

# 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.

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<p><b>HOLY CENTER</b></p> <p>2/3/4 Buildings adjacent to the same Large Building</p> <p><b>3 / 5 / 7</b></p> <p></p>	<p><b>TIDY VILLAGE</b></p> <p>2/3/4 rows, each consisting only of 3 Buildings or 3 Farm Tiles</p> <p><b>4 / 7 / 10</b></p> <p></p>	<p><b>BACKYARD</b></p> <p>3/4/5 sets composed of a Building and an adjacent Field</p> <p><b>6 / 8 / 10</b></p> <p></p>
<p><b>STALL BEHIND THE CORNER</b></p> <p>2/3/4 Buildings touching the corners of a Stall / Stable / Double Stall</p> <p><b>3 / 5 / 7</b></p> <p></p>	<p><b>SEASIDE BUILDER</b></p> <p>1/2/3 Buildings adjacent to the Dike Line</p> <p><b>1 / 3 / 5</b></p> <p></p>	<p><b>LOWLANDS</b></p> <p>2/4/6 buildings placed in Moor / Boardwalk Tile Sections</p> <p><b>3 / 6 / 9</b></p> <p></p>
<p><b>STREET VILLAGE</b></p> <p>3/5/6 buildings placed in the central column of the Home Board</p> <p><b>4 / 7 / 9</b></p> <p></p>	<p><b>RURAL AREA</b></p> <p>6 adjacent Farm Tiles placed</p> <p><b>3</b></p> <p>The player with the most adjacent Farm Tiles placed</p> <p></p> <p>Solo: 8 of these tiles placed</p> <p></p>	



**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**URBANIZED AREA**

3 adjacent Buildings tiles placed

The player with the most adjacent Buildings tiles placed

Solo: 5 of these tiles placed

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**DISTANT FIELDS**

2/3/4 non-adjacent Fields

1 / 3 / 4

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**HOUSE IN THE GREEN**

Surround a Building with 6/7/8 Farm Tiles

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**HOUSE BEHIND THE CORNER**

2/3/4 Buildings touching the corners of a Small House

4 / 6 / 8

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**INNER PARK**

Surround a Park with 3/4/5 Buildings

4 / 6 / 8

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**SEPARATED FARMS**

6/7/8 Farm Tiles placed on the left / right columns of the Home Board

4 / 5 / 6

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**SEASIDE FARMER**

Tiles placed in the 3 upper rows of the Home Board

11 each

**Arler Anzeiger**  
MONTAG - 02. OktOBER - 1853  
**DITCHES BUILDER**

1/2/3 Buildings bordered by at least 2 Ditches each

1 / 3 / 5



<p><b>Arler Anzeiger</b> <b>URBAN PLANNER</b></p> <p>3/4/5 different types of Buildings placed</p>  <p><b>B</b></p> <p><b>3 5 7</b></p>	<p><b>Arler Anzeiger</b> <b>COMPETITIVE BUILDER</b></p> <p>The player with the most:</p> <table border="1"> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </table> <p><b>B</b></p> <p>Solo: gain each reward by placing 2 buildings of the relative type</p>							<p><b>Arler Anzeiger</b> <b>COMPETITIVE FARMER</b></p> <p>The player with the most:</p> <table border="1"> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </table> <p><b>B</b></p> <p>Solo: gain each reward by placing 3 tiles of the relative type</p>						
<p><b>Arler Anzeiger</b> <b>BEST FARMER</b></p> <p>4 Fields placed</p>  <p><b>3</b></p> <p>The player with the most Fields placed</p> <p><b>2</b></p> <p><b>B</b></p> <p>Solo: 6 Fields placed</p>	<p><b>Arler Anzeiger</b> <b>ANIMAL FARMER</b></p> <p>4/5/6 Stalls / Stables / Double Stalls / Depots / Fields placed</p>  <p><b>1 3 4</b></p> <p><b>B</b></p>	<p><b>Arler Anzeiger</b> <b>PARK WARDEN</b></p> <p>3/4/5 Parks / Fields placed</p>  <p><b>1 3 4</b></p> <p><b>B</b></p>												
<p><b>Arler Anzeiger</b> <b>LARGE BUILDINGS</b></p> <p>Build 1/2 Large Buildings</p>  <p><b>1 3</b></p> <p><b>B</b></p>	<p><b>Arler Anzeiger</b> <b>CRAFT BUILDINGS</b></p> <p>Build 1/2/3 Minor Craft / Major Craft Buildings</p>  <p><b>1 3 5</b></p> <p><b>B</b></p>													



<p><b>Arler Anzeiger</b> HOUSES &amp; INNS</p> <p>Build 1/2/3 Inn Tiles / Small Houses</p>  <p><b>1</b>    <b>3</b>    <b>5</b></p> <p><b>B</b></p>	<p><b>Arler Anzeiger</b> BEST BREEDER</p> <p>15 Animals</p>  <p><b>3</b></p> <p>The player with the most Animals</p>  <p><b>B</b></p> <p>Solo: 21 Animals</p>	<p><b>Arler Anzeiger</b> BALANCED VILLAGE</p> <p>The difference between the number of Buildings and Farm Tiles placed is equal to 2/1/0</p>    <p><b>1</b>    <b>3</b>    <b>5</b></p> <p><b>B</b></p>
<p><b>Arler Anzeiger</b> FASTEST URBAN PLANNER</p> <p>The first player to place 3 different types of Buildings</p>  <p><b>3</b></p> <p><b>B</b></p> <p>Solo: claim the card within round 6</p>	<p><b>Arler Anzeiger</b> FASTEST BUILDER</p> <p>The first player to have 9 tiles placed on the Mainland (Moor and Boardwalk tiles excluded)</p>  <p><b>3</b></p> <p><b>B</b></p> <p>Solo: claim the card within round 6</p>	<p><b>Arler Anzeiger</b> FASTEST PEAT CUTTER</p> <p>The first player to remove all of the Moor and Boardwalk Tiles</p>  <p><b>3</b></p> <p><b>B</b></p> <p>Solo: claim the card within round 6</p>
<p><b>Arler Anzeiger</b> BUILDING MATERIALS SPECIALIST</p> <p>4/5/6 Shovels</p>  <p>4/5/6 Axes</p>  <p><b>B</b></p>	<p><b>Arler Anzeiger</b> SHIPOWNER</p> <p>2/3/4 Fishing Cutters / Trading Ships placed on the Harbor Board</p>  <p><b>1</b>    <b>3</b>    <b>5</b></p> <p><b>B</b></p>	







<b>TOOL MASTER</b>	<b>TOOL EXPERT</b>	<b>HORSE BREEDER</b>
<p>Tool Indicators moved at least once</p>  <p>1 each</p>	<p>3/4/5 Tool Indicators moved to the rightmost space</p>  <p>3 / 5 / 7</p>	<p>3/5/7 Horses</p>  <p>1 / 3 / 6</p>
<b>CATTLE BREEDER</b>	<b>SHEEP BREEDER</b>	<b>PASTURE SPECIALIST</b>
<p>3/5/7 Cattle</p>  <p>1 / 3 / 6</p>	<p>3/5/8 Sheep</p>  <p>1 / 3 / 6</p>	<p>At least 3/4/5 Empty Land Spaces on the Mainland</p>  <p>2 / 3 / 5</p>
<b>SPACE OPTIMIZER</b>	<b>LONELY BUILDING</b>	
<p>3/2/1-0 Empty Land Spaces on the Mainland</p>  <p>1 / 2 / 3</p>	<p>Empty Land Spaces on the Mainland surrounding a Building of your choice</p>  <p>1 each</p>	

