Fields of Arle – Overview



Setup

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



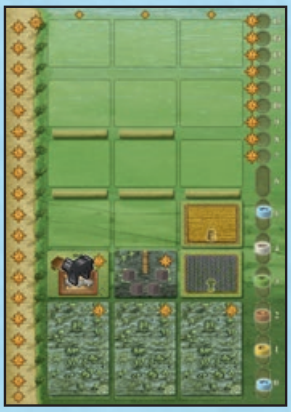
Remove 7 green, 3 yellow and 3 blue Buildings from the game.
For your first play, remove the green Buildings with the clock symbol.
In the future, remove the 4 Buildings with the autumn tree symbol and 3 random green Buildings with the clock symbol.

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
	**Plow**	Farmer *(Summer)*, Smithy *(Building*)*	• allows you to place Fields • increases the efficiency of the Joinery *(Building)*
	**Peat Boat**	Wainwright *(Winter)*, Junk Dealer's Inn *(Building*)*	• allows you to exchange Peat for other goods at any time • increases the efficiency of the Peat Boatman *(Winter)* • increases the efficiency of the Joinery *(Building)* and the Smithy *(Building*)*
	**Small Vehicle** *(Handcart, Wagon)*	Laborer *(Summer)*, Wainwright *(Winter)*, Junk Dealer's Inn *(Building*)*	• allows you to upgrade Building Materials (to Timber/ Bricks) and Fabrics (to Clothing) • allows you to trade for Food at Travel Destinations**
	**Large Vehicle** *(Cart, Horse Cart, Carriage, Droshky)*	Laborer *(Summer)*, Wainwright *(Winter)*, Village Church *(Building)*	• Allows you to upgrade Building Materials (to Timber/ Bricks) and Fabrics (to Clothing) • allows you to trade for Food at Travel Destinations**
			

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
Peat Boat	Plow	+ 2	Increases the efficiency of the Farmer action (Summer)
Handcart/Cart/ Carriage	Wagon/Horse Cart/Droshky	+ 1	An additional Single Space
Hydrated Moor	Dehydrated Moor	+ 3	Alternative to the Colonist action *(Summer) (though the latter also provides a Horse)*
Stall	Depot* and **	+ ?	Doubles the point values of the goods on the Goods Track
Stable	Double Stall*	+ 3	Provides room for 2 types of Animals instead of just 1
Forest	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
Stall	using the Carpenter action (Summer, Winter)	3 Animals of the same type	up to 1
Stable	replacing a Stall with the Carpenter action *(Winter)* or by using the Carpenter's Workshop *(Building)**	6 Animals of the same type	up to 2
Double Stall	turning a Stable	2x 3 Animals of the same type	up to 2
Park	turning a Forest	any 2 Animals	none
Dike	*(available from the start)*	1 Animal	none
Empty Land Space	Dike Building, Moor Dehydration	2 Animals of the same type	none

* This Building might not be in play.