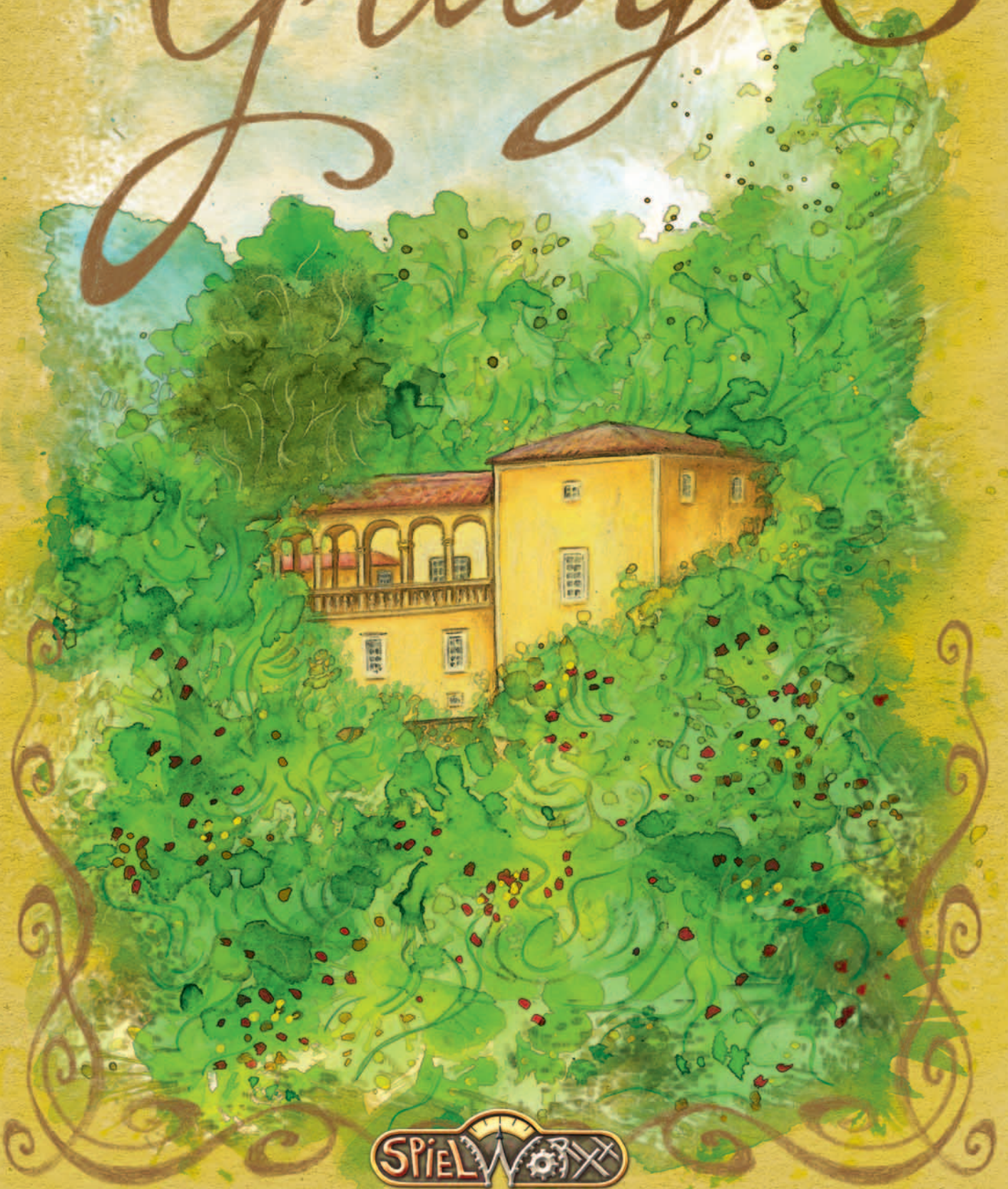


The Farm Cards

Glossary

La

Granja



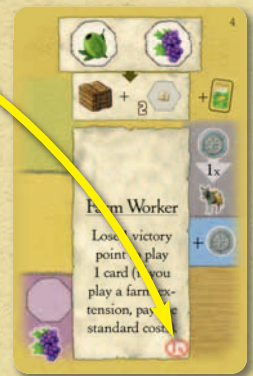
**This document lists all 66 farm cards in the game.
Please keep the following in mind:**

❖ Cards may be used immediately after placing them at your farm (but see below).

❖ **Assistant Role:** The color(s) of some card titles show in which phase or phases they may be used. Card titles without color(s) may be used anytime during the owner's player turn.



❖ **Assistant Role:** Some cards may be used only once (1x) per game turn. To denote this, a player marker is put onto the card after usage. At the end of the game turn all markers are removed from cards to show that they may be used again.



❖ If a player uses a card, this card has to be utilized completely, before any other card may be used.

Explanations of the Effects of some Helpers:

1 Chef

The upgrading of a grape into wine will only cost 2 silver.



2 Negotiator

This card awards the owner victory points immediately – when it is another player's turn and markers of the owner are removed.



3 Porter

If, for example, the owner chooses revenue space 6, he receives 1 delivery and 2 silver.



4 Farm Worker

Lose 1 victory point to play 1 card (if you play a farm extension, pay the standard cost).



5 Village Elder

With this card the owner prevents his opponents from taking one specific die - but never the third one. If the Village Elder has not used the last die of the space in his 1st or 2nd die action, the blocking of the die is canceled.



6 Merchant

In game turn 1 this would be revenue space 1.



7 Trader



Trader
Lose any one trading commodity to receive any 3 harvest goods.

8 Monger



Monger
If you get at least 1 victory point via the siesta track in the scoring phase, immediately take another victory point.

9 Barrow Builder

The owner may supply a market barrow several times and therefore may earn victory points and 1 trade commodity several times, too.



Barrow Builder
Remove 1 silver to keep 1 of your market barrows at your farm after having completely supplied it and scored it.


10 Shack Builder



Shack Builder
Each farm extension costs 1 farm good less.

11 Turner

The price of a roof marker cannot be less than 0 silver.



Turner
Each roof marker costs 2 less silver.

12 Groom


There is always room for 1 pig here!



Groom
If you own at least 1 pig, you may remove 1 grain to receive 1 victory point.

13 Peon


The Peon has to be used by the owner immediately after choosing the die.



Peon
Remove 1 victory point to immediately use the just taken die a 2nd time.

14 Foreman


This applies also to the 3rd die!
If another player uses a die several times via a card's effect, the *Foreman* benefits several times, too (for example, see the *Peon*).



Foreman
Receive 1 silver if another player uses a die with the same number as a die that is already on your farm.

15 Migrant Laborer

If there is a conflict with the *Tenant*, the *Tenant* has first grasp; then the *Migrant Laborer* may turn another die.



Migrant Laborer
Immediately after rolling the dice, turn any one die to a side of your choice.

16 Wainwright

The new card has to be placed at the farm as a market barrow.



Wainwright
After you have completely supplied a market barrow, you may play 1 market barrow, with a lower victory point value.

17 Oil Miller



18 Cooper



19 Farm Girl

If the *Farm Girl* is discarded later, the hand limit decreases, too.



20 Packer

The extra delivery is not free. It is in addition to possible other extra deliveries.



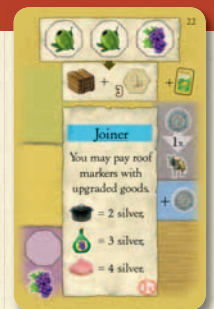
21 Market Woman

As an example, a player may take 4 silver and 1 pig.



22 Joiner

Of course the owner may pay only parts of the costs with upgraded goods. Silver is never returned after "overpayment".



23 Farm Servant



24 Wagoner

If a player owns three farm extensions with extra deliveries, and carries out all three, he only has to pay 1 silver.



25 Builder

The additional card has to be played before new cards are drawn.



26 Tenant

The die selected by the *Tenant* may be used by all players. If the selected die is the last remaining die, it is returned to its place. All players may then use it for free.

If there is a conflict with the *Migrant Laborer* the *Tenant* has access first. Afterwards the *Migrant Laborer* may turn another die.

Note: If a player uses a harvest goods from the field as payment, it is placed into the corresponding den of the *Tenant's* farm (and not onto his field).



27 Wagoner Servant



28 Greengrocer

The player may play a card via revenue space 2; he may carry out a delivery via revenue space 6.



29 Donkey Driver

The player may take a pig via revenue space 1; he may advance on the siesta track via revenue space 5.



30 Manservant

If the Manservant is discarded later, the hand limit decreases, too.

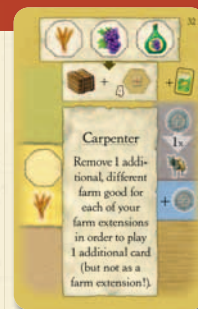


31 Candle Maker

The player receives harvest goods via revenue spaces 2 and 3.



32 Carpenter



33 Peddler

There must be an adjacent empty space. Its value does not matter. After the displacement no adjacent marker may be removed.



34 Harvest Hand

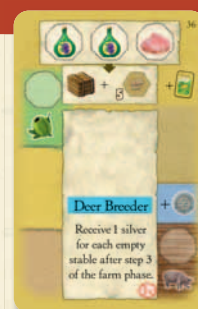
This card allows the placement of more than one harvest goods on a field-card.



35 Agricultural Worker



36 Deer Breeder



37 Straw Binder



Straw Binder
 Receive 1 silver for each empty stable after step 3 of the farm phase.

38 Potter



Potter
 You may remove any farm good for a farm extension.

In this way the owner may remove identical farm goods; he always has to pay full price though.

39 Stall Builder



Stall Builder
 You may place your marker at a space on the market that is 1 point higher than the supplied market barrow. You receive an additional victory point but may not remove an opponent's marker.

40 Roofer



Roofer
 You immediately deliver 1 resource upon receiving it via a roof market.

The player may either deliver this resource to a craft building or to one of his market barrows.

41 Fodder Maid



Fodder Maid
 Remove 1 grain from one of your fields to take 1 pig.

If the player does not have space for a pig he has to sell it immediately.

42 Marketer



Marketer
 Carry out 1 delivery to a market barrow after you have used 1 die for the siesta track, to draw a card, or to play a card.

The player may play a card via revenue space 2; he may advance on the siesta track via revenue space 5.

43 Storage Builder



Storage Builder
 = 3 victory points

There is space for one roof marker on this card. When the player has placed a roof marker here, he immediately receives 3 victory points. He may not discard the card anymore. *This card allows the player to purchase 6 roof markers.*

44 Seeds Trader



Seeds Trader
 When you use a die to take silver, you receive 1 harvest good, but 1 less silver.

The player receives silver via revenue spaces 4 and 6. Example: If he chooses this revenue from space 4, he earns 3 silver and 1 harvest goods.

45 Herder



Herder
 Receive 1 harvest good if your pigs have offspring in step 3 of the farm phase.

46 Pitchman



Pitchman
 Receive 1 additional victory point for each opponent's marker that you remove from the market.

47 Errand Boy



48 Basket Weaver



49 Gardener

To use this card, the owner must have 1 harvest goods at his farm. **Note:** The markers should be placed clearly separately from the "1x" marker.



50 Joiner



51 Swineherd

There is space for 2 pigs on this card.



52 Beekeeper

To receive silver, there has to be a harvest goods on a field. The fields may not be empty.



53 Olive Picker

The player may always decide, if an olive from a field will be placed as olive, grain or grape into the corresponding den.



54 Ornament Carver



55 Brewer

The player may always decide, if a grain from a field will be placed as olive, grain or grape into the corresponding den.



56 Instructor



57 Vintner

The player may always decide, if a grape from a field will be placed as olive, grain or grape into the corresponding den.



58 Ploughboy



59 Haggler

If, for example, the player supplies the *Wainwright* completely, he may put back one food, one wine or one cured meat of his choice back into the corresponding den.



60 Fat Cat

The player receives silver via revenue spaces 4 and 6.



61 Shoemaker



62 Pig Breeder

The player must have the space for his pig offspring and cannot immediately sell pigs in this case.



63 Barterer



64 Blacksmith



65 Supplier



66 Long Distance Trader

In this case an "action" is taking 4 silver, 2 different harvest goods, 1 pig, playing a card or 2 free upgrades. If the player discards the *Far Distance Trader*, he still cannot use the marked action anymore in the game.

