

# Fields of Arle

An expansion for 1–3 players





Expansion design: **Enrico Mazzardi**

Base game design: **Uwe Rosenberg**

Art: **Dennis Lohausen**


*New specific needs emerged, and the Arle community has great expectations on you. Will you carry out an intensive farming activity? Will you be the best builder? Will you be a good horse breeder? Craft your strategy following three common goals and find your way to success!*

## COMPONENTS NEEDED

- **Fields of Arle** base game (+ **Tea & Trade** expansion) or **Fields of Arle: Big Box**
- 48 Frisian Landscapes cards, which consist of:
  - 15 A cards + 1 card only for the Tea & Trade expansion  (**DITCHES BUILDER**)
  - 15 B cards + 1 card only for the Tea & Trade expansion  (**SHIPOWNER**)
  - 16 C cards

## SETUP

Follow the base game / Tea & Trade setup rules, excluding the Starter Houses from the game (they cannot be used with Frisian Landscapes), then proceed with the following steps:

1. Take the three A, B, C decks from this expansion.
2. If you are not playing Frisian Landscapes together with the Tea & Trade expansion, remove the 2 “T&T”-marked cards () from the decks.
3. Shuffle the decks separately and draw 1 card from each.
4. Reveal and place the drawn cards face-up next to the action board, so that any player can easily read their text, then start the game.

## VARIANTS

- For a simpler approach to the expansion, during step 1 of the setup you can choose to use only two out of the three decks, in order to have only two cards in play.
- If you want to experiment different ways to play this expansion, check the **Frisian Landscapes** page on BGG: you'll find official updates and other variants.

## SCORING

After the usual final scoring phase, check if the requirements of the cards in play are met, and score the victory points accordingly.

## SOLO PLAY

You win the game if you reach one of these thresholds:

### Beginner farmer level:

score **120 VP** (130 VP with Tea & Trade)

### Farmer level:

score **130 VP** (140 VP with Tea & Trade)

### Expert farmer level:

score **140 VP** (150 VP with Tea & Trade)

### Elder farmer level:

score **150 VP** (160 VP with Tea & Trade)

Try your best to reach the Elder farmer level!



## REWARD CARDS

All of these cards put players in direct competition; in case of a tie, all the tied players will gain the same amount of VPs.



## MILESTONE CARDS

The first player who reaches the threshold immediately takes this card as a reminder, and then scores the relative VPs at the end of the game; once claimed, milestones can't be taken by other players.

## CARD GLOSSARY

**adjacent:** bordering one of the 4 sides of another tile.

**surrounding:** placed on one of the 8 spaces around a tile.

**Farm Tiles:** Fields, Stalls, Depots, Stables, Double Stalls, Forests and Parks; basically, all of the tiles you can place on your Mainland that are not **Buildings**, **Moors** or **Small Boardwalk**.

## CARD INFORMATION

Each card shows the requirements in the first rows and the relative rewards (VP) at the bottom.

## CREDITS

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