen with the goods they require by cultivating crops, breeding sheep, and literally playing your cards right. In the end, the player who best developed their village wins.



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RECOMMENDED CARD SLEEVES
7 PACKS
RUBY
GAMEGENIC

Many thanks to publishers 2F and Hans im Glück for their friendly approval to re-use shapes from their games in this one. The barley and hops shapes were originally used in "Fürstenfeld" by 2F, the meat shape in "Paleo" by Hans im Glück. We would also like to thank all play-testers and proof-readers, especially Dale Yu and Tony Boydell, for their amazing support!

Components

General Components



28 Field tiles



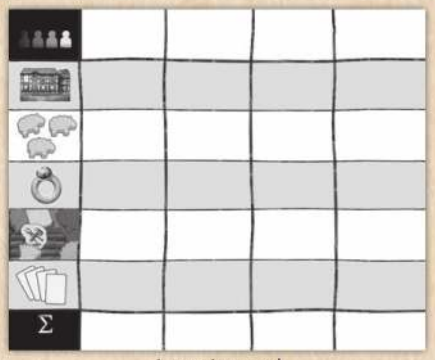
40 Tool tokens



1 first player token
(+3 extra)

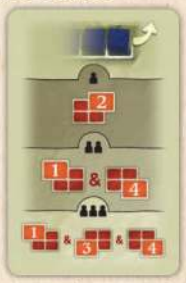


1 action board *(folded)*



1 scoring pad

336 Cards



6 Quadrant cards
(only used with 1-3 players)



4 decks of
30 Gateway cards each



4 decks of
35 Farmyard cards each



1 deck of
45 Bonus cards



1 deck of
25 Point cards

Wooden Components



80 Worker cubes



30 Sheep tokens



20 Flax indicators



20 Barley indicators



20 Hops indicators



20 Rye indicators



16 Clay indicators



12 Hides indicators



12 Meat indicators



12 Milk indicators



12 Wool indicators

Player Components

One set per player comprising:



1 Field board



1 Stable board



5 different Craft Building tiles



1 overview tile



1 Jewel Box tile



1 Jewelry token
(ring-shaped)



10 Boulder tokens



1 Community Center board *(folded)*



1 Community Center tile

Overview

Before you dive into the rules, have a look at the core mechanics and what you will be doing to achieve victory.
You may choose to skip this section—all of the information on this page will be explained later.

Your goal is to score as many points as possible over the course of six Rounds. Most of your score will come from the following two sources.

Moving the Community Center

A lot of effort will go into developing your little village by investing in the local crafts. Providing the Goods they need [1], you can move the crafts to the right. The Community Center will follow when all Craft Buildings have moved, opening the view on the developed village. At the start, this will increase your supply of Workers; later, it will be worth Victory Points [2]. The investments required increase as the game progresses [3] and, to make things more difficult, the game puts literal obstacles in your way [4]! Jewelry [5] helps dealing with the former; Tools [6] help dealing with the latter problem.





Playing Cards

You start the game with a small hand of five cards. Some cards require you just have something [1]; others have a cost to play them [2]. Some provide resources or useful one-time effects and let you draw even more cards [3]; others provide income and Victory Points [4]. The most curious thing about cards in this game is that you can play them literally at any time!



Supplying the crafts requires a lot of Goods, most prominently Animal Products and Crops.

Breeding Sheep



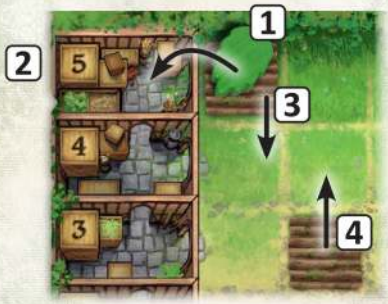
An efficient way to acquire large amounts of Animal Products is breeding Sheep: they provide Milk every Round; you can shear them for Wool, or exchange them for Meat and Hides. The importance of Sheep is stressed by the fact that each player has an entire board dedicated to them. When you get a new Sheep, you must place it on a Farmyard card [1]. This will inevitably set a clock for it: after three Rounds, the Sheep will die of natural causes [2]. There are ways to prolong a Sheep's life [3] and, once it is in the Stables [4], it is safe and worth Victory Points.





Cultivating Crops

An efficient way to acquire large amounts of Crops is agriculture, based on a two-field rotation system: You can sow Crops in Fields [1] to yield up to 5 times the amount of Crops invested [2]. This will decrease the Field's efficiency [3]; laying Fields fallow will increase it [4]. The more Fields you have on your Field board, the better you can use Crop rotation to your advantage.



Managing a village, albeit a small one, requires a lot of work.

Worker Placement

The action board features 20 action spaces, most of which let you place 1-3 Workers [1] there to use them. The more players are interested in a particular action space, the more expensive taking that action will get—even in future Rounds, as action spaces are not cleared completely. At the start, your workforce comprises merely 6 Workers [2] but, by progressing your Community Center, you can increase that number up to 12 Workers. Beside taking actions on the action board, occasionally, you will need your Workers to make Tools.





Common Display

1 Place the **action board** in the center of the playing area.

2 Prepare the **cards**:

- Select one of the four decks of **Gateway cards** and also one of the four decks of **Farmyard cards**. *(You can tell the decks apart by the nuances in the illustration on the reverse side and also by the card number on the front. The first digit of the card number is also the deck number: Gateway cards have deck numbers 0-3; Farmyard cards have deck numbers 4-7.)*

  Tip: For your first game, we recommend you use the Beginner deck *(numbered 001-030)* and the Hops deck *(numbered 401-435)*, respectively.

- Shuffle the **Bonus and Point cards** as well as the selected **Gateway and Farmyard cards** separately and place the individual decks **face down** on the designated spaces of the action board *(one in each corner)*: Gateway cards—top left, Farmyard cards—top right, Bonus cards—bottom left, Point cards—bottom right.

3 **Only in games with 1-3 players:** Shuffle the **Quadrant cards** and place them in a face-down stack next to the action board. *(In a 4-player game, leave the Quadrant cards in the game box—you will not need them.)*

4 Place **1 Worker** in the bottom row of each action space on the action board.

Tip: You should combine this step with Phase 1 of Round 1:

- In a 4-player game, do not place any Workers on the action board at all.
- With 1-3 players, draw a Quadrant card and place Workers **only** in the Quadrants **not** listed on the drawn Quadrant card. *(Afterward, remove that Quadrant card from play.)*

Then, in either case, skip Phase 1 of Round 1.

5 Place the **Fields, Goods, Sheep, Tools**, and the remaining **Workers** near the action board; this is considered the **general supply**.







Personal Display

Each player carries out the following steps:

1. Take one set of player components and place the **Community Center board, Field board, Stable board, Jewel Box tile**, and **overview tile** in front of you. *(It does not matter how you arrange these. During the course of the game, you will be handling the Field board the most.)*

2. Place the **Community Center** tile on top of your Community Center board so that the number "6" is visible in the little window.

3. Place the **Craft Buildings** immediately to the right of the Community Center tile—one in each row. The order of Craft Buildings does not matter but we recommend you place them as follows *(from top to bottom)*: Carpentry, Brewhouse, Cooling House, Bakehouse, Manufacture.

4. In each row of Craft Buildings, place **2 Boulders** as follows: one Boulder 2 spaces to the right and another Boulder 4 spaces to the right of the Craft Building. *(In other words, in each row, there is exactly one empty space between the Craft Building and the first Boulder and exactly one empty space between the two Boulders.)*

5. Take **3 Fields** from the general supply and place them on the marked spaces of your Field board.



6. Take **1 Barley, 1 Flax**, and **1 Rye** indicator from the general supply and place them on the **"1" supply space** of your Field board *(i.e., the large space at the bottom of the Field board)*.

7. Draw **6 Farmyard cards** from the deck on the action board and, **without looking at them**, place them **face down** on the six spaces of your Stable board—one in each space. *(Do not worry that the cards cover useful information. They will be removed one by one from the Stable board during the course of the game, revealing the relevant information when it is needed.)*

8. Place the **Jewelry token** on the "0" space of your **Jewel Box tile**. *(The Jewelry token is designed so that you can see the number through the ring.)*

9. Draw **4 Gateway cards** and **1 Point card** from the respective decks on the action board and take them **into your hand**.

Finally, randomly determine the **first player** and give them the **first player token**.

Note: Due to technical reasons, there are four first player markers but only one is needed; dispose of the other three.

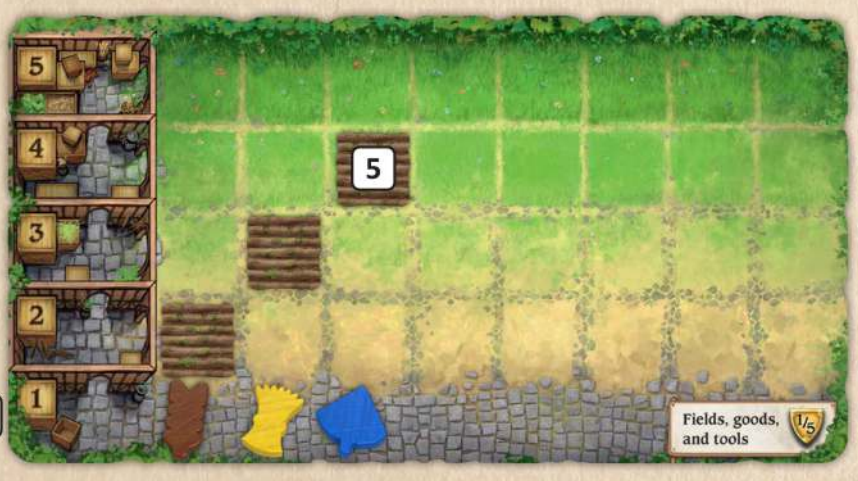


1









6



Resources

Note: Most of this game revolves around gaining and spending resources. You will have a better understanding of what is going on in this game, if you learn about the different types of resources first. This is not just an overview—these are the actual rules governing resources.

"**Resource**" is the collective term for everything you can gain in this game: **cards, Fields, Goods, Jewelry, Sheep**, and **Tools**. There are nine types of Goods: **Barley, Flax, Hops**, and **Rye**, collectively called "**Crops**" *(because you can plant them in Fields)*; **Hides, Meat, Milk**, and **Wool**, collectively called "**Animal Products**" *(because you can gain these from breeding Sheep)*; and **Clay**.

Cards



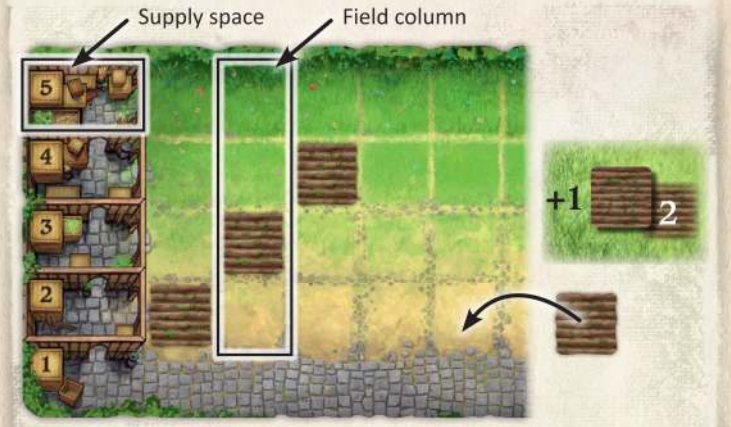
When **gaining** a card, draw it from the appropriate deck on the action board and add it to your hand. There is no limit to the number of cards you can have in hand.

When **spending** a card, remove it from play. *(Do not return it to the action board.)*

Fields

Aside from the supply spaces for Goods *(see below)*, the Field board also features **eight columns** for Fields, each spanning over **four rows**: 2, 3, 4, and 5, as indicated by the numbers on the supply spaces. *(Row 1 can never contain Fields.)*

When **gaining** a new Field, take it from the general supply and place it in an **empty column** of your Field board *(i.e., a column not containing a Field)*, in the **row** specified by the action or card providing the Field. It does not matter which empty column you choose. You may not place more than 1 Field in a column; consequently, you can have **at most 8 Fields** at the same time.



Example: *You start the game with 3 Fields, one each in rows 2, 3, and 4. The icon on the right tells you to place a new Field into row 2. You can place it in any of the five remaining columns.*

Note: A common mistake is to count rows 3, 4, and 5 as 2, 3, and 4, respectively. For instance, row 3 is actually the 2nd row in which you can place Fields *(because you cannot place Fields in the "1" supply space)*, but it is still considered row 3, not row 2. Just look at the numbers printed on the supply spaces.

When **spending** a Field, take it from anywhere on your Field board and return it to the general supply. If the Field to be removed is planted *(see "Sow Action" on page 8)*, you must also return the planted Good to the general supply *(without compensation)*.

Goods

Use the **Goods indicators** to keep track of your supply of Goods:

- When **gaining** a Good, take a corresponding Goods indicator from the general supply and place it on the **supply space** of your Field board matching the amount you got. Alternatively, you can move an existing Goods indicator of that type up by an according number of spaces *(see also "Reorganizing Goods" on page 11)*. If you have **more than 5 units** of any particular Good, simply use multiple Goods indicators of that type.
- When **spending** a Good, move the corresponding Goods indicator down accordingly or remove it from your Field board altogether *(returning it to the general supply)*.

There is **no limit** to the number of Goods you can have.



Example: *You have 4 Clay in your supply already when gaining another 3 Clay from an action. You can simply place another Clay indicator on the "3" supply space, or you can move the existing Clay indicator to "5" and place a new one on "2". In any case, you now have 7 Clay total.*

Jewelry

When gaining or spending Jewelry, move the **Jewelry token** in your Jewel Box accordingly. You can have **at most 10 Jewelry** at the same time.



Example: *You have just gained 1 Jewelry.*

Sheep

- When **gaining** Sheep **in Rounds 1, 2, and 3,** take them from the general supply and place them **on the Farmyard card** immediately **below the current Round space**. Unless you take the appropriate measures, the Sheep will die of natural causes at the start of Rounds 4, 5, and 6, respectively. *(See "Phase 2" on page 7 and "Life-Sustaining Action" on page 8 for details.)*
- When **gaining** Sheep **in Rounds 4, 5, and 6**, take them from the general supply and place them **in the Stables**. Sheep that are in the Stables will not die of natural causes *(for the rest of the game)*.

When **spending** Sheep, take them from anywhere on your Stable board—from a Farmyard card or from the Stables—and return them to the general supply.



Example: *The arrow between the Round spaces reminds you that Sheep gained in Round 1 go onto the card of Round 4.*



Example: *The arrow between the Round space and the Stables reminds you that Sheep gained in Round 4 go into the Stables.*

Tools

When **gaining** Tools, take them from the general supply and place them in front of you, preferably below the Community Center board.

When **spending** Tools, return them to the general supply.



- It is **not allowed** to simply discard a resource, i.e., return it to the general supply of your own volition. *(There are some cards that require you have a maximum amount of something—which might make you want to discard resources, but you may not.)*
- Fields, Goods, Sheep, and Tools are supposed to be in unlimited supply. If you ever run out of any of these, please improvise. When a deck runs out of cards, you cannot draw any more of these cards. *(You may **not** instead take cards from a different deck.)*

Course of Play

The game is played over the course of 6 Rounds, each comprising 10 Phases played in the following order:

1. Remove Workers
2. New Workers
3. Income
4. Actions
5. New Card
6. Fallow Fields
7. Harvest
8. Milking
9. Progress
10. Boulders

Almost all Phases can be played simultaneously because they constitute just maintenance. The two highlighted Phases *(Actions and Progress)* are the ones in which you will be making meaningful decisions.

Phase 1: Remove Workers

- In a **4-player** game, remove **only** the topmost row of Workers from each action space on the **entire** action board.
- In games with **1-3 players**, draw a **Quadrant card** from the stack, turn it face up, and find the information relevant to your player count. Then remove **only** the topmost row of Workers from each action space **in the Quadrant(s) listed on the Quadrant card**. Finally, remove that Quadrant card from play.

  Note: In solo and 3-player games, you may need to determine the affected Quadrant randomly *(indicated by a question mark)*, e.g., by tossing a coin or rolling a die *(not included)*.

In either case, return the removed Workers to the general supply.



Example: *The action space on the left is completely filled with Workers so you remove the top row containing 3 Workers, leaving the remaining 3 Workers in the bottom two rows intact. The action space on the right has only one Worker, which is being removed, thus, clearing the action space.*

Tip: In the first Round, you should combine this Phase with setup.

Phase 2: New Workers

Each player carries out the following three steps:

1. Move the **Farmyard card** on the current Round space off to the side of the Stable board, **keeping it face down.** *(From left to right, the top row contains Round spaces 1-3, the bottom row 4-6.)* This will reveal the current Round number along with essential information for Phase 9. *(You can always tell in which Round you are by the highest uncovered Round number on your Stable board.)*



Example: *In the first Round, remove the Farmyard card on the top left space.*

2. If that Farmyard card contains any **Sheep**, return those Sheep to the general supply. *(They die of natural causes. You do not get any compensation. Normally, this step is only relevant in Round 4 or later.)*



Example: *At the start of these two Rounds, you will lose one Sheep each. (You will see shortly that there are ways to prevent this.)*

3. Finally, take a number of Workers from the general supply equal to the number shown in the **window** of your Community Center and place the Workers on the Farmyard card you just moved off the Stable board. This is considered your **supply of Workers** for this Round.



Example: *You start the game with 6 Workers.*

Phase 3: Income

Note: Skip this Phase in Round 1, because no player has any Bonus cards in play yet.

Activate the bottom part of **each Bonus card** you have in play *(i.e., face-up in front of you)* **in an order of your choice**, gaining the depicted resources or actions. You do not benefit from Bonus cards that are still in your hand. You can, however, use the newly acquired resources to play additional Bonus cards during this Phase. If you do, you will **immediately** benefit from their effects also! *(See also "Playing Cards from Hand" on page 11 for details.)*



Example: *With these Bonus cards in play, you could first take a new Field and Flax from the general supply and then sow the Flax in the new Field.*

Note: If you are unsure what any of the Bonus cards do, check the appendix on pages 23-24 for a detailed explanation.

Phase 4: Actions

This Phase is played **clockwise** around the table, beginning with the first player. On your turn, you must choose to **either place Workers** on the action board **or exchange Workers** for Tools. On your next turn, when all other players have had one turn, you must choose between the two options again. *(You can choose the same or the other option.)* Continue taking turns in this fashion until all players run out of Workers, skipping any players that run out early.

Placing Workers on the Action Board

Choose an action space on the action board and place the required number of Workers on it, taking them from your supply of Workers *(i.e., off the Farmyard card that you removed from your Stable board in Phase 2)*. Each action space can be used 2 or 3 times, featuring that many rows for Workers.



If the bottom row is empty, place **1 Worker** in the bottom row.



If the bottom row is occupied, place **2 Workers** in the second row.



If the bottom two rows are occupied, place **3 Workers** in the top row.



If an action space is fully occupied, i.e., all of its rows contain Workers, you cannot use it.

Note: The card action spaces in the corners of the action board feature only two rows of Workers each.

It goes without saying that, if you do not have enough Workers to place on an action space, you cannot use it.



After placing the required number of Workers, **immediately** carry out the actions depicted on the action space, from top to bottom. You may take each action **only once**, regardless of how many workers you placed.

• Gain Actions

Most action spaces provide resources, indicated by a **plus sign**.



Example: *You get 1 Sheep and 1 Meat.*

• Exchange Actions

Some action spaces have a cost depicted above **an arrow pointing down**. You must first cover the cost before you can gain the resources shown below the arrow.



Example: *Remove 1 Field to get 1 Jewelry and 3 Clay.*

• Sow Action



The four action spaces in the center of the action board provide between one and four **sow actions**. For each sow action you get, you can move 1 Crop indicator *(Barley, Flax, Hops, or Rye)* from the "1" supply space of your Field board onto an **empty Field**. The **row** of the Field indicates how many Crops it will yield during harvest *(Phase 7)*. If need be, reorganize the Crop indicators on your Field board to have a Crop available on the "1" supply space *(see "Reorganizing Goods" on page 11)*.



Example: *You are sowing Rye in the empty Field in row 3. You cannot sow in the Field in row 4, because it already contains Flax. During harvest, you will get 3 Rye and 4 Flax.*

If you get multiple sow actions, carry them out one at a time. You may carry out fewer sow actions than granted or not sow at all. Each sow action you take requires you move a seed Crop *(of your choice)* **from your supply** onto an empty Field; you can never sow Crops from the general supply or move Crops from one Field onto another.

Note: A common mistake is to move a Crop from a "2", "3", "4", or even "5" supply space onto a Field when sowing *(i.e., spending that many of that Crop to sow just one Crop)*. To do it properly, move the Goods indicator down 1 space, take a new Goods indicator of the respective type from the general supply, and place it on the Field *(see also "Reorganizing Goods" on page 11)*.





• First Player Action



When using one of the four card action spaces in the corners of the action board, immediately take the **first player marker** as well as a card from the respective deck *(see "Resources" on page 6 for details on the latter)*. Taking the first player marker does not change anything for the current Phase; it indicates who will go first the next Phase it matters. Because there are four of these action spaces, which can each be used up to two times, the first player marker can change hands multiple times during this Phase. Only the last player to hold it at the end of this Phase will be first player.

• Life-Sustaining Action

The "Sheep Shearing" and "Small Trade" action spaces both feature an action to save Sheep from natural death. When taking this action, move exactly 1 Sheep on your Stable board from its current Farmyard card to the next Farmyard card *(on the next highest Round space)* or from the Farmyard card of Round 6 into the Stables *(where it will be safe until the end of the game)*.



Example: *You move the Sheep from the Farmyard card of Round 4 to the Farmyard card of Round 5.*

Normally, you can carry out **all actions** printed on the action space, **except** when "**or**" or a **slash** is used. In this case, you must choose one or the other. Slashes are used with individual resources; "or" is used with different actions. The "Sheep Breeding" action space is special in that regard, as you can only choose the left or the right side, and you must choose the same side in both the cost and gain part of the action.



Example: *The "Sheep Breeding" action space lets you exchange 2 Milk for 1 Sheep or 4 Milk for 2 Sheep.*

All actions are optional! You may skip any or all of them, if you wish, or take fewer things than allowed. It is explicitly allowed to place Workers on an action space and not use any of its actions.



Example: *You decide to use the "Small Trade" action space, which provides three different actions. Because there is 1 Worker on it already, you must spend 2 Workers to use it, placing the Workers in the second row. For the first action, you choose 1 Barley and 1 Hop; for the second action, you choose 1 Milk. You skip the last action, because you do not have any Sheep yet.*

Note: For a detailed explanation of all action spaces, see the appendix on page 15 and following.

Exchanging Workers for Tools

Instead of placing Workers on an action space, on your turn, you can return **one or more Workers** from your supply of Workers to the general supply and take an equal number of **Tools** from there, placing the Tools in front of you, preferably below the Community Center board. *(Do not place Tools on your Field board or the Farmyard card holding your supply of Workers; Tools do not have a special holding space.)*

Note: In a single turn, you can exchange any number of Workers *(greater than zero)* for Tools. You may spread this over multiple turns, always exchanging only 1 Worker per turn, if you want to. *(Stalling, however, rarely makes sense in this game.)*

End of Action Phase

Phase 4 ends when all players run out of Workers. When it is your turn and you have no Workers left, you must pass. You **may not** pass if you have Workers left. *(Exchange your remaining Workers for Tools, if need be.)*



Example: *You have one Worker left in your supply. All interesting action spaces already contain at least one Worker, so you exchange the remaining Worker for 1 Tool, for a total of 4 Tools in front of you.*

Phase 5: New Card

After all players have completed Phase 4, take the **Farmyard card** that was holding your supply of Workers *(which is still face down next to your Stable board)* and add it to your hand. (*You can play it immediately, if possible. See also "Playing Cards from Hand" on page 11 for details.)*

Phase 6: Fallow Fields

Each player carries out the following two steps:

1. Slide **all empty Fields** on your Field board **one row up**, if possible *(making them more efficient)*.
2. Afterward, slide **exactly one empty Field** one row up **again**, if possible. *(In other words, exactly one of your empty Fields slides up twice.)*

Fields that are in the top row already *(row 5)*, remain there. *(Their efficiency does not change.)*

Note: Sliding Fields as described is **mandatory**. *(You may not pick and choose which Fields to slide.)* After step 1, if you have one or more Fields available that you can slide one more time, you must choose one of these Fields. *(You may not instead choose a Field in row 5 that you could not slide anyway.)*



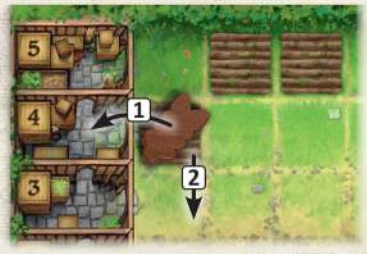
Example: *You have two empty Fields, one in row 3 and another in row 5, and a planted Field (containing Barley). You cannot slide the Field in row 5 up any further, so you slide only the Field in row 3 up twice—so that it ends up in row 5.*

Phase 7: Harvest

Each player carries out the following two steps **for each planted Field** on their Field board:

1. Move the planted Good from the Field to the left, onto the supply space **in the same row** as the Field. (*You have, thus, gained that amount of the harvested crop.)*
2. Immediately afterward, move the harvested Field **one row down** *(making it less efficient)*. Fields that are in the bottom row already *(row 2)*, remain there. *(You do not lose them; their efficiency simply does not change.)*

Make sure to perform both of these steps for one Field before proceeding with the next Field. *(It is easy to forget which Fields have been harvested, especially when you have a lot of Fields on your Field board.)*



Example: *You have one Field in row 4 containing Barley. You move the Barley to the "4" supply space; then you move the Field down into row 3.*

Bonus information: In the Hallertau, harvesting hops is called "hop-picking" and hopfields are known as "hop gardens".

Phase 8: Milking

All players get **1 Milk for each Sheep** on their Stable board, regardless of whether the Sheep are on Farmyard cards or in the Stables. You do not lose any Sheep from this.

Example: *You have a total of 3 Sheep, so you get 3 Milk.*



Phase 9: Progress

In this Phase, you will be spending Goods to advance the Craft Buildings on your Community Center board. Normally, this Phase is played **simultaneously**. If any player insists and especially on your first play, you should play this Phase in clockwise order, beginning with the first player. *(The first player is the player currently holding the first player marker.)* In this case, each player gets a single turn to advance as many Craft Buildings as they can and wish.

Cost of Progress

To advance a particular Craft Building, i.e., move it **one space to the right,** you must pay **either 1 Jewelry** *(see also "Jewelry" further down below)* or a **certain combination of Goods**:

- For each advancement, the **total number of Goods paid** must be **equal to the current Round**, as printed on the Round spaces of the Stable board. *(Consequently, every single advancement costs 1 Good in Round 1, 2 Goods in Round 2, 3 Goods in Round 3, etc.)*
- The **required types** are printed on the Craft Buildings; their exact composition **may be constrained**. **You do not have to pay all required types;** as long as you observe the constraint, you can pay any combination of Goods of the required types.

The following table provides an overview of all Craft Buildings, the Goods they require, and the constraints imposed on the Goods.

Craft Building	Required Goods	Constraint
Carpentry	Clay, Rye	You must pay more Clay than Rye per advancement.
Brewhouse	Barley, Hops	You must pay more Barley than Hops per advancement.
Cooling House	Meat, Milk	N/A
Bakehouse	Flax, Barley, Rye	You may pay at most 1 Flax per advancement.
Manufacture	Flax, Hides, Wool	N/A

Note: A common misunderstanding is to think that the constraints of the Carpentry and Brewhouse refer to your supply of Goods. It is irrelevant whether you have more Rye than Clay or more Hops than Barley in your supply. It only matters what you pay for each advancement.





Example: *Advancing the Carpentry in Round 2 costs 2 Clay per advancement. Due to the constraint, you cannot use Rye to advance the Carpentry until Round 3 at the earliest.*

You can advance any number of Craft Buildings any number of times, as long as you have the Goods to pay and enough Tools to deal with Boulders *(see "Moving Boulders" on page 10)*. Once a Craft Building reaches the last space *(i.e., the right edge)* of the Community Center board, it cannot advance any further.

Community Center

After advancing a Craft Building, always check whether the **Community Center tile** can move to the right. This is the case when all Craft Buildings are at least one space away from it. In other words, the Community Center tile always sticks to the Craft Building that is farthest left.

As a result, the first six times this happens, the number in the window will increase *(up to 12)*, meaning you will have more Workers available next Round. As soon as the window shows 12 Workers, every additional increase will not result in more Workers but Victory Points *(18, 34, 50, and 70)*.



Example:

1. *You have advanced the top four Craft Buildings already and are about to advance the Manufacture as well. You pay the required Goods and move the Manufacture one space to the right.*
2. *Now that all Craft Buildings are at least one space away, the Community Center tile automatically follows, closing the gap.*
3. *As a result, you will have 7 Workers available during the next Action Phase.*

Discounts

As printed on the Round spaces of your Stable board, from Round 3 on, you can get a discount on advancements by paying **different types** of Goods:

- The cost of an advancement is **reduced by 1 Good** if you actually pay at least **2 different types** of Goods for it. The Cooling House, Bakehouse, and Manufacture can be discounted like this from Round 3 on, the Carpentry and Brewhouse only from Round 4 on *(due to their constraint)*.
- The cost of an advancement is **reduced by 2 Goods** if you actually pay **3 different types** of Goods for it. This discount is only applicable to the Bakehouse and Manufacture from Round 5 on, because they are the only Craft Buildings to require three types of Goods.

For each advancement you make, you can apply either the first or the second discount or pay the full cost. You must actually pay the required number of different types: A discount cannot make you pay fewer types or violate a constraint.

Bonus information: The discount rule makes it so that certain Rounds favor certain Craft Buildings. For instance, the Bakehouse and Manufacture are most efficient in Rounds 3 and 5, when you can pay exactly 2 and 3 different Goods, respectively. The same is true for the Cooling House in Round 3. The Carpentry and Brewhouse, on the other hand, are most efficient in Round 4, when you can pay two of the main Good and one of the side Good.



Examples:

- *You have just enough Goods to advance the Cooling House twice. Normally, each advancement would cost 3 Goods in Round 3 but, because you can pay two different types, paying only 1 Meat and 1 Milk suffices to advance the Cooling House once. Afterward, you have 3 Meat left to advance the Cooling House again at the normal cost.*
- *You can advance the Brewhouse for 2 Barley and 1 Hop. Even though you are paying two different types, you cannot apply the discount, because, if you did, you would either pay only 2 Barley, which is only one type, or 1 Barley and 1 Hop, which would violate the constraint. In Round 4, though, paying this exact combination will suffice to advance the Brewhouse.*

Moving Boulders

Each Craft Building is accompanied by two Boulders in the same row, hindering its progress, because **you may not advance a Craft Building onto a space with a Boulder**. Normally, at the start of this Phase, the first Boulder is two spaces away from the Craft Building *(the second is four spaces away)*, meaning you get to advance each Craft Building exactly once before you have to deal with Boulders.

For each Tool you have, you can move **one Boulder one space** to the right. Consequently, advancing the same Craft Building a second time requires **1 Tool**. Afterward, the two Boulders are next to each other, meaning every subsequent advancement requires an additional **2 Tools** each, because you must move both Boulders.

You can move Boulders **off the right edge** of the Community Center board. If you do, leave them there; you will not have to move them any more.



Example: *At the start of the final Progress Phase (in Round 6), the Brewhouse has only one Boulder left in its path—the other is already off-board. Advancing the Brewhouse the remaining three spaces will use up only 2 Tools total instead of the normal 3 Tools, because you do not have to worry about Boulders that are off board.*

Durability of Tools

- In **Rounds 1 to 5**, moving Boulders only requires Tools—it **does not cost** any. So, when moving a Boulder, also move a Tool to the side, indicating you have "exhausted" it. Once you have moved all of your Tools, you cannot move any more Boulders that Phase. In the Progress Phase of the next Round, you can use all of your Tools again.
- In **Round 6**, Tools will finally break, meaning you actually have to **spend** them when moving Boulders, returning them to the general supply.

Bonus information: There are two reasons for this rule: one, leftover Tools are worth Victory Points at the end of the game; two, there are cards that require you spend Tools for Victory Points.



Example: *In Round 2, you have 4 Tools and enough Clay to advance the Carpentry multiple times. The first advancement does not exhaust any Tools; the second advancement exhausts 1 Tool; the third advancement exhausts 2 Tools, for a total of 3 exhausted Tools. Even if you had more Clay left, you could not advance the Carpentry any further, because every subsequent advancement requires 2 Tools. With the remaining Tool, however, you could advance another Craft Building twice.*

Jewelry

Instead of paying Goods to advance a Craft Building, you can pay **exactly 1 Jewelry**. Every Jewelry you spend allows you to advance any Craft Building **one space**, regardless of the current Round or Goods it requires. You can spend as much Jewelry as you wish and have. *(In other words, Jewelry is sort of a wild resource during the Progress Phase, worth 1 Good at the start of the game and up to 6 Goods during the final Round.)*

Important! Even if you advance a Craft Building with Jewelry, you must still deal with Boulders as normal.



Example: *You do not have enough Clay to advance the Carpentry so you decide to spend 1 Jewelry. As a result, the Community Center tile moves too.*

Phase 10: Boulders

Note: Skip this Phase in Round 6, because it does not matter any longer.

After all players have completed Phase 9, reset your Boulders so that they are 2 and 4 spaces to the right of the respective Craft Building *(so that there is one empty space between the Craft Building and the first Boulder in that row and another empty space between the two Boulders)*.



Example:

The Boulders are aligned based on the positions of their Craft Buildings.

Edge case: Due to an action on the action board that requires you move a Craft Building **to the left** *(see "Town Hall" in the appendix on page 16)*, it is possible for Boulders to move left in this Phase, if you did not advance that Craft Building at all. For the same reason, it is further possible for Boulders that are off board to move on board again.

End of Round

After all players have completed Phase 10, the current Round ends. At the end of Rounds 1-5, proceed with Phase 1 of the next Round; at the end of Round 6, proceed with scoring *(see "Game End and Scoring" on page 13)*.

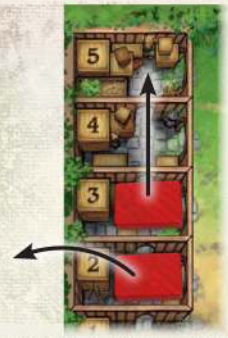
Note: The first player does not change automatically. To become first player, you must use a card action space *(see "First Player Action" under "Phase 4" on page 8)*. It is not unusual for the same player to remain first player for the first couple of Rounds.

Anytime-Actions

There are a couple of actions that you can take **at any time**, even on another player's turn.

Reorganizing Goods

Goods indicators on the **supply spaces** of your Field board indicate how many Goods you have. You can indicate a Good with as few or as many Goods indicators as you wish. If need be, you can use additional Goods indicators from the general supply or consolidate existing ones to indicate your totals as you see fit. You can do this **literally at any time**, even in the midst of an action or on another player's turn.



Example: *You have two Clay indicators, one each on the "2" and "3" supply spaces, i.e., 5 Clay total. You decide to reorganize them by returning one Clay indicator to the general supply and sliding the other to "5".*



Example: *You have a Flax indicator on "3" but you need one on "1" (e.g., for a sow action, see page 8). So you slide the indicator from "3" down to "2" and add a new Flax indicator from the general supply on "1".*

Important! When reorganizing Goods in your supply, always make sure you do not change the totals!

Playing Cards from Hand

In this game, you can play cards from hand **at any time**, even in the midst of an action or on another player's turn. When you play a card, place it **face up** in front of you. Unless you play it in the midst of an action, resolve the card **immediately** after you play it. Otherwise, **complete the action first** before resolving the card. If you play **multiple cards** at the same time, resolve them one at a time, in an order of your choice. After you resolve a card, leave it face up in front of you until the end of the game. *(Some cards count how many other cards you have played. We recommend you stack cards after you resolve them.)*

Note: Normally, it should not matter if multiple players want to play cards at the same time. If need be, let them play their cards in clockwise order, beginning with the active player *(in Phase 4, or Phase 9 if not played simultaneously)* or the first player *(in any other situation)*.

Resolving a Card

To play a card in the first place, you must either **meet a condition** or **pay resources**, as shown in the top part of the card:

A **book** indicates a **condition**. To play the card, you must **have** the required resources or **be** in the required game state. If a **Good** is shown, you must have the required Good **in your supply**. Unless explicitly stated otherwise, Goods planted in Fields **do not** count. All quantities are considered **minimum values**, except when a card explicitly states "exactly" or "max.". If **multiple resources** are shown, you must have **all** of them, except when there is a **giant slash** or the word "**or**" between them—in this case you must have one or the other *(but you can have both)*.



Example: *The depicted card requires you have at least 1 Wool in your supply and at least 3 Sheep on your Stable board.*

A **dark book** requires a specific situation **on the action board**. It does not matter whether or not you contributed anything to the situation.



Example: *The depicted card requires an action space be fully occupied, i.e., all of its rows contain Workers. You can play the card even if this happens on another player's turn and even if you did not place any of the Workers on that action space.*

An **arrow** indicates a **cost**. These cards actually require you **pay something**. If a **Good** is shown, you must pay it **from your supply**. Unless explicitly stated otherwise, Goods in Fields **do not count**. You must always pay the **exact** amounts shown. If **multiple** resources are shown, you must pay **all** of them, except when there is a **giant slash** or the word "**or**" between them—in this case you must pay one or the other ***(not** both)*.



Example: *The depicted card requires you pay your choice of 1 Barley or 1 Rye.*

After you resolve the top part of the card, **immediately** carry out the effects shown in the bottom part, **from top to bottom**. A **plus sign** indicates you gain the depicted resource; Victory Points are awarded during scoring at game end. All effects are **one-time only**. *(You cannot gain the effects a second time, even if you paid the cost or met the condition again later.)*

Note: Bonus cards do not have an immediate but a **recurring** effect that activates in Phase 3 of each Round, providing the depicted income. *(Unless you play a Bonus card in Phase 3, you do not gain its effects immediately after you play it.)*



Example: *If you play the card on the left, you get 2 Barley and 1 Hop and you can draw 1 Bonus card. The card on the right provides an income of 1 Rye in Phase 3 of each Round and 3 Victory Points at game end.*

All effects in the bottom half of a card are optional: You may skip any or all of them, if you wish, or take fewer things than allowed. It is explicitly allowed to play a card and not use any of its effects; you must, however, still meet the condition or pay the cost.

Slashes

Slashes indicate that multiple things relate to one another. **Choose** one of the **applicable** options in the first set of slashes and pair it with the option stated at the **same position** within the second set of slashes. *(You are not required to choose the rightmost applicable option.)*



Example: *If you have at least 2 Jewelry, you get 1 Meat. If you have at least 3 Jewelry, you get your choice of 1 Meat or 1 Tool. If you have at least 5 Jewelry, you get your choice of 1 Meat, 1 Tool, or 1 Sheep.*

Phase Restrictions

Some cards restrict in which Phase you can or cannot play them. You can tell this by the **Phase bar** at the top of the card.



Example: *This card can be played at any time during Phase 7 only. You may not play it outside of Phase 7.*



Example: *This card can be played at any time, except in Phase 4.*

All Bonus cards *(see below)* show a similar illustration in the bottom half of the card. This is **not a restriction** but rather a reminder that the card activates in Phase 3 of each Round, providing income.



Example: *In Phase 3 of each Round, you get the depicted income: 1 Rye.*

Note: You can find all of this information along with an explanation of all cards in the appendix *(see "Glossary" and "Card Index" on pages 14 and 16-24, respectively)*.

About the Four Decks

There are four decks of cards, as indicated by the different reverse side and icon: **Gateway, Farmyard, Bonus**, and **Point cards**.



Gateway cards always have a condition at the top that, normally, is easy to accomplish. You start the game with 4 Gateway cards *(to jumpstart your economy)*.



Farmyard cards usually have a rather low cost. You get 1 Farmyard card automatically in Phase 5 of each Round.



Bonus cards usually have a cost. Once played, they provide income in Phase 3 of each Round. You will get Bonus cards mostly from playing Gateway and Farmyard cards as part of their effect *(shown in the bottom right corner)*.



Point cards usually have a very high cost or challenging condition. They are designed as end-game cards providing a lot of Victory Points. You start the game with 1 Point card to give you an idea of what to go for.

You can always get more cards of each type during Phase 4, by using the corresponding card action space.

Game End and Scoring

The game ends at the end of Round 6. When this happens, all players get a final chance to play as many cards from their hand as they can and wish. *(If need be, in clockwise order, beginning with the first player.)* Then use the provided scoring pad to determine each player's score. You score Victory Points *(VP)* in five different categories.

	You			
	43			
	5			
	2			
	2			
	31			
Σ	83			

Community Center board: If you moved your Community Center far enough, you should see a **number of VP in the window** of the Community Center tile *(18, 34, 50, or 70 VP – otherwise it is worth 0 VP)*. Add **3 VP** to this number for each "3 VP" symbol visible **to the left** of a Craft Building. *(Symbols visible to the right of a Craft Building do not count.)*



Example: *You score 34 VP for the Community Center tile plus an additional 9 VP for Craft Buildings, for a total of 34+9=43 VP from the Community Center.*

Sheep: The Sheep in your Stables are worth **1 VP each** *(as indicated on the Stables space)*.



Example: *You score 5 VP from Sheep.*

Jewelry: The remaining Jewelry in your Jewel Box is worth **1 VP each**.

Tip: If you have the Tools to support this, you should spend your Jewelry during the final Progress Phase to further advance your Craft Buildings. Each advancement can be worth 3 VP if it uncovers an additional "3 VP" symbol to the left of the Craft Building, making Jewelry effectively worth 3 VP each.



Example: *You score 2 VP from Jewelry.*

Fields, Goods, and Tools: Total the number of Goods and Tools you have left and add the "value" of each of your Fields, i.e., the rows they are in *(2-5)*. You get **1 VP for every 5 of that total**, rounded down.



Example: *1 Clay + 1 Flax + 2 Milk + a Field in row 4 + a Field in row 3 + 2 Tools = 13 total. You score 2 VP from remaining resources.*



Tip: We recommend you offset these items against each other to get as many items into row 5 as possible, because everything in row 5 is worth 1 VP. For instance, in the above example, you could remove the Fields to move Clay and Milk to "5", and discard the Tools to move Flax to "3".

Cards played: Total the Victory Points from Bonus and Point cards that are face up in front of you. *(Cards left in your hand do not count.)*



Example: *You score 1+3+3+3+5+6+10=31 VP from cards.*

The sum total of all of these values is your final score. **The player with the highest score wins.** In case of a tie, consider the "remainder" in the "Fields, Goods, and Tools" category, i.e., the part that has been rounded down. If still tied, enjoy your shared victory.

No Cards Variant

For your first game, you may even want to go so far as to not include the cards at all. If you do, apply the following changes. All other rules remain intact.

- **Setup:** Do not draw any cards or place any on the action board. Do, however, place Farmyard cards on your Stable board as described. These will serve only the purpose of holding your Sheep and Workers.
- **Course of Play:** Skip Phase 3. In Phase 4, you cannot place Workers on the card action spaces. In Phase 5, discard the Farmyard card.
- **End of Round:** The first player changes automatically—pass the first player token to the next player in clockwise order.
- **Scoring:** Skip the card category. You only score points in the four other categories.

The Solo Game

The solo game follows exactly the same rules as the multiplayer game. Simply take one turn after the other. Your goal is to score at least 100 VP. Scores over 110 VP are considered extraordinary. If you play by the "No Cards Variant" rules, your goal is lowered to 80 VP and 85 VP, respectively.

Tips for Your First Play

- Make sure you collect **at least 1 Clay** in the first Round so you can advance the Carpentry during the first Progress Phase. *(There are five action spaces providing Clay; some Gateway cards provide it as well.)*
- Do not hesitate to **draw additional Gateway and Farmyard cards** *(during the Action Phase)*, especially if you cannot play any of your starting cards short-term. Plus, if you are the only or the last player to do so, you will also be the first player next Round.
- **Most importantly:** Do not mistake **taking Tools** as a last-resort action! Having a good amount of Tools in the first Round allows for a lot of cheap advancements. Consider the following extreme example.



Example: *On your first turn, you spend the Field in row 2 to gain 1 Jewelry and 3 Clay. On your second turn, you take 1 Milk, sowing Barley on "3" and Flax on "4". On your third turn, you exchange your remaining 4 Workers for 4 Tools. You now have enough Goods to advance four Craft Buildings twice each and the remaining Craft Building once during the upcoming Progress Phase, which is the most you can do with 4 Tools. Let it sink in: You have moved your Community Center almost twice in the first Round!*

Can We Mix Decks Together?

The four decks of Gateway and Farmyard cards were tested to work in those exact deck compositions. We never tested them mixed together. So while you can mix them, we caution you to do so. Also note that the decks have different backs, even if the differences are only subtle.

Part I: Glossary

The following explains some recurring terms and symbols, as found on the cards and action spaces.

(1) The illustration of a **book** indicates a condition. To play the card, you must have the required resources or be in the required game state—you do not have to pay anything. Only your player boards and resources matter—cards never care for another player's display. If a Good is shown, you must have the required Good in your supply *(i.e., on the supply spaces of your Field board)*. Unless explicitly stated otherwise, Goods planted in Fields do not count. All quantities are considered minimum values, except when a card explicitly states "exactly" or "max.". If multiple resources are shown, you must have all of them, except when there is a giant slash or the word "or" between them *(see entry #7)*.



Example: *The depicted card requires you have at least 4 Barley and at least 4 Hops in your supply.*

Note: Unless the condition features a complete sentence *(terminated by a period)*, it is implied that it starts with "You have". Unlabeled quantities are implied to be preceded by "at least". If Goods are shown, it is implied that they are succeeded by "in your supply". For instance, read the example as follows: "You have at least 4 Barley and at least 4 Hops in your supply."

(2) A **book with dark background** requires a specific situation on the action board. It does not matter whether or not you contributed anything to the situation. If you see that the described situation has arisen, you can immediately play the card *(especially on another player's turn)*.



Example: *The depicted card requires an action space be fully occupied, i.e., all of its rows contain Workers. You can play the card even if this happens on another player's turn and even if you did not place any of the Workers on that action space.*

(3) A **paved site with an arrow below** indicates a cost. These cards actually require you pay something. If a Good is shown, you must pay it from your supply. Unless explicitly stated otherwise, Goods in Fields do not count. You must always pay the exact amounts shown. *(You may not overpay for whatever reason.)* If multiple resources are shown, you must pay all of them, except when there is a giant slash or the word "or" between them *(see entry #7)*.



Example: *The depicted card requires you pay one of each Crop.*

Note: Unless the cost features a complete sentence *(terminated by a period)*, it is implied that it starts with "Pay". All quantities are exact. If Goods are shown, it is implied that they are succeeded by "from your supply". For instance, read the example as follows: "Pay exactly 1 Flax, 1 Barley, 1 Hop, and 1 Rye from your supply."

(4) A **Phase bar** at the top of a card restricts when you can play the card, always highlighting a single Phase number. If exactly one Phase is left out *(see left example)*, you can play the card at any time except during that Phase. Otherwise you may play the card only during the highlighted Phase *(see right example)*.





(5) A **plus sign** indicates you get something from the general supply.



- When you get Goods *(i.e., Crops, Animal Products, and Clay)*, place them on the supply spaces of your Field board.
- When you get Fields, place them in the specified row, in an empty column of your Field board *(i.e., a column without Field)*. You can have at most 8 Fields. If you get more Fields than you have room for, take only as many as you can.
- When you get Sheep, place them on your Stable board: in Rounds 1, 2, and 3 on the Farmyard card of Rounds 4, 5, and 6, respectively; from Round 4 on, in your Stables.
- When you get Jewelry, adjust the Jewelry token in your Jewel Box accordingly. You can have at most 10 Jewelry.
- When you get Tools, place them in front of you.
- When you get cards, draw them from the appropriate deck on the action board and put them into your hand.

(6) **Slashes** indicate that multiple things relate to one another. Choose one of the applicable options in the first set of slashes and pair it with the option stated at the same position within the second set of slashes. *(You are not required to choose the rightmost applicable option.)*



Example: *1 Meat relates to 0 Tools, 2 Meat relate to 1 Tool, and 5 Meat relate to 2 Tools.*

(7) If two things are separated by a single giant **slash** or by "**or**", you must choose one or the other. If it is a condition on a card, you can choose which one to meet. *(You can meet both without any additional benefit.)* If it is in the cost or the effect of a card or action, you must choose exactly one option *(not both)*.



Example: *This card requires you have at least 7 Barley or at least 2 Hops in your supply. Even if you fulfill both requirements, you only get 1 Sheep.*

(8) The symbol below indicates a **sow action**. Normally, you can sow only Crops *(i.e., Barley, Flax, Hops, and Rye)*. Some cards allow you to sow other Goods *(e.g., Wool, see right example)*. If you get multiple sow actions from a card or action space, you can take fewer than you are allowed. Remember you can sow only in empty Fields.



(9) An **ampersand** *(in conjunction with "a total of")* indicates that the combined total of two things is required.



Example: *You can play the depicted card if you have at least 7 Tools, or at least 7 Jewelry, or, e.g., at least 5 Tools and 2 Jewelry, etc.*

(10) The illustration of a **Field** always means "any Field" *(left example)*. It does not matter whether or not the Field contains Crops. *(Otherwise, the card text will tell you explicitly whether it requires a planted or an empty Field.)* Some cards require the Field be in a specific row *(middle example)*; other cards require it contain a specific Crop *(right example)*.



Part II: The Action Spaces

The following explains the action spaces on the action board, organized by Quadrant.

1st Quadrant



Gateway Card

Draw 1 Gateway card from the top of the deck and add it to your hand. Additionally, take the first player marker.



Sheep Breeding

You can either pay 2 Milk to get 1 Sheep or, alternatively, pay 4 Milk to get 2 Sheep.

Sheep Shearing

You get a number of Wool equal to the total number of Sheep on your Stable board. It does not matter whether the Sheep are on Farmyard cards or in the Stables. (*All of your Sheep count. You do not lose any Sheep from this.)* Additionally, you can move exactly 1 Sheep on a Farmyard card to the next Farmyard card *(on the next highest Round space)* or from the Farmyard card of Round 6 into the Stables.





Clay Delivery

You get a number of Clay equal to the current Round number, i.e., 1 Clay in Round 1, 2 Clay in Round 2, etc.



Farming

You can either take a new Field and place it into row 5 or, alternatively, sow in up to 4 Fields.

2nd Quadrant



Farmyard Card

Draw 1 Farmyard card from the top of the deck and add it to your hand. Additionally, take the first player marker.



Butchery

Pay 1 Sheep to get 4 Meat and 2 Hides. *(It does not matter whether you remove the Sheep from a Farmyard card or the Stables.)*

Nursery

You can either take 3 Clay or, alternatively, 3 Crops of your choice. If you choose Crops, you can take any combination of Barley, Flax, Hops, and Rye. *(You can take the same or different Crops.)* You may not take a mix of Clay and Crops. You must choose one or the other.





Busy Weekend

You get your choice of 1 Milk or 1 Wool. Additionally, you can sow in up to 2 Fields.

Clearing

You can take a new Field and place it in row 2. Additionally, you get 1 Clay. *(Unlike the "Tool Shed" action space below this, on "Clearing", you get both the Field and Clay.)*



3 3rd Quadrant



Bonus Card

Draw 1 Bonus card from the top of the deck and add it to your hand. Additionally, take the first player marker.



Small Trade

You get 2 Crops of your choice; you can take any combination of Barley, Flax, Hops, and Rye. *(You can take the same or different Crops.)* Also, you get your choice of 1 Milk or 1 Wool. Additionally, you can move exactly 1 Sheep on a Farmyard card to the next Farmyard card *(on the next highest Round space)* or from the Farmyard card of Round 6 into the Stables.



Cultivation

You can sow in up to 3 Fields.



Weekly Market

You get 1 Sheep and 1 Meat.



Land Sale

Remove 1 Field from your Field board to get 1 Jewelry and 3 Clay. If you remove a planted Field, you also lose the planted Good.

4 4th Quadrant



Point Card

Draw 1 Point card from the top of the deck and add it to your hand. Additionally, take the first player marker.



Fertilizing

You can move up to 2 empty Fields to row 5. *(You cannot move planted Fields with this.)* Afterward, regardless of whether you moved any Field at all, you can sow in 1 Field—in one of the Fields you moved or any other empty Field.



Tool Shed

You get your choice of 4 Clay or a new Field into row 4. *(Unlike the "Clearing" action space above this, on "Tool Shed", you do not get both the Field and Clay.)*



Town Hall

Move 1 Craft Building on your Community Center board one space to the left to get 2 Jewelry. If you cannot move any Craft Building to the left, i.e., when all of your Craft Buildings are right next to the Community Center tile, you do not get the Jewelry. You may not move the Community Center tile to the left *(it never moves backwards)*.

Note: The Boulders stay put. Consequently, during the upcoming Progress Phase, you can advance that Craft Building twice without exhausting any Tools. If you do not advance the Craft Building at all, the Boulders will move left during Phase 10 *(see "Edge case" on page 11)*.



Sheep Market

You get 1 Sheep and 1 Hide.

Part III: Card Index

The following explains the 330 cards that you can play during the course of the game.

1 Gateway Cards



There are four such decks comprising 30 cards each, only one of which is present in any particular game. The decks are numbered by increasing complexity: Beginner *(001-030)*, Advanced *(101-130)*, Expert *(201-230)*, and Master *(301-330)*. Gateway cards provide you with some early goals, jumpstarting the early game, as they always require you have something rather than pay something to play them.

a) Beginner Deck

001 You have at least 2, 3, or 4 Sheep.
You can move 1 Sheep to the next Farmyard card a total of one, two, or three times, respectively. *(You may not move different Sheep with this.)* If the Sheep is on the Farmyard card of Round 6, move it into the Stables. Additionally, you get 1 Bonus card.

002 You have at least 7 Barley or at least 2 Hops in your supply.
You get 1 Sheep.

003 You have at least 1 Wool in your supply and at least 3 Sheep.
You get 1 Sheep.

004 You have a number of Clay in your supply equal to or greater than the number shown in the window of your Community Center.
You get 1 Field into row 4.

005 You have at least 4 Sheep.
You get 1 Wool and 1 Field into row 2.

006 You have at least 4 Barley and at least 4 Hops in your supply.
You get 1 Tool and 1 Bonus card.

007 You have at least 1, 2, or 5 Meat in your supply.
You get 0, 1, or 2 Tools, respectively, plus 1 Bonus card.

008 You have at least 3 Flax and at least 2 Wool in your supply.
You get 1 Tool and 1 Bonus card.

009 An action space is fully occupied by Workers. *(It does not matter whether or not you used this action space.)*
You get 1 Jewelry and 1 Bonus card.

010 You have at least 2 Hides or at least 2 Meat in your supply.
You get 2 Clay and 1 Bonus card.

011 You have at least 1 Milk and at least 1 Wool in your supply.
You get 1 Clay and 1 Bonus card.

012 You have at least 4 Tools.
You get 1 Clay, 1 Milk, and 1 Wool.

013 You have at least 3 Sheep.
You get 1 Clay. Additionally, you can sow in one Field.

014 You have at least 1, 2, 4, or 6 Fields in row 5.
You can sow in no, one, up to two, or up to three Fields, respectively. Additionally, you get 1 Bonus card.

015 You have at least 4, 5, 6, or 7 Fields.
You get 1, 2, 3, or 4 Crops of different types. *(You can freely choose which types but each type only once.)*

016 You have at least 3 Tools and at least 3 Hops in your supply.
You get 1 Bonus card and your choice of 2 Barley or 2 Rye.

017 You have at least 2 Fields containing Hops.
You get 2 Barley, 1 Rye, and 1 Bonus card.

018 You have a number of Barley in your supply equal to or greater than the number shown in the window of your Community Center.
You get 2 Flax and 1 Bonus card.

019 You have at least 6 Fields.
You get 1 Rye, 1 Hide, and 1 Bonus card.

020 You have just spent your last Jewelry. *(In other words, a moment ago, you had at least 1 Jewelry, but now you have 0 Jewelry. You may not simply discard Jewelry.)*
You get 1 Hop and 1 Milk.

021 You have at least 1, 2, 4, or 7 Sheep.
You get 1, 2, 3, or 4 Goods of the same type, respectively. You can choose only between Hops and Meat. *(You must choose a single type.)*

022 You have exactly 1 or 2 planted Fields.
You can immediately harvest 1 Field *(even outside of Phase 7)*. Move the harvested Field 1 row down, as usual *(unless it is in the bottom row already)*. Additionally, you get 1 Bonus card.

023 You have no empty Fields. *(So you have either no Fields at all or all of your Fields contain Goods.)*
You can move each of your Fields 1 row up. *(Consequently, these Fields will yield more Goods. You cannot move Fields that are in the top row already.)*

024 You have at least 6, 9, or 12 Rye in your supply.
You get 1, 2, or 3 Milk, respectively, plus 1 Bonus card.

025 You have at least 4, 5, or 7 Clay in your supply.
You get 1, 2, or 3 Milk, respectively.

026 You have at least 3 Tools and at least 2 Sheep.
You get 1 Milk, 1 Wool, and 1 Bonus card.

027 You have exactly 1 empty Field.
You can immediately sow 1 Wool from your supply in this Field, as though Wool were a Crop. Harvest the Field in Phase 7, as usual. Additionally, you get 1 Bonus card.

028 You have at least 2, 3, or 4 Jewelry.
You get 1, 2, or 3 Hides, respectively, plus 1 Bonus card.

029 You have at least 2, 4, or 6 cards in your hand that are not Gateway cards *(i.e., Farmyard, Bonus, and/or Point cards)*.
You get 1, 2, or 3 Meat, respectively.

030 You have at least 1 Jewelry and at least 2, 4, or 6 Fields.
You get 0, 1, or 2 **Farmyard** cards (!), respectively, plus 1 Clay and 1 Bonus card.

b) Advanced Deck

101 You have at least 4, 6, or 8 Flax in your supply.
You can move 1, 2, or 3 **different** Sheep, respectively, to the next Farmyard card. *(You may not move the same Sheep more than once with this.)* Sheep that are on the Farmyard card of Round 6 move into the Stables. Additionally, you get 1 Bonus card.

102 You have at least 8 Crops of the same type in your supply.
You get 1 Sheep.

103 You have at least 3 Hides, at least 3 Meat, and at least 3 Wool in your supply.
You get 1 Sheep and 1 Bonus card.

104 You have at least 2, 3, 4, or 5 Hops in your supply.
You get 1 Field into row 2, 3, 4, or 5, respectively.

105 You have a number of Sheep equal to or greater than the number of Fields you have.
You get 1 Field into row 3.

106 An action space is fully occupied by Workers. *(It does not matter whether or not you used this action space.)*
You get 2 Tools, 1 Hop, and 1 Bonus card.

107 You have at least 1, 2, or 4 Hides in your supply.
You get 1, 2, or 3 Tools, respectively.

108 You have at least 6, 11, or 16 Barley in your supply.
You get 1, 2, or 3 Tools, respectively, plus 1 Bonus card.

109 So far, you have played a total of at least 3, 7, or 11 cards from the same deck.
You get 1, 2, or 3 Jewelry, respectively.

110 You have at least 2, 5, or 7 Flax, and at least as much Barley and Rye. *(Consider of which you have the least.)*
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Hop and 1 Clay.

Example: *You have 6 Flax, 3 Barley, and 7 Rye in your supply. The smallest of these values is 3. Consequently, you get 1 Hop and 1 Clay, but no Bonus card.*

111 You have at least 3, 4, or 6 Tools.
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Rye and 1 Clay.

112 You have exactly 1 empty Field.
You can immediately sow 1 Clay from your supply in this Field, as though Clay were a Crop. Harvest the Field in Phase 7, as usual. Additionally, you get 1 Bonus card.

113 You have exactly 1 empty Field.
You get 1 Hop. Afterward, you can sow in one Field. *(You can sow the Hop you just got or a different Crop.)*

114 You have at least 5, 6, or 7 Fields.
You get your choice of 1 Barley, 1 Flax, 1 Hop, or 1 Rye. Afterward, you can sow in no, one, or up to two Fields, respectively. *(You can sow the Crop you just got or a different one.)* Additionally, you get 1 Bonus card.

115 You have at least 4 Fields and at least 3 Tools.
You get your choice of 3 Barley, 3 Flax, 3 Hops, or 3 Rye.

116 You have a number of Flax in your supply equal to or greater than the number shown in the window of your Community Center.
You get 3 Rye and 1 Bonus card.

117 You have at least 2, 4, or 6 Hops in your supply.
You get 1, 2, or 3 Barley, respectively, plus 1 Bonus card.

118 An action space is fully occupied by Workers. *(It does not matter whether or not you used this action space.)*
You get 2 Barley, 1 Hop, and 1 Bonus card.

119 You have at least 6 Barley and at least 6 Rye in your supply.
You get 1 Flax, 1 Hop, and 1 Bonus card.

120 You have at least 3 planted Fields in row 5.
You get 1 Hop, 1 Wool, and 1 Bonus card.

121 **You can only play this card in Phase 4!**
There are only 1-3 Workers left on the Farmyard card containing your supply of Workers.
You can move each of your empty Fields 1 row up. *(Consequently, these Fields will yield more Goods. You cannot move Fields that are in the top row already.)* Additionally, you get 1 Bonus card.

122 You have exactly 2 planted Fields.
You can move each of these two Fields 1 row up. *(Consequently, these Fields will yield more Goods. You cannot move Fields that are in the top row already.)* Additionally, you get 1 Bonus card.

123 You have at least 1, 3, 4, or 6 Tools.
You get 0, 1, 2, or 3 Milk, respectively, plus 1 Bonus card.

124 You have at least 1, 2, or 3 Meat in your supply.
You get 1, 2, or 3 Milk, respectively.

125 You have at least 2 Wool in your supply.
You get 1 Milk and 1 Bonus card.

126 So far, you have played a total of at least 1, 3, or 4 Farmyard cards.
You get 0, 2, or 3 Meat, respectively, plus 2 Milk.

127 You have at least 3, 4, 5, 6, or 7 planted Fields.
You get 0, 1, 2, 3, or 4 Wool, respectively, plus 1 Bonus card.

128 You have at least 4 Tools.
You get 1 Flax and 2 Hides.

129 The combined total of Hides and Wool in your supply is equal to or greater than the number shown in the window of your Community Center.
You get 3 Meat.

130 You have at least 1 Hide and at least 1 Meat in your supply.
You get 1 **Farmyard** card (!) and your choice of 1 Hop or 1 Clay.

c) Expert Deck

201 You have a number of Sheep equal to or greater than the number of Fields you have.
You can move up to 2 **different** Sheep to the next Farmyard card. *(You may not move the same Sheep more than once with this.)* Sheep that are on the Farmyard card of Round 6 move into the Stables. Additionally, you get 1 Milk and 1 Bonus card.

202 An action space is fully occupied by Workers. *(It does not matter whether or not you used this action space.)*
You get 1 Milk, 1 Sheep, and 1 Bonus card.

203 You have no Fields in rows 2 and 3. *(So you have either no Fields at all or all of your Fields are in rows 4-5.)*
You get 1 Sheep.

204 You have at least 2, 3, 4, or 5 Sheep.
You get 1 Field into row 2, 3, 4, or 5, respectively.

205 You have 6 or 7 Fields. *(You can play this card even if you have 8 Fields, in which case it will not have any immediate effect.)*
You get 1 Field into row 2 or 5, respectively.

206 You have at least 2, 3, or 5 Jewelry.
You get 1 Meat. If you have at least 3 Jewelry, you can instead take 1 Tool. If you have at least 5 Jewelry, you can instead take 1 Sheep.

207 You have at least 5 Fields and at least 0, 2, or 4 Hops in your supply.
You get 0, 1, or 2 Tools, respectively, plus 1 Bonus card.

208 **You can only play this card in Phase 7!**
The total of Goods that you got from your Fields this Phase is equal to or greater than 16.
You get 1 Tool and 1 Bonus card.

209 You have at least 3, 5, or 6 Sheep on the same Farmyard card. *(The Stables are not considered a Farmyard card.)*
You get 1, 2, or 3 Jewelry, respectively.

210 You have at least 2 Hops in your supply.
You can remove all Workers from an action space of your choice, returning the Workers to the general supply. Additionally, you get 1 Bonus card.

211 You have at least 3 Clay or at least 3 Hops in your supply.
If you have at least 3 Clay, you get 2 Hops. If you have at least 3 Hops, you get 2 Clay. If you meet both conditions, you must choose between Clay and Hops. Regardless, you also get 1 Bonus card.

212 You have at least 5, 6, or 7 Tools.
You get a number of Clay equal to the difference of 12, 13, or 14, respectively, and the number shown in the window of your Community Center.

Example: *You have 7 Tools and the number shown in the window of your Community Center is 11. You get 14-11=3 Clay.*

213 You have at least 1 Field containing Hops.
You get your choice of 1 Milk or 1 Clay. Additionally, you can sow in one Field.

214 You have exactly 1 empty Field.
You get your choice of 2 Barley, 2 Flax, 2 Hops, or 2 Rye. Afterward, you can sow the chosen Crop in one Field. Additionally, you get 1 Bonus card.

215 You have at least 3, 4, 5, or 6 cards in your hand that are not Gateway cards *(i.e., Farmyard, Bonus, and/or Point cards).*
You get 1, 2, 3, or 4 Crops of different types, respectively. *(You can freely choose which types but each type only once.)* Additionally, you get 1 Bonus card.

216 The combined total of Tools and Jewelry you have is equal to or greater than 7.
You get a number of Rye equal to the number of planted Fields you have.

217 You have at least 3 Jewelry.
You get a number of Barley equal to the number of Sheep you have on a single Farmyard card. *(If you have multiple Farmyard cards containing Sheep, you must choose one of these cards.)* Additionally, you get 1 Bonus card.

218 You have a number of Rye in your supply equal to or greater than the number shown in the window of your Community Center.
You get 2 Barley, 1 Hop, and 1 Bonus card.

219 You have at least 5 Milk in your supply.
You get a number of Flax equal to the difference of 13 and the number shown in the window of your Community Center.

Example: *You have 6 Milk in your supply and the number shown in the window of your Community Center is 9. You get 13-9=4 Flax.*

220 You have at least 3, 4, or 6 planted Fields.
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Hop and 1 Meat.

221 You have at least 2 planted Fields and at least 3 Tools.
You can immediately harvest up to 2 Fields *(even outside of Phase 7)*. Move each harvested Field 1 row down, as usual *(unless it is in the bottom row already)*. Additionally, you get 1 Bonus card.

222 **You can only play this card in Phase 4!**
You have no planted Fields immediately before your last action in this Phase. *(So you have either no Fields at all or all of your Fields are empty. Your last action is when you spend your last Worker.)*
You can move each of up to 3 Fields 1 row up. *(Consequently, these Fields will yield more Goods. You cannot move Fields that are in the top row already.)* Additionally, you get 1 Bonus card.

223 You have at least 1, 2, or 3 Sheep, and at least as much Jewelry. *(Of these two, consider of which you have less.)*
You get 1, 2, or 3 Milk, respectively.

Example: *If you have 4 Sheep and 2 Jewelry, you get 2 Milk.*

224 You have at least 1, 2, or 3 Animal Products of each type. *(Consider the Animal Product of which you have the least.)*
You get 0, 1, or 2 Bonus cards, respectively, plus 3 Milk.

Example: You have 2 Hides, 3 Meat, 6 Milk, and 2 Wool in your supply. The smallest of these values is 2. Consequently, you get 1 Bonus card and 3 Milk.

225 On each of at least 2 Farmyard cards and in the Stables, there is at least 1 Sheep.
You get 1 Meat, 1 Milk, 1 Wool, and 1 Bonus card.

226 You have at least 3 Sheep and at least 3 Jewelry.
You get 1 Flax, 1 Hide, 1 Milk, and 1 Wool.

227 You have at least 3, 5, or 6 cards in your hand that are not Gateway cards *(i.e., Farmyard, Bonus, and/or Point cards).*
You get 0, 1, or 2 Wool, respectively, plus 1 Bonus card.

228 The combined total of your Fields containing Barley and your Fields containing Rye is equal to or greater than 4.
You get 2 Hides and 1 Bonus card.

229 You have exactly 1 empty Field.
You can immediately sow 1 Meat from your supply in this Field, as though Meat were a Crop. Harvest the Field in Phase 7, as usual.

230 You have at least 1, 2, 3, or 4 Sheep.
You get 0, 1, 2, or 3 Hops, respectively, plus 1 **Farmyard** card (!).

d) Master Deck

301 There is at least 1 Sheep on the Farmyard card that is next to be removed from your Stable board. *(In other words, in the upcoming Phase 2, one of your Sheep will die of natural causes. You may play this card even in Phase 2, immediately before removing a Farmyard card from your Stable board.)*
You can move up to 3 **different** Sheep to the next Farmyard card. *(This way you can save Sheep that are about to die of natural causes. You may not move the same Sheep more than once with this.)* Sheep that are on the Farmyard card of Round 6 move into the Stables. Additionally, you get 1 Bonus card.

302 **You can only play this card in Phase 4!**
There are only 1-2 Workers left on the Farmyard card containing your supply of Workers.
You can remove the top row of Workers from each of the "Sheep Market", "Sheep Breeding", and "Weekly Market" action spaces, returning the Workers to the general supply. If you do, you must remove Workers from all three action spaces. *(You may not pick and choose.)*

303 **You can only play this card in Phase 1!**
At least 6, 7, 8, 9, or 10 Workers have just been removed from a single Quadrant. *(If this applies to multiple Quadrants, consider the Quadrant with the most removed Workers.)*
You get 0, 1, 2, 3, or 5 Rye, respectively, plus 1 Sheep.

304 You have at least 3, 7, or 10 Tools.
You get 0, 1, or 2 Sheep, respectively, plus 1 Field into row 2.

305 **You can only play this card in Phase 9!**
In this Phase, you have advanced a single Craft Building a total of at least 3, 4, or 5 spaces to the right. *(If this applies to multiple Craft Buildings, consider the Craft Building you advanced the farthest to the right this Phase. It does not matter whether or not the Community Center tile has moved in the process.)*
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Field into row 5.

306 You have more Jewelry than Fields or more Sheep than Fields. *(Consider Jewelry and Sheep separately.)*
You get 1 Field into row 2. Afterward, you can sow in one Field. *(You can sow in the new Field or a different one.)*

307 You have at least 1, 3, or 6 Jewelry.
You get 0, 1, or 2 Bonus cards, respectively, plus 2 Clay and 1 Tool.

308 So far, you have played a total of at least 1, 3, 7, or 12 cards.
You get 1, 2, 3, or 4 Tools, respectively.

309 You have just used an action space so that, now, there are at least 9, 11, or 13 Workers in its Quadrant.
You get 1, 2, or 3 Barley, respectively, plus 1 Tool.

310 You have just obtained at least 2, 3, or 4 Tools at the same time *(e.g., by exchanging Workers for Tools in Phase 4)*.
You get 1, 2, or 3 Hops, respectively, plus 1 Tool.

311 You have at least 7, 14, or 21 Crops of the same type in your supply.
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Jewelry.

312 **You can only play this card in Phase 4!**
You have 6, 7, or 8 Fields.
You get 0, 1, or 2 Bonus cards, respectively. Additionally, you can advance a Craft Building 1 space to the right *(even outside of Phase 9)*, without paying the usual cost. *(This can cause the Community Center tile to move, but you do not get any additional Worker retroactively.)*

313 **You can only play this card in Phase 4!**
There is only 1 Worker left on the Farmyard card containing your supply of Workers.
You can place this Worker in the second row of an action space of your choice, if the second row is empty, and use the action space immediately. It does not matter whether or not the first row of this action space contains a Worker. The second row is considered occupied, even if it contains only one Worker. *(Do not add a Worker from the general supply. The Worker in the second row is considered one Worker, not two. The second row will contain only one Worker until it is cleared. If the first row is still empty, any player can use it even if the second row contains a Worker.)* Additionally, you get 1 Bonus card.

314 There are at least 2 action spaces containing exactly 3 Workers each *(i.e., the two bottom rows are completely filled)*.
You can remove all Workers from one of these action spaces *(thus, clearing it)* and place them in the third row of another action space with exactly 3 Workers *(thus, completely filling it)*, without using any of these action spaces. If you do remove Workers, you must move the Workers as described. Additionally, you get 1 Bonus card.

315 **You can only play this card in Phase 4!**
You have at least 4 Jewelry.
You can remove all Workers from the topmost row containing Workers of an action space of your choice. If you do, add these Workers to your supply of Workers for this Round. *(Consequently, you will have more Workers available to you this Round. You can play this card even after you placed your last Worker, thus, rejoining this Phase 4, even if all other players are out of Workers already.)*

316 Play this card in Round 1, Round 2, or in a later Round.
You get 0, 1, or 2 Bonus cards, respectively. Additionally, you can move each of up to 3 different Boulders 1 space to the right *(even outside of Phase 9)*, without using Tools. *(You may not move the same Boulder more than once with this.)*

317 You have at least 1 planted Field.
You get a number of Clay equal to the number of empty Fields you have.

318 One of your Craft Buildings is at least 3, 4, or 5 spaces ahead of another of your Craft Buildings. *(If this applies to multiple Craft Buildings, consider the Craft Buildings with the largest gap between them.)*
You get 3, 4, or 5 Clay, respectively, plus 1 Bonus card.

319 You have at least 1, 3, or 6 Hops in your supply.
You get 1, 2, or 3 Clay, respectively, plus 1 Rye and 1 Bonus card.

320 You have at least 2, 4, 6, or 7 Tools.
You get 0, 1, 2, or 3 Barley, respectively, plus 2 Flax and 1 Bonus card.

321 You have a number of Barley in your supply equal to the difference of 10 and the number of Jewelry you have. *(If you have 10 Jewelry, you can play this card even if you have no Barley in your supply.)*
You get 2 Flax, 1 Hop, and 1 Bonus card.

322 You have just used the "Farming", "Fertilizing", "Cultivation", or "Busy Weekend" action space.
You get your choice of 1 Barley, 1 Flax, 1 Hop, or 1 Rye. Afterward, you can sow the chosen Crop in one Field *(on top of the sow actions from the action space)*. You get the Crop even if you cannot or do not want to sow it.

323 You have exactly 1 empty Field.
You can move this Field to row 4 *(regardless of the row it originates from)*. Afterward, you can sow in this Field. *(You can sow even if you do not move the Field, or you can move the Field without sowing.)* Additionally, you get 1 Bonus card.

324 The number shown in the window of your Community Center is greater than the sum of the current Round and 5, 6, or 7.
You get 1, 2, or 3 Milk, respectively.

325 You have at least 0, 10, 16, or 23 Crops in your supply. *(The types do not matter. All of these Crops may even be of the same type.)*
You get 0, 1, 2, or 3 Milk, respectively, plus 1 Bonus card.

326 You have at least 1 Sheep on the Farmyard card of Round 4, on a later Farmyard card, or in the Stables.
You get 1, 2, or 3 Wool, respectively, plus 1 Bonus card.

327 You have at least 2, 3, or 7 Sheep.
You get 0, 1, or 2 Bonus cards, respectively, plus a number of Hides equal to the number of Farmyard cards on your Stable board containing no Sheep *(including the Farmyard cards of Rounds 2 and 3, which usually never contain Sheep anyway)*.

328 You can only play this card when you use the "Butchery" action space.
You can pay 1 Jewelry in place of the Sheep required by the "Butchery" action space *(even if you do not have any Sheep to take the action in the first place)*. Additionally, you get 2 additional Hides and 1 Bonus card.

329 There are *(at least)* 1, 3, or 6 Workers on the "Nursery" action space. *(None of these Workers need to be Workers you placed there.)*
You get 0, 2, or 7 Meat, respectively, plus 1 Bonus card.

Example: *The two bottom rows contain 1 Worker each (because somebody played card #313 before). Consequently, you get no Meat, but you get 1 Bonus card.*

330 **You can only play this card in Phase 4!**
You have obtained a total of at least 1, 3, or 5 Tools this Phase *(e.g., by exchanging Workers for Tools).*
You get 0, 1, or 2 **Gateway** cards (!), respectively, plus 1 Bonus card.

2 Farmyard Cards



There are four such decks comprising 35 cards each, only one of which is present in any particular game. The decks are numbered and focus on a specific game element: Hops *(401-435)*, Sheep *(501-535)*, Field *(601-635)*, and Jewelry *(701-735)*. The Farmyard cards serve three purposes: On your Stable board, they give shelter to your Sheep. Each Round, one of them is removed from your Stable board to hold your supply of Workers; later, you take it into your hand. In contrast to the Gateway cards, about two out of three Farmyard cards require you pay something to play them.

a) Hops Deck

401 Pay your choice of 1 Barley or 1 Rye.
You can move up to 2 **different** Sheep to the next Farmyard card. *(You may not move the same Sheep more than once with this.)* Sheep that are on the Farmyard card of Round 6 move into the Stables. Additionally, you get 1 Bonus card.

402 You have no Fields in rows 2, 3, and 4. *(So you have either no Fields at all or all of your Fields are in row 5.)*
You get 1 Milk and 1 Sheep.

403 So far, you have played a total of at least 5 Gateway cards.
You get 1 Sheep.

404 Pay a number of Rye equal to the difference of 8 and the number of Fields you have. *(If you have 8 Fields, you can play this card at no cost.)*
You get 1 Sheep and 1 Bonus card.

405 Pay 1 Barley, 1 Flax, 1 Hop, and 1 Rye.
You get 1 Milk, 2 Wool, 1 Sheep, and 1 Bonus card.

406 Pay 4 Hops.
You get 2 Hops *(back)*, 1 Sheep, and 1 Bonus card.

407 You have at least 7 Fields.
You get 1 Field into row 3 and 1 Bonus card.

408 Pay 1 Sheep.
You get 1 Field into row 5 and 1 Bonus card.

409 Pay 2 Clay and remove 1 Field from row 5.
You get up to 3 Fields into row 2.

410 Pay 1 Jewelry.
You get up to 2 Fields into row 2.

411 Pay 4 Hops.
You get up to 2 Fields into row 3.

412 Pay your choice of 3, 5, or 7 Hops.
You get 0, 3, or 6 Hops *(back)*, respectively, plus 1 Field into row 4 and 1 Bonus card.

413 Pay your choice of 1, 2, or 3 Sheep.
You get 1, 2 or 3 Tools, respectively. Additionally, you get 1, 2, or 3 Bonus cards, respectively.

414 Discard any 2 cards from your hand and remove them from play.
You get 1 Tool and 1 Bonus card.

415 Pay 7 Tools.
You get 3 Tools *(back)* and 2 Jewelry.

416 You have at least 11 Sheep or 8 Fields.
You get 1 Jewelry.

417 You have a number of Wool in your supply equal to or greater than the number shown in the window of your Community Center.
You get 1 Jewelry.

418 Pay your choice of 5, 6, or 8 Hops.
You get 0, 1, or 2 Bonus cards, respectively, plus 2 Jewelry.

419 **You may not play this card in Phase 4!**
Pay 1 Jewelry.
You can immediately use an action space containing at most 1 Worker, placing 1 or 2 Workers from the general supply on the action space *(depending on whether the first row is empty or containing 1 Worker, respectively).*

420 Pay 2 Tools.
You get 2 Clay and 2 Bonus cards.

421 Remove 1 Field.
You get 5 Clay.

422 You have at least 1, 2, or 3 Fields containing Hops.
You get 0, 2, or 4 Barley, respectively, plus 1 Bonus card.

423 You have at least 5 Meat and at least 3 Wool in your supply.
You get 3 Flax and 1 Bonus card.

424 Pay 3 Hops.
You get 5 Rye and 1 Bonus card.

425 Pay 8 Hops.
You get 3 Hops *(back)*, 3 Barley, and 2 Bonus cards.

426 **You can only play this card in Phase 7!**
You have at least 6 Tools.
You can double the yield of a Field that you are about to harvest. *(In other words, take an identical Goods indicator from the general supply and place it on the same supply space as the harvested Good.)*

427 **You may not play this card in Phase 7!**
Pay your choice of 0, 1, or 3 Milk.
You can sow in one, up to two, or up to three Fields, respectively.

428 The combined total of Fields and Jewelry you have is equal to or greater than the number shown in the window of your Community Center.
You get 1 Hide, 1 Milk, 1 Wool, and 1 Bonus card.

429 You have a number of Sheep equal to or greater than the number of Fields you have.
You get 2 Hides and 1 Wool.

430 Pay 1 Tool.
You get 2 Milk and 1 Bonus card.

431 Pay your choice of 1, 3, or 5 Milk.
You get 1, 3, or 5 Hides, respectively, plus 1 Bonus card.

432 Pay your choice of 1, 2, 3, or 4 Hops.
You get 0, 1, 2, or 3 Goods of the same type, respectively. You can choose only between Hides and Wool. *(You must choose a single type.)* Additionally, you get 1 Bonus card.

433 Pay 1 Jewelry.
You get 2 Meat, 2 Milk, and 1 Bonus card.

434 Remove 2 Fields.
You get 6 Meat.

435 Pay your choice of 1, 3, or 6 Barley.
You get 1, 2, or 3 **Gateway** cards (!), respectively.

b) Sheep Deck

501 You have at least 5, 7, or 10 Wool in your supply.
You get 0, 1, or 2 Hides, respectively, plus 1 Sheep.

502 You have at least 4, 5, 6, or 8 Jewelry.
You get 0, 1, 2, or 3 Rye, respectively, plus 1 Sheep.

503 You have at least 3, 5, or 7 Fields, and at least as much Jewelry. *(Consider of which you have less.)*
You get 0, 1, or 2 Sheep, respectively, plus 2 Meat.

Example: *You have 6 Fields and 4 Jewelry. Consequently, you get 2 Meat, but no Sheep.*

504 Remove 1 Field.
You get 1 Hide and 1 Sheep.

505 Pay 1 Jewelry.
You get 1 Sheep and 1 Bonus card.

506 Pay a number of Clay equal to the difference of 8 and the number of Fields you have. *(If you have 8 Fields, you can play this card at no cost.)*
You get 1 Milk, 1 Sheep, and 1 Bonus card.

507 Pay a number of Rye equal to the difference of 10 and the number of Jewelry you have. *(If you have 10 Jewelry, you can play this card at no cost.)*
You get 2 Sheep and 1 Bonus card.

508 Pay a number of Flax equal to the total number of Sheep on all Farmyard cards of your Stable board. *(Sheep in the Stables do not count. If you have no Sheep on Farmyard cards, you can play this card at no cost.)*
You get 1 Sheep.

509 You have at most 4 Fields, 2 Fields, 1 Field, or no Fields at all.
You get 1 Field into row 2, 3, 4, or 5, respectively. Additionally, you get 0, 1, 2, or 2 Bonus cards, respectively.

510 Pay 2 Hops.
You get 1 Field into row 4 and 1 Bonus card.

511 Pay your choice of 4 Barley, 4 Flax, 4 Hops, or 4 Rye.
You get 1 Field into row 2 and 2 Bonus cards.

512 Remove 1 Field from row 5.
You get up to 2 Fields into row 3.

513 Pay 1 Jewelry.
You get 1 Field into row 5 and 1 Bonus card.

514 Pay 2 Goods of the same type of your choice.
You get 1 Tool and 1 Field into row 2.

515 Pay a number of Barley equal to the difference of 8 and the number of Fields you have. *(If you have 8 Fields, you can play this card at no cost.)*
You get 2 Tools and 1 Bonus card.

516 Remove a planted Good from a Field and return it to the general supply. *(Keep the Field.)*
You get 2 Tools and 1 Bonus card.

517 Pay 3 Sheep.
You get 2 Tools, 2 Jewelry, and 2 Bonus cards.

518 Remove your choice of 1, 2, or 4 Fields.
You get 1, 2, or 3 Jewelry, respectively.

519 Pay a number of Clay equal to the number of Fields you have. *(If you have no Fields, you can play this card at no cost.)*
You get 2 Jewelry.

520 Pay 3 Hops.
You get 1 Jewelry and 1 Bonus card.

521 Pay your choice of 1, 2, or 3 Hops.
You get 1, 3, or 5 Clay, respectively.

522 Pay 1 Tool.
You can immediately sow 1 Clay from your supply into a Field, as though Clay were a Crop. Harvest the Field in Phase 7, as usual.

523 You have at least 4 Tools and at least 5 Fields.
You get your choice of 4 Barley, 4 Flax, 4 Hops, or 4 Rye.

524 You have at least 1, 2, or 3 Fields containing Hops.
You get 2, 3, or 4 Barley, respectively. Additionally, you get 0, 1, or 2 Bonus cards, respectively.

525 The combined total of Fields and Tools you have is equal to or greater than 9, 10, 11, or 12.
You get 2, 3, 4, or 5 Flax, respectively.

526 **You may not play this card in Phase 7!**
Pay 2 Milk.
You can sow in up to three Fields.

527 You have a number of Milk in your supply equal to or greater than the number shown in the window of your Community Center.
You get 1 Rye, 1 Hide, 1 Meat, and 1 Bonus card.

528 You have at least 4, 5, or 7 planted Fields.
You get 1, 2, or 3 Bonus cards, respectively, plus 1 Wool.

529 You have at least 10 Crops of the same type in your supply.
You get 2 Meat and 1 Bonus card.

530 Pay 1 Hop.
You get 3 Milk.

531 Move 2 different Sheep to the previous Farmyard card. *(This way, Sheep can end up on the Farmyard card of Round 3.)* If a Sheep is on the Farmyard card of the current Round, return it to the general supply. If a Sheep is in the Stables, move it to the Farmyard card of Round 6. *(If you play this card in Round 6, simply return 2 Sheep to the general supply. You may not play this card if you have less than 2 Sheep.)*
You get 1 Bonus card and your choice of 4 Wool or 1 Jewelry.

532 Pay 2 Sheep.
You get 3 Hides, 6 Meat, and 1 Bonus card.

533 Pay 1 Sheep.
You get 4 Hides and 1 Bonus card.

534 Pay 1 Jewelry.
You get your choice of 5 Hides, 5 Meat, 5 Milk, or 5 Wool.

535 Pay your choice of 1, 2, or 4 Clay.
You get 1, 2, or 3 **Point** cards (!), respectively, plus 1 Bonus card.

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c) Field Deck

601 You have at least 6 Fields.
You get 1 Sheep.

602 You have at least 2 Wool in your supply and at least 4 Tools.
You get 1 Sheep.

603 Remove 1 Field from row 5.
You get 2 Sheep.

604 Pay a number of Flax equal to the difference of 8 and the number of Fields you have. *(If you have 8 Fields, you can play this card at no cost.)*
You get 2 Sheep.

605 **You may not play this card in Phase 8!**
Pay 3 Milk.
You get 1 Sheep and 1 Bonus card.

606 You have at least 3 Fields containing the same type of Crop.
You get 1 Field into row 3 and 1 Bonus card.

607 You have at least 6 Tools and at least 4 Jewelry.
You get 2 Fields into rows whose sum is equal to the number of Jewelry you have. If you have 4 or 5 Jewelry, you can choose to take only 1 Field and place it in the corresponding row. *(If you have 6 or more Jewelry, you must take exactly 2 Fields or decline the effect.)*

Example: *You have 6 Jewelry. You can place both Fields into row 3, or one Field into row 2 and another into row 4.*

608 You have at least 1, 2, 5, or 7 Meat in your supply.
You get 0, 1, 2, or 3 Wool, respectively, plus 1 Field into row 4.

609 The combined total of Sheep and Jewelry you have is equal to or greater than the number shown in the window of your Community Center.
You get 1 Tool and 1 Field into row 5.

610 Pay 3 Hops.
You get 1 Field into row 5 and 1 Bonus card.

611 Pay your choice of 1, 3, or 5 Hops.
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Field into row 4.

612 Pay 2 Flax.
You get 1 Field into row 3 and 1 Bonus card.

613 Pay 2 Tools.
You get 1 Field into row 4 and 1 Bonus card.

614 Pay 2 Sheep.
You get up to 2 Fields into row 4 and 1 Bonus card.

615 You have at least 5, 6, 7, or 8 Jewelry.
You get 2 Tools. If you have at least 6 Jewelry, you can instead place up to 2 Fields into row 2. If you have at least 7 Jewelry, you can instead place up to 2 Fields into row 5. If you have at least 8 Jewelry, you can instead take 3 Sheep.

616 You have at least 1, 2, 5, or 7 Hides in your supply.
You get 1, 2, 3, or 4 Meat, respectively, plus 1 Tool.

617 Pay 1 Jewelry.
You get 3 Hides, 1 Tool, and 1 Bonus card.

618 Pay 1 Sheep.
You get 2 Milk, 2 Tools, and 1 Bonus card.

619 You have at least 4, 9, or 16 Wool in your supply.
You get 1, 2, or 3 Jewelry, respectively.

620 Pay your choice of 3, 8, or 13 Milk.
You get 0, 6, or 12 Milk *(back)*, respectively, plus 1 Jewelry and 1 Bonus card.

621 Pay your choice of 1, 5, or 10 Hops.
You get 1, 2, or 3 Jewelry, respectively.

622 Pay 4 Hops.
You get 7 Clay.

623 Remove 2 Fields.
You get 5 Clay.

624 The combined total of Sheep and Fields you have is equal to or greater than the number shown in the window of your Community Center.
You get 2 Flax and 1 Bonus card.

625 You have more Jewelry than Fields.
You get 1 Barley, 1 Hop, 1 Rye, and 1 Bonus card.

626 Remove 1 Field.
You get 3 Barley, 1 Hop, and 3 Rye.

627 You have at least 7 Tools.
You can sow up to 2 Crops of the same type in a single Field. Consequently, in Phase 7, you will harvest 2 Crops from this Field.

628 Your Fields contain all four types of Crops.
You can immediately harvest up to 3 Fields *(even outside of Phase 7)*. Move each harvested Field 1 row down, as usual *(unless it is in the bottom row already)*. Additionally, you get 1 Bonus card.

629 You have at least 3, 5, 6, or 7 Sheep, and at least as much Jewelry. *(Consider of which you have less.)*
You get 1, 2, 3, or 4 Hides, respectively. Additionally, you get 1, 2, 3, or 4 Meat, respectively.

Example: *You have 6 Sheep and 4 Jewelry. Consequently, you get 1 Hide and 1 Meat.*

630 You have at least 6 planted Fields.
You get 1 Hide, 1 Meat, 1 Wool, and 1 Bonus card.

631 Pay 2 Tools.
If you have fewer Hides in your supply than Tools, you get a number of Hides from the general supply until you have an equal number of Hides and Tools. *(If you have the same or a greater number of Hides, you do not get any, but you also do not lose any.)* Additionally, you get 1 Bonus card.

632 Remove 2 Fields.
You get a number of Meat equal to the difference of 14 and the number shown in the window of your Community Center. Additionally, you get 2 Bonus cards.

Example: *The number shown in the window of your Community Center is 11. You get 14-11=3 Meat and 2 Bonus cards.*

633 Pay 1 Sheep.
You get 2 Hides, 2 Meat, and 2 Wool.

634 Discard any 2 cards from your hand and remove them from play.
You get 1 Wool and 2 Bonus cards.

635 Discard 2 Point cards from your hand and remove them from play.
You get 1 **Gateway** card (!) and 2 Bonus cards.

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d) Jewelry Deck

701 You have at least 11 Barley in your supply.
You get 1 Sheep.

702 **You can only play this card in Phase 4!**
You have just exchanged at least 3 Workers for Tools in a single turn.
You get 1 Sheep.

703 An action space is fully occupied by Workers. *(It does not matter whether or not you used this action space.)*
You get 1 Sheep and 1 Field into row 2.

704 You have at least 4 Sheep and at most 7, 5, 4, or 3 Fields.
You get 1 Field into row 2, 3, 4, or 5, respectively.

705 You have at least 4 Sheep and at most 7 Tools, 4 Tools, or 1 Tool.
You get 1, 2, or 3 Tools, respectively, plus 1 Bonus card.

706 **You can only play this card in Phase 7!**
You have just got a total of at least 11 Crops of the same type from Fields. *(It does not matter whether or not you harvested anything else.)*
You get 1 Tool and 1 Jewelry.

707 You have at least 2, 6, or 10 Tools.
You get 0, 1, or 2 Jewelry, respectively, plus 1 Hide and 1 Bonus card.

708 The combined total of Tools and Fields you have is equal to or greater than 12.
You get 1 Jewelry.

709 One of your Craft Buildings is at least 4 spaces ahead of another of your Craft Buildings. *(It does not matter if this applies to multiple Craft Buildings.)*
You get 1 Jewelry. *(Even if this applies to multiple Craft Buildings, you get only 1 Jewelry from this.)*

710 The combined total of Tools and Sheep you have is equal to or greater than 8, 11, or 16.
You get 0, 1, or 2 Bonus cards, respectively, plus 2 Barley, 1 Hop, and 2 Clay.

711 The combined total of Tools and Jewelry you have is equal to or greater than the number shown in the window of your Community Center.
You get 3 Rye and 1 Bonus card.

712 You have at least 3, 5, or 7 Jewelry or at least 6, 8, or 10 Tools. *(If you meet both conditions, consider which one is more beneficial to you.)*
You get 2, 3, or 4 Flax, respectively, plus 1 Bonus card.

713 You have just played another card immediately after you got it into your hand. *(Play this card together with that other card, but carry out the effects of the other card before you carry out this.)*
You get 1 Milk, 1 Bonus card, and your choice of 1 Barley, 1 Flax, 1 Hop, or 1 Rye.

714 You have at least 1, 2, or 3 Fields containing Flax.
You get 1, 3, or 4 Wool, respectively, plus 1 Bonus card.

715 You have more Sheep than Fields.
You get 2 Meat and 1 Bonus card.

716 Pay your choice of 1, 2, 4, or 5 Jewelry.
You get 1, 2, 3, or 4 Sheep, respectively, plus 1 Bonus card.

717 Pay your choice of 2, 3, or 5 Hops.
You get 0, 1, or 2 Bonus cards, respectively, plus 1 Sheep.

718 Pay your choice of 3 Hides or 4 Hops.
You get up to 2 Fields into row 3 and 1 Bonus card.

719 Pay your choice of 2, 7, or 9 Jewelry.
You get 0, 6, or 9 Jewelry *(back)*, respectively, plus up to 2 Fields into row 3 and 1 Bonus card.

720 Pay 1 Sheep.
You get 2 Clay, 2 Tools, and 1 Bonus card.

721 Pay 1 Jewelry.
You get 3 Tools, 1 Bonus card, and your choice of 1 Barley, 1 Flax, 1 Hop, or 1 Rye.

722 Pay 3 Hops.
You get 1 Tool, 1 Jewelry, and 1 Bonus card.

723 Pay your choice of 7 Flax, or 5 Flax and 1 Hide, or 3 Flax and 2 Hides, or 1 Flax and 3 Hides, or 4 Hides.
You get 2 Jewelry and 1 Bonus card.

724 **You may not play this card in Phase 7!**
Pay a number of Barley equal to the number of empty Fields you have. *(If you have no Fields at all or all of your Fields are planted, you can play this card at no cost.)*
You get 1 Jewelry.

725 Pay 1 Tool.
You can remove the topmost row containing Workers from each of the "Land Sale" and "Town Hall" action spaces, returning the Workers to the general supply. If you do, you must remove Workers from both action spaces. *(You may not pick and choose.)* Additionally, you get 1 Bonus card.

726 **You may not play this card in Phase 4!**
Pay 1 Jewelry.
You can immediately use an action space containing at most 1 Worker, placing 1 or 2 Workers from the general supply on the action space *(depending on whether the first row is empty or containing 1 Worker, respectively)*.

727 Pay your choice of 1 Jewelry or 3 Tools.
You get 7 Clay.

728 If you have more than 3 Crops in your supply, you must return all of them but three. *(This card only reduces Crops—your other Goods are unaffected by it. If you have 3 or fewer Crops in your supply, you can play this card at no cost.)*
You can sow in up to three Fields. Additionally, you get 1 Bonus card.

729 Pay 1 Jewelry.
You get 1 Field into row 4. Afterward, you can sow in one Field. *(You can sow a Crop in the new Field or a different one.)*

730 Pay a number of Rye equal to the number of empty Farmyard cards on your Stable board *(i.e., containing no Sheep)*, including the Farmyard cards of Rounds 2 and 3, if available. *(In Round 6 or if each Farmyard card on your Stable board contains at least 1 Sheep, you can play this card at no cost.)*
You get 3 Milk and 1 Bonus card.

731 Pay 1 Tool.
You get a number of Barley and a number of Wool equal to half the number of Hides in your supply, rounded down. *(Keep the Hides.)* Additionally, you get 1 Bonus card.

Example: *You have 5 Hides in your supply. You get 2 Barley, 2 Wool, and 1 Bonus card.*

732 Pay 1 Jewelry.
You get 1 Bonus card and your choice of 4 Hides or 5 Wool.

733 Pay a number of Barley equal to the difference of 10 and the number of Jewelry you have. *(If you have 10 Jewelry, you can play this card at no cost.)*
You get 6 Hides, 2 Meat, and 1 Bonus card.

734 Pay your choice of 2, 6, or 9 Jewelry.
You get 0, 5, or 9 Jewelry *(back)*, respectively, plus 5 Meat and 1 Bonus card.

735 Pay 1 Jewelry.
You get 2 **Farmyard** cards (!) and 2 Bonus cards.

3 Bonus Cards



There is only one such deck comprising 45 cards *(801-845)*, which is present in every single game. Most often, you get Bonus cards as a result of playing a Gateway or Farmyard card. Bonus cards provide resources in Phase 3 of each Round. Like the Farmyard cards, about three out of five Bonus cards require you pay something to play them. Unlike the Gateway and Farmyard cards, instead of additional cards, Bonus cards provide Victory Points *(VP)*.

801 Pay 1 Wool.
In Phase 3 of each Round, you get 1 Meat.
During scoring, you get 1 VP.

802 Pay 1 Hop.
In Phase 3 of each Round, you get 1 Barley.
During scoring, you get 2 VP.

803 Pay 2 Meat.
In Phase 3 of each Round, you get 1 Sheep.
During scoring, you get 2 VP.

804 Pay 1 Meat.
In Phase 3 of each Round, you get 1 Wool.
During scoring, you get 3 VP.

805 Pay 1 Sheep.
In Phase 3 of each Round, you get 2 Hides.
During scoring, you get 3 VP.

806 Pay 1 Sheep.
In Phase 3 of each Round, you get 2 Milk.
During scoring, you get 3 VP.

807 Remove 2 Fields.
In Phase 3 of each Round, you get 1 Sheep.
During scoring, you get 3 VP.

808 Pay 2 Hides.
In Phase 3 of each Round, you get 2 Wool.
During scoring, you get 3 VP.

809 Pay 2 Tools.
In Phase 3 of each Round, you get 1 Barley and 1 Hop.
During scoring, you get 3 VP.

810 Pay 2 Hops.
In Phase 3 of each Round, you get 1 Rye.
During scoring, you get 3 VP.

811 Pay 3 Flax that you have just harvested *(from one or multiple Fields)*.
In Phase 3 of each Round, you can sow 1 Flax from your supply in a Field. Harvest the Field in Phase 7, as usual.
During scoring, you get 3 VP.

812 Pay 3 Barley that you have just harvested *(from one or multiple Fields)*.
In Phase 3 of each Round, you can sow 1 Barley from your supply in a Field. Harvest the Field in Phase 7, as usual.
During scoring, you get 3 VP.

813 Pay 3 Hops.
In Phase 3 of each Round, you get 1 Tool.
During scoring, you get 3 VP.

814 Pay 3 Clay.
In Phase 3 of each Round, you get 1 Rye and 1 Clay.
During scoring, you get 3 VP.

815 Discard any 3 cards from your hand and remove them from play.
In Phase 3 of each Round, you get 1 **Gateway** card (!).
During scoring, you get 3 VP.

816 Pay 3 Rye that you have just harvested *(from one or multiple Fields)*.
In Phase 3 of each Round, you can sow 1 Rye from your supply in a Field. Harvest the Field in Phase 7, as usual.
During scoring, you get 3 VP.

817 Pay 1 Jewelry.
In Phase 3 of each Round, you get 1 Tool.
During scoring, you get 4 VP.

818 Pay 1 Jewelry and 1 Tool.
In Phase 3 of each Round, you get 1 Flax and 1 Wool.
During scoring, you get 4 VP.

819 Remove 2 Fields.
In Phase 3 of each Round, you get 1 Field into row 4.
During scoring, you get 4 VP.

820 Pay 2 Tools.
In Phase 3 of each Round, you get 1 Meat.
During scoring, you get 4 VP.

821 Pay 4 Clay.
In Phase 3 of each Round, you get 2 Clay.
During scoring, you get 4 VP.

822 Pay your choice of 3 Barley, 3 Flax, 3 Hops, or 3 Rye.
In Phase 3 of each Round, you get 1 Hops.
During scoring, you get 5 VP.

823 Pay 2 Sheep.
In Phase 3 of each Round, you get 1 Sheep.
During scoring, you get 5 VP.

824 Remove 1 planted Field. *(Also return the Good planted in that Field to the general supply.)*
In Phase 3 of each Round, you get 1 Field into row 3.
During scoring, you get 6 VP.

825 Remove 3 Fields.
In Phase 3 of each Round, you get 1 Field into row 5.
During scoring, you get 6 VP.

826 Pay 2 Jewelry.
In Phase 3 of each Round, you get 2 Barley.
During scoring, you get 7 VP.

827 Pay 3 Jewelry.
In Phase 3 of each Round, you get 1 Jewelry.
During scoring, you get 8 VP.

828 You have no empty Fields. *(So you have either no Fields at all or all of your Fields contain Goods.)*
In Phase 3 of each Round, you get 1 Hop.
During scoring, you get 2 VP.

829 You have at least 5 Sheep.
In Phase 3 of each Round, you get 1 Wool.
During scoring, you get 2 VP.

830 You have at least 7 Clay in your supply.
In Phase 3 of each Round, you get 1 Clay.
During scoring, you get 2 VP.

831 You have no Fields in rows 2, 3, and 4. *(So you have either no Fields at all or all of your Fields are in row 5.)*
In Phase 3 of each Round, you can sow in one Field.
During scoring, you get 3 VP.

832 You have no Fields in rows 2, 3, and 4. *(So you have either no Fields at all or all of your Fields are in row 5.)*
In Phase 3 of each Round, you get 1 Milk.
During scoring, you get 3 VP.

833 You have a number of Milk in your supply equal to or greater than **double** the current Round number.
Example: *In Round 3, you have at least 6 Milk in your supply.*
In Phase 3 of each Round, you get 1 Hide.
During scoring, you get 3 VP.

834 You have at least 3 Hides in your supply.
In Phase 3 of each Round, you get 1 Hide.
During scoring, you get 3 VP.

835 You have at least 5 Jewelry.
In Phase 3 of each Round, you get 1 Meat.
During scoring, you get 3 VP.

836 You have at least 6 Hops in your supply.
In Phase 3 of each Round, you get 1 Rye.
During scoring, you get 3 VP.

837 You have at least 6 Wool in your supply.
In Phase 3 of each Round, you get 1 Wool.
During scoring, you get 3 VP.

838 You have at least 7 Flax in your supply.
In Phase 3 of each Round, you get 1 Flax.
During scoring, you get 3 VP.

839 You have at least 8 Tools.
In Phase 3 of each Round, you can exchange exactly 1 Tool for 1 Jewelry *(but you do not have to)*.
During scoring, you get 3 VP.

840 You have at least 3 Tools, at least 3 Sheep, and at least 3 Jewelry.
In Phase 3 of each Round, you get 1 **Farmyard** card (!).
During scoring, you get 3 VP.

841 You have at least 10 Barley in your supply.
In Phase 3 of each Round, you get 1 Barley.
During scoring, you get 3 VP.

842 You have at least 7 Barley and at least 5 Hops in your supply.
In Phase 3 of each Round, you get 1 Barley.
During scoring, you get 3 VP.

843 You have at least 7 Milk in your supply and at least 6 Sheep.
In Phase 3 of each Round, you get 1 Sheep.
During scoring, you get 3 VP.

844 You have at least 6 Rye and at least 5 Meat in your supply.
In Phase 3 of each Round, you get 1 Rye and 1 Meat.
During scoring, you get 4 VP.

845 You have at least 6 Meat in your supply.
In Phase 3 of each Round, you get 1 Meat.
During scoring, you get 6 VP.

4 Point Cards



There is only one such deck comprising 25 cards *(901-925)*, which is present in every single game. Normally, you get Point cards only when using the appropriate action space. They demand a lot of effort, which is rewarded with a lot of Victory Points *(VP)*. About four out of five Point cards require you pay something to play them.

901	So far, you have played at least 1 other Point card or a total of at least 7 Bonus cards.	2 VP
902	So far, you have played at least 1 other Point card.	3 VP
903	Pay 3 Tools.	4 VP
904	So far, you have played a total of at least 6 Gateway cards.	5 VP
905	Pay 4 Tools.	6 VP
906	So far, you have played a total of at least 6 Farmyard cards.	6 VP
907	Pay 5 Goods each of two types of your choice *(e.g., 5 Barley and 5 Wool)*.	7 VP
908	Pay 4 Goods each of three types of your choice *(e.g., 4 Rye, 4 Milk, and 4 Clay)*.	8 VP
909	Pay 2 Hides and 3 Jewelry.	10 VP
910	Pay 5 Meat.	10 VP
911	Pay 6 Barley and 2 Jewelry.	10 VP
912	Pay 10 Hops.	10 VP
913	Pay your choice of 11 Barley, 11 Flax, 11 Hops, or 11 Rye.	10 VP
914	Pay 6 Flax and 6 Hops.	10 VP
915	Pay 6 Hops and 6 Rye.	10 VP
916	Pay 12 Clay.	10 VP
917	Pay 12 Wool.	10 VP
918	Pay your choice of 13 Wool or 16 Milk.	10 VP
919	Pay 14 Goods of the same type of your choice *(e.g., 14 Clay)*.	10 VP
920	Pay 14 Milk.	10 VP
921	Pay 4 Jewelry.	12 VP
922	Remove 7 Fields total from any rows but row 2.	12 VP
923	Pay 8 Sheep.	12 VP
924	Remove 8 Fields.	13 VP
925	Pay your choice of 5 Jewelry or 10 Sheep.	14 VP