



# Fields of Arle - Overview

## Setup

Place the large Game Board between the two of you and determine which Buildings to use.



Remove 7 green, 3 yellow and 3 blue Buildings from the game.

For your first play, remove the green Buildings with the clock symbol.

In the future, remove the 4 Buildings with the autumn tree symbol and 3 random green Buildings with the clock symbol.



Place the Half Year Counter on space 1 and determine the Starting Player at random.

Set up your play areas:

- Take the playing pieces of your color and place them on the large Game Board.



- Take a Home Board and place Dikes, Moors, Fields and a Stall with Horse on it; place 6 Goods Indicators on spaces 0-5 of the track at the right (as depicted).



- Take a Storage Board and place the Travel Destination Tiles (with your color on the reverse side) on the appropriate spaces of that board.



Take 4 Wood, 4 Clay and 3 Peat.



## Course of a Round

### PREPARATIONS (beginning with round 2)

Pass the Starting Player Token to your opponent unless he used the Special Action last round. Bring your workers into position for the current round.



### WORK PHASE



Take turns to place your workers on unoccupied Action Spaces of the current half year (*Summer, Winter*) and carry out each action **immediately**. Only one of the eight workers may be placed on an Action Space of the other half year. (*By doing so, you let your opponent be the Starting Player in the next round.*)

**At any time** during the Work Phase, you may

- load your vehicles,
- rearrange your animals,
- use your Peat Boat,
- use the buildings with the clock symbol that you possess.

### INVENTORYING



After finishing Summer, proceed with the November Inventorying:

- empty your Vehicles,
- receive Food from your Cattle and Sheep,
- harvest your Forests and Fields,
- pay 3 Food and 2 Peat.



After finishing Winter, proceed with the May Inventorying:

- empty your vehicles,
- the Animals in your Stalls and Stables reproduce,
- collect Wool from your Sheep,
- pay 3 Food.

## End of the Game

The game ends after 9 Half Years. If you have a Peat Boat, you may exchange your leftover Peat for other goods.



**Count your Victory Points.**

*Victory Points are indicated by wind roses.*






### Animal Scoring




- 2 Victory Points for each Animal of the type you have the least of.
- 1 Victory Point for each Animal of the type you have the second most of.
- Animals of the type you have the most of are not worth any Victory Points.

## Equipment



	NAME	OBTAINABLE AT THE ...	FUNCTION
	<b>Plow</b>	Farmer ( <i>Summer</i> ), Smithy ( <i>Building*</i> )	<ul style="list-style-type: none"> <li>allows you to place Fields</li> <li>increases the efficiency of the Joinery (<i>Building</i>)</li> </ul>
	<b>Peat Boat</b>	Wainwright ( <i>Winter</i> ), Junk Dealer's Inn ( <i>Building*</i> )	<ul style="list-style-type: none"> <li>allows you to exchange Peat for other goods at any time</li> <li>increases the efficiency of the Peat Boatman (<i>Winter</i>)</li> <li>increases the efficiency of the Joinery (<i>Building</i>) and the Smithy (<i>Building*</i>)</li> </ul>
	<b>Small Vehicle</b> ( <i>Handcart, Wagon</i> )	Laborer ( <i>Summer</i> ), Wainwright ( <i>Winter</i> ), Junk Dealer's Inn ( <i>Building*</i> )	<ul style="list-style-type: none"> <li>allows you to upgrade Building Materials (to Timber/Bricks) and Fabrics (to Clothing)</li> <li>allows you to trade for Food at Travel Destinations**</li> </ul>
	<b>Large Vehicle</b> ( <i>Cart, Horse Cart, Carriage, Droshky</i> )	Laborer ( <i>Summer</i> ), Wainwright ( <i>Winter</i> ), Village Church ( <i>Building</i> )	<ul style="list-style-type: none"> <li>Allows you to upgrade Building Materials (to Timber/Bricks) and Fabrics (to Clothing)</li> <li>allows you to trade for Food at Travel Destinations**</li> </ul>
	Place new pieces of Equipment into your Barn. * This Building might not be in play. ** When placing a Travel Destination Tile on a Vehicle, you must immediately sell at least one of the depicted items for Food.		

## Turning Tiles

 The Warden (*Summer*) and Dike Warden (*Winter*) actions allow you to turn certain tiles to their reverse side. The Berum Castle (*B*) allows you to do so only once.



FRONT	REVERSE	POINTS	EFFECT
<b>Peat Boat</b>	Plow	+ 2	Increases the efficiency of the Farmer action ( <i>Summer</i> )
<b>Handcart/Cart/Carriage</b>	Wagon/Horse Cart/Droshky	+ 1	An additional Single Space
<b>Hydrated Moor</b>	Dehydrated Moor	+ 3	Alternative to the Colonist action ( <i>Summer</i> ) (though the latter also provides a Horse)
<b>Stall</b>	Depot* and **	+ ?	Doubles the point values of the goods on the Goods Track
<b>Stable</b>	Double Stall*	+ 3	Provides room for 2 types of Animals instead of just 1
<b>Forest</b>	Park*	+ 4	Provides room for 2 Animals (but does no longer provide Wood during the November Inventorying)

- \* The **only** way to obtain these structures is to use a tile turning action.  
 \*\* Additional Depots do not further increase the value of the goods on the Goods Track.

## Animals

### USAGE/BENEFITS

- Provide Victory Points at the end of the game
- Required to obtain Plows and Large Vehicles as well as Wool (*May Inventorying*)
- Can be turned into Food or Hides (*for Leather*) via the Butcher (*Winter*)
- Can be sold for Food at various Travel Destinations
- Increase the efficiency of certain Buildings (*Cooperage\**, *Saddlery*, *Milk House Inn\**)



FEATURE	OBTAINABLE BY ...	ROOM FOR ...	OFFSPRING
<b>Stall</b>	using the Carpenter action ( <i>Summer, Winter</i> )	3 Animals of the same type	up to 1
<b>Stable</b>	replacing a Stall with the Carpenter action ( <i>Winter</i> ) or by using the Carpenter's Workshop ( <i>Building</i> )*	6 Animals of the same type	up to 2
<b>Double Stall</b>	turning a Stable	2x 3 Animals of the same type	up to 2
<b>Park</b>	turning a Forest	any 2 Animals	none
<b>Dike</b>	(available from the start)	1 Animal	none
<b>Empty Land Space</b>	Dike Building, Moor Dehydration	2 Animals of the same type	none

- \* This Building might not be in play.