First row, top

Fireplace

1VP | 2 Clay

Anytime

1 Vegetable:	2 Food
1 Sheep:	2 Food
1 Wild Boar	2 Food
1 Cattle:	3 Food

Bake Bread Action

1 Grain: 2 Food

Fireplace

1VP | 3 Clay

Anytime

1 Vegetable:	2 Food
1 Sheep:	2 Food
1 Wild Boar	2 Food
1 Cattle:	3 Food

Bake Bread Action

1 Grain: 2 Food

Cooking Hearth

1VP | 4 Clay

Anytime

1 Vegetable:	3 Food
1 Sheep:	2 Food
1 Wild Boar	3 Food
1 Cattle:	4 Food

Or Return a Fireplace

Bake Bread Actior

1 Grain: 3 Food

Cooking Hearth

1VP | 5 Clay

Anytime

1 Vegetable:	3 Food
1 Sheep:	2 Food
1 Wild Boar	3 Food
1 Cattle:	4 Food

Bake Bread Action

1 Grain: 3 Food

Well

4VP | 3 Stone | 1 Wood

Special Rules

-Get 1 food at the beginning of the next 5 rounds.

Peat-Charcoal Kiln

1VP | 1 Stone

Cut Peat Action

-Gain 1 extra fuel and gain 1 additional fuel if you have at least 1 horse.

End of Game

3/5 Fuel: | 1/2 VP

First row, top

First row, bottom

Horse Slaughterhouse

2 VP | 1 Clay | 1 Stone

Anytime

1 Sheep:	1 Food
1 Wild Boar:	1 Food
1 Cattle:	2 Food
1 Horse:	2 Food

Horse Slaughterhouse

2 VP | 1 Clay | 1 Stone

Anytime

1 Sheep:	1 Food
1 Wild Boar:	1 Food
1 Cattle:	2 Food
1 Horse:	2 Food

Cook House

2 VP | 6 Clay

Anytime

1 Vegetable:	3 Food
1 Sheep:	2 Food
1 Wild Boar:	3 Food
1 Cattle:	4 Food
1 Horse:	2 Food

Or Return a Fireplace or a Cooking Hearth

Bake Bread Actior

1 Grain: 3 Food

Cook House

2 VP | 6 Clay

Anytime

1 Vegetable:	3 Food
1 Sheep:	2 Food
1 Wild Boar:	3 Food
1 Cattle:	4 Food
1 Horse:	2 Food

Or Return a Fireplace or a Cooking Hearth

Bake Bread Actior

1 Grain: 3 Food

Village Church

4VP | 4 Stone | 2 Wood

Special Rules

-Immediately (once) get 2 food.

-Harvest Phase: Pay 1 fuel to earn one bonus point.

Museum of the Moor

3VP | 1 Stone | 1 Reed | 1 Clay

Special Rules

-Reduce future costs

Well:	-1 Stone
Joinery:	-1 Wood
Pottery:	-1 Clay
Bskt Work:	-1 Reed
Clay Oven:	-1 Clay
Stone Oven	-1 Stone
Frstr Lodge	-1 Clay

First row, bottom

Second row, top

Clay Oven

2VP | 3 Clay | 1 Stone

Special Rules

-Immediately (once) bake break action.

Bake Bread Action

1 Grain: 5 Food (x1)

Stone Oven

3VP | 3 Stone | 1 Clay

Special Rules

-Immediately (once) bake break action.

Bake Bread Action

1 Grain: 4 Food (x2)

Joinery

2VP | 2 Wood | 2 Stone

Harvest Phase

1 Wood: 2 Food (x1)

End of Game

3/5/7 Wood | 1/2/3 VP

Pottery

2VP | 2 Clay | 2 Stone

Harvest Phase

1 Clay 2 Food (x1)

End of Game

3/5/7 Clay: | 1/2/3 VP

Basketmaker's Wksp

2VP | 2 Reed | 2 Stone

Harvest Phase

1 Reed 3 Food (x1)

End of Game

2/4/5 Reed: | 1/2/3 VP

Forester's Lodge

1VP | 2 Clay | 1 Wood

Fell Trees Action

-Gain 1 extra wood and gain 1 additional wood if you have at least 1 horse.

End of Game

1 Forest | 1 VP

Second row, top

Second row, bottom

Furnace

1VP | 1 Clay | 1 Stone

Special Rules

-Immediately (once) get 2 fuel.

-Harvest Phase: Pay fuel to heat one fewer room.

Heating Stove

1VP | 2 Clay | 1 Stone

Special Rules

-Harvest Phase: Pay 1 fuel to heat the entire house.

Furniture Stall

2 VP | 1 Wood | 1 Stone

Anytime

1 Wood: 1 Clay

Ceramics Stall

2 VP | 1 Clay | 1 Stone

Anytime

1 Clay: 1 Wood

Basket Stall

2 VP | 1 Reed | 1 Stone

Anytime

1 Reed:	1 Wood
1 Reed:	1 Clay
1 Reed:	1 Stone

Riding Stables

3VP | 2 Wood | 1 Reed | 1 Clay

Start of Round

-If you have 2 horses, gain 1 food.

Second row, bottom

Actions Cards

Stage 1

Fences

1 Sheep

1 Major or Minor Improvement

Sow Fields and/or Bake Bread

Stage 2

Familiy Growth (then Minor Improvement)

Renovation (then Major or Minor Improvement)

1 Stone

Stage 3

1 Wild Boar

1 Vegetable

Stage 4

1 Stone

1 Cattle

Stage 5

Familiy Growth without need for a spare room

Plow 1 Field and/or Sow Fields

Stage 6

Renovation (then Fences)

Scoring

	-1	1	2	3	4
Plowed Fields	0-1	2	3	4	5+
Fenced Pastures	0	1	2	3	4+
Grain	0	1-3	4-5	6-7	8+
Vegetables	0	1	2	3	4+
Sheep	0	1-3	4-5	6-7	8+
Wild Boar	0	1-2	3-4	5-6	7+
Cattle	0	1	2-3	4-5	6+
Horses*	0	1	2	3	4

-3 Each begging card

-1 Each unused farmyard space

+1 Each fenced in Stable

+1 Each Clay Hut Room

+2 Each Stone House Room

+3 Each Healthy Family Member

+1 Each Sick Family Member

+? Victory Points from cards

+? Bonus Points from cards

* No limit to the number of VP from horses (1VP ea).

Notes On Action Cards

Add Rooms: All Rooms must be orthogonally adjacent

Renovate: Must renovate all rooms of the house simultaneously; May only renovate by one level during each renovation action.

Family Growth: Requires a spare room.

Plow Fields: All fields must be orthogonally adjacent.

Sow: Grain (1 from Personal Supply, 2 from General Supply) or Vegetables (1 from Personal Supply, 1 from General Supply

Pasture: 1 species only; 2 animals per square

Fences: May not leave unenclosed Pastures at the end of the build; May later subdivide; Fences cannot later be moved or demolished.

Stables: Double capacity of a Pasture; Unfenced Stable holds 1 animal.

Harvest Phase

Field Subphase

Move one token from every Field into Personal Supply.

Feeding Subphase

2 Food per Adult

1 Food per Newborn

1 Begging Card for each missing Food.

Heating Subphase

n Wooden Rooms require n Fuel

n Clay Huts require n-1 Fuel

n Stone Houses require 1 Fuel

For every missing Fuel, 1 Family Member goes to Hospital.

Breeding Subphase

Each species may produce at most one new animal if you have at least two of that species

New animals that do not fit in your farm may not be converted to food, they are simply put back into the General Supply.

