

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 (T) 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

A special thanks to Frank Heeren and Tido Lorenz for their invaluable advice.

I'm grateful to all the people who helped me, and above all: Bianca Cusumano, Riccardo Vertua, Andrea Consolandi, Andrea Sanna, Piero Lepore, Charles M. Levi and the yucata.de community.