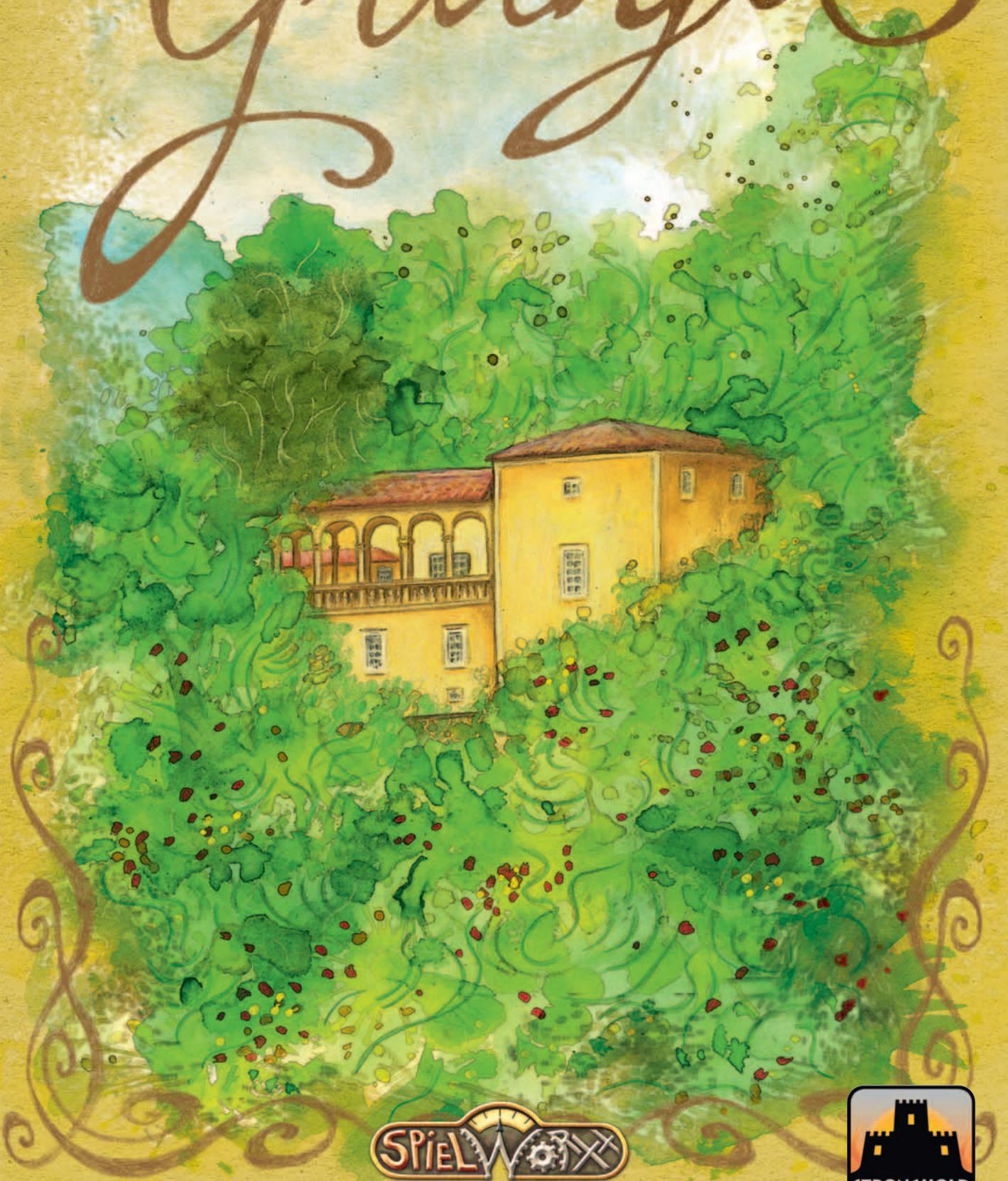


The Farm Cards

Glossary

La

# Granja



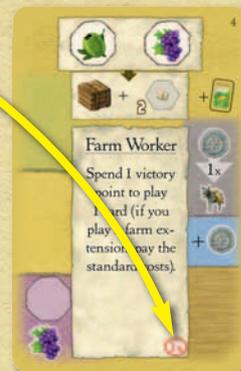
**This document lists all 66 farm cards in the game.  
Please keep the following in mind:**

❖ Cards may be used immediately after playing them to your farm.

❖ **Helper Timing:** The color(s) of the card title denotes which phase(s) the player may use the card action. If no color is present, the helper effect may be used at any time during the player's turn.



❖ **Assistant Role:** Some cards may be used once (1X) per game round. To denote this, a player marker is placed on the card after the effect has been used. At the end of the game round, all player markers are removed from the cards to show the action is available once again.



❖ If a player uses a card action, the card action must be completed in full before another card's action may be used.

**Explanation of the effects of some of the Helpers:**

**1 Chef**

Example: Player may upgrade grapes into wine for 2 silver instead of 3 (or olives or grain into food for 1 silver instead of 2).



**2 Negotiator**

The victory points earned via this card are awarded immediately.



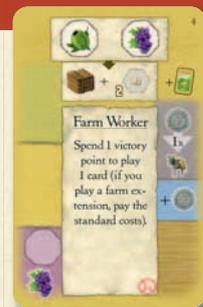
**3 Porter**

Example: If the player chooses a die from revenue space 6, he receives 1 free delivery and 2 silver. When choosing from revenue space 2, he may choose 2 of the 4 options.



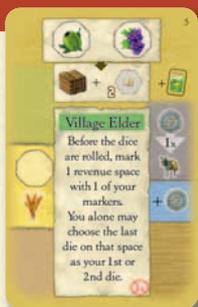
**4 Farm Worker**

Example: Player may spend 1 victory point to play a card to his farm as an anytime action. If played as a farm extension, standard costs must be paid.



**5 Village Elder**

This card prevents opponents from taking a specific die for their first or second die. If the card owner does not choose this die as his first or second die, the effect is canceled, and all players receive the benefit from it as the third and final die.



**6 Merchant**

Example: For round 1, this would be revenue space 1 (allowing the player to take 1 pig), revenue space 2 in round 2, etc. This is in addition to the player's standard actions that round.



**7 Trader**



Trader  
Spend one trade commodity to receive any 3 harvest goods or 7 silver

**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 player may continue to retain the same market barrow from round to round if he chooses to use this action on the same barrow every round. You do not retain the farm goods on the barrow!



Barrow Builder  
When you score a market barrow, you may spend 1 silver to retain it on your farm.

**10 Shack Builder**

Example: If a player has this card in play, his first farm extension is free, his second extension costs 1 farm good, his third extension costs 2 farm goods, etc.



Shack Builder  
Each farm extension costs 1 less farm good.

**11 Turner**

Example: If a player uses this in the first round, the roof marker would be free, the second round would cost 1 silver, etc.



Turner  
Each roof marker costs 1 less silver.

**12 Groom**

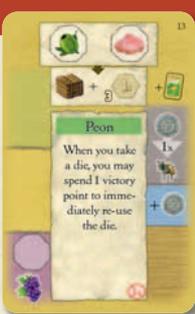
This card provides the player with an additional place to put a pig. However, it does not count as a stall (with respect to card 36).



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

**13 Peon**

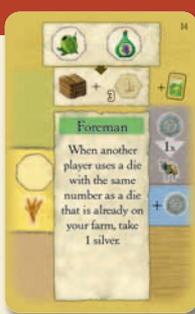
The player must use this ability immediately after choosing a die. For example, if the player just took a "1", he may spend 1 victory point to take a second pig.



Peon  
When you take a die, you may spend 1 victory point to immediately re-use the die.

**14 Foreman**

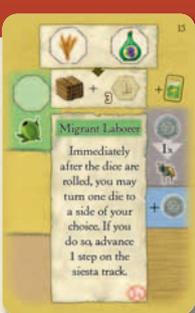
This effect occurs every time another player takes a die of the same value. If it is the third die (which is shared in common), the card owner receives a silver for each opponent (i.e. in a 4 player game, he would receive 3 silver). It also triggers multiple times off of cards such as the Peon, which allow a second usage of a die.



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

**15 Migrant Laborer**

If there is a conflict with the Tenant, the Tenant gets first choice. After the Tenant chooses a die, the Migrant Laborer may then turn a different die.



Migrant Laborer  
Immediately after the dice are rolled, you may turn one die to a side of your choice. If you do so, advance 1 step on the siesta track.

**16 Wainwright**

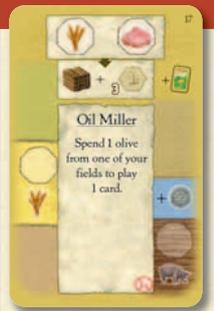
The new card has to be placed at the farm as a market barrow.



Wainwright  
When you complete a market barrow, you may play a market barrow of lesser value to your farm.

### 17 Oil Miller

The olive is payment to play a card. If the card is played as a farm extension, the player must still pay the standard costs (the olive does not count toward that cost).



### 18 Cooper

The grapes are payment to make a delivery – it does not count as the item delivered.



### 19 Farm Girl

If a player discards this card (by replacing it with another), his hand size limit will decrease by 2 as well.



### 20 Packer

The player may make one free delivery during the paid delivery phase.



### 21 Market Woman

Example: Player returns a trade commodity to take 1 pig. He may then spend 3 silver to perform 2 upgrades, draw or play a card, take any 2 harvest goods, or take 4 silver (but he could not take a pig).



### 22 Joiner

Player may spend upgraded goods as shown on the card to help pay the cost of the roof marker that round, either in part or in full. Any overpayment is lost.



### 23 Farm Servant

Player receives one free upgrade action each round.



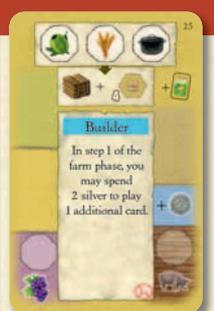
### 24 Wagoner

Example: Player has 3 farm extensions with extra deliveries and chooses to use all 3. The first one is free, after which the player receives 1 silver. He may use that silver to pay for his 2nd extra delivery, and another silver to pay for the third delivery (i.e. allowing him to make 3 extra deliveries for the price of 1).



### 25 Builder

Player must play the additional card before new cards are drawn to refill his hand.



### 26 Tenant

Payment by another player is placed in your respective den. If there is conflict between this card and the Migrant Laborer, the Tenant has first choice.



**27 Wagoner Servant**



Wagoner Servant  
When you make a delivery to a craft building, you may make 1 free delivery to a market barrow.

**28 Greengrocer**



Greengrocer  
When you use a die to make a delivery, draw a card, take 1 harvest good.

**29 Donkey Driver**



Donkey Driver  
When you use a die for the siesta track or a pig, you may make 1 free delivery to a craft building.

**30 Manservant**

If player discards the Manservant, his hand limit is reduced by 1.



Manservant  
Increase your hand limit by 1. Anytime you play a card, you may also discard 1 additional card. After doing so, draw cards until you reach your card limit.

**31 Candle Maker**

Player takes 2 silver after taking a die from revenue space 2 or 3 and using it to obtain at least 1 harvest good.



Candle Maker  
When you use a die to take at least 1 harvest good, take 2 silver.

**32 Carpenter**

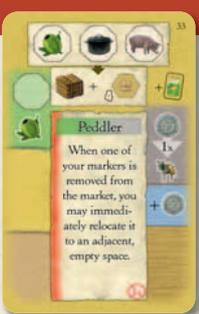
Example: Player plays a card as his second farm extension, paying for it by spending 1 victory point and 1 silver. He may pay 1 additional unique farm good (such as olives, grapes, pig, etc) to play another card to his farm as a barrow, field, or helper. He would not be able to use a victory point or silver as he used them to pay for his extension. This farm good must still be unique even if the player has card 38 in play.



Carpenter  
When you play a card to your farm as an extension, you may spend 1 additional, unique good to play an extra card (cannot be an extension).

**33 Peddler**

Player's marker must be moved to an adjacent, empty space. If this space does not exist, the marker is removed like normal.



Peddler  
When one of your markers is removed from the market, you may immediately relocate it to an adjacent, empty space.

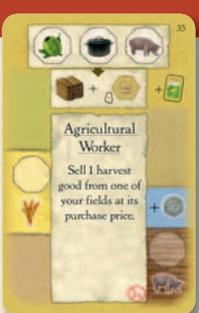
**34 Harvest Hand**

Player must choose two unique fields (such as an olive field and a grain field). This card allows a field to hold more than 1 harvest good.



Harvest Hand  
In step 3 of the farm phase, spend 1 silver to place 1 additional harvest good on up to 2 fields with unique harvest goods.

**35 Agricultural Worker**



Agricultural Worker  
Sell 1 harvest good from one of your fields at its purchase price.

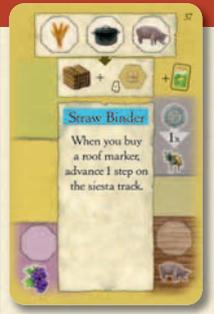
**36 Deer Breeder**

A stable is defined as the 2 stall building on a player's board and any 1 stall building on any farm extension. It does not include any spaces for pigs that a player may have from his helpers.



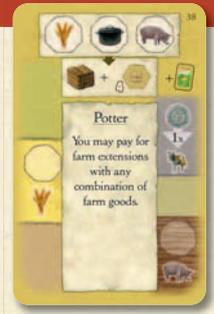
Deer Breeder  
After step 3 of the farm phase, take 1 silver for each empty stable.

### 37 Straw Binder



**Straw Binder**  
When you buy a roof marker, advance 1 step on the siesta track.

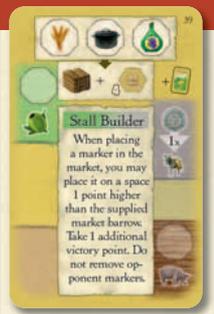
### 38 Potter



**Potter**  
You may pay for farm extensions with any combination of farm goods.

Player may use any combination of farm goods for a farm extension. For example, a player could spend 2 silver to build his second farm extension. If used with card 32, the additional good used to pay for card 32's action must still be unique.

### 39 Stall Builder



**Stall Builder**  
When placing a marker in the market, you may place it on a space 1 point higher than the supplied market barrow. Take 1 additional victory point. Do not remove opponent markers.

Example: Player completes a market barrow with a value of 3. He may place his player marker on a space with a value of 4 as if the market barrow was a 4. However, any lower valued, adjacent opponent markers are not removed. If no value 4 spaces were available, he would be unable to use this ability.

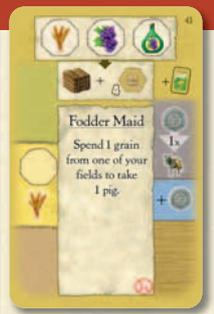
### 40 Roofer



**Roofer**  
When you receive a resource from a roof marker, you may immediately deliver it to a craft building or market barrow.

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

### 41 Fodder Maid



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

Player may spend 1 grain to take 1 pig even if he has no room for it. However, he must then sell the pig immediately (essentially giving him 3 silver for the grain instead of 1).

### 42 Marketer



**Marketer**  
When you use a die to advance on the siesta track, to draw a card, or play a card, you may make 1 free delivery to a market barrow.

Player can trigger this effect by playing a card via revenue space 2 or by advancing on the siesta track via revenue space 5.

### 43 Storage Builder



**Storage Builder**  
= 3 victory points

Gives the player one additional space for a roof marker, allowing the player to purchase a sixth roof marker. A player is still limited to purchasing 1 roof marker each round.

### 44 Seeds Trader



**Seeds Trader**  
When using a die to take silver, take 1 harvest good but 1 less silver.

Example: a player takes a die from revenue space 4. He will take 3 silver and 1 harvest good (instead of 4 silver).

### 45 Herder



**Herder**  
If your pigs have offspring in step 3 of the farm phase, take 1 harvest good.

### 46 Pitchman



**Pitchman**  
Each time you remove an opponent's marker from the market, take 1 additional victory point.

This gives the player 2 victory points each time he removes an opponent's marker - 1 victory point as per the standard rules and 1 extra victory point for having this card in play.

**47 Errand Boy**

Harvest goods are grapes, olives, or grain.



**48 Basket Weaver**



**49 Gardener**

A player must have a harvest good in a field or den to use this card. Each marker may be used for a harvest good of the player's choice.



**50 Joiner**

If a player has no room to place the pig, he must sell it immediately.



**51 Swineherd**

Up to two pigs may be stored on this card, but the card does not count as a stable.



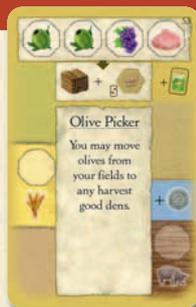
**52 Beekeeper**

Harvest goods must be located on the fields (and not a player's dens) to take the silver.



**53 Olive Picker**

Allows the player to move olives from his fields to any harvest good den (olives, grain, or grapes).



**54 Ornament Carver**



**55 Brewer**

Allows the player to move grain from his fields to any harvest good den (olives, grain, or grapes).



**56 Instructor**



**57 Vintner**

Allows the player to move grapes from his fields to any harvest good den (olives, grain, or grapes).

**58 Ploughboy****59 Haggler**

Example: Player has fully supplied the Wainwright craft building. He may take back one food, wine, or cured meat into the corresponding den on his farm.

**60 Fat Cat**

Example: Player takes a die from revenue space 4 and takes a total of 6 silver (4 for the action and 2 for the card bonus).

**61 Shoemaker****62 Pig Breeder**

Player receives 2 pigs as offspring if he has at least 2 pigs and 2 open spots to place them. If he does not have space to place them, he may not use this benefit (he may not immediately sell them). Note that if a player has 4 pigs and 4 stalls, he could sell two of his pigs as an anytime action and then activate this helper card to obtain 2 pigs.

**63 Barterer**

Example: Player has fully supplied a market barrow. He may take back one farm good from the barrow into the corresponding den on his farm.

**64 Blacksmith****65 Supplier****66 Long Distance Trader**

If the player takes 3 points, he may no longer use the selected action used when returning a trade commodity. These actions are taking 4 silver, 2 different harvest goods, 1 pig, playing 1 card, or 2 free upgrades (thus a player may earn a maximum of 15 points from this card).

