

Arler Erde Tee & Handel

Eine Erweiterung für 1 bis 3 Spieler ab 14 Jahren

Die Spielregeln



Welcome back to East Frisia!

It's always '**Teetied**' (low German for 'Teatime') in East Frisia. No one in the world drinks as much tea as the people of this small German region bordering the North Sea. This is particularly the case in the countryside where, in addition to the more classic times for tea such as in the morning and afternoon, it is also had for breakfast, after lunch and together with or after the evening meal!

Guests are of course also offered tea. In East Frisia, tradition requires that guests are served at least three cups of tea, and it is expected they drink as much. East Frisians drink tea as they believe it helps strengthen the body and soul, especially the case in earlier times when a lot undertook strenuous work on the land.

The tea is usually a mixture of mostly strong varieties of black Assam from India and is commonly served with a "kluntje," a roughly die-sized sugar block that slowly dissolves over several cups of tea.

Drinking tea was already very popular in East Frisia by the 18th century. Some rulers tried to replace tea's popularity with other local beverages like beer, however the East Frisians strongly resisted by smuggling tea, partaking in civil unrest and by drinking tea in secret. Consequently East Frisia has remained a region of staunch tea drinkers to this day!



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COMPONENTS

The Tea and Trade Expansion (for two and three players)

Game Boards

- 1 Action Board (increases the Action Spaces for 2 players) 2 players 3 players



- 1 Overlay Board with Copy Actions, Temporary workers and Rounds for 3 players



- 3 Workers (in the player colours)
- 30 wooden 'Schloote' (drainage channels)

- Scoring Pad (now including Tea, Cutters and Ships)



- 2 Building Boards (for 2 players)



- 2 Building Boards (also required for 3 players)



- 3 Harbour Boards (1 per player)



- 1 Supply Board for Ships and Cutters



Tiles (front and reverse sides shown)

- 5x small/large fish Cutters



- 4x small/large Trading Ships



Tea Tiles

- 30x Tea/East Frisian Tea tiles



- 23 new Buildings (marked with)



ADDITIONAL COMPONENTS FOR THE 3 PLAYER VARIANT

General Components

- 1x Stall/Barn



- 3x Handcart/Wagon



- 1x Cart/Horse Cart



- 1x Peat Boat/Plough



- 3x Small Boardwalks with only 2 Peat spaces



- 10x Peat



Material for the third player

A set of player components as in the base game, consisting of:

- 1 Home Board
- 10 Tool Markers (blue)
- 4 Workers (blue)
- 5 Dikes
- 1 Travel/Barn Board
- 1 Set of 9 Destination Tiles

BEFORE THE FIRST GAME

Put the relevant stickers on the six Goods Tokens and on the four Workers for the third player.



THANK YOU!

Fields of Arle is a game by Uwe Rosenberg. This expansion was designed by Tido Lorenz and Uwe Rosenberg. The three player variant was designed by Frank Heeren. The illustrations have been done once again by Dennis Lohausen. The rules have been written and set out by Christof Tisch. Thanks to Grzegorz Kobiela for the translation into English and Johannes Grimm for proofreading. Thanks also to the following playtesters: Andreas Trantow, Chris Hinkes, Christiane Preising, Christof Tisch, Elad David Amir, Fabrice Dubois, Helge Preising, Janina Woitkoswki, Joel Oakley, Laurent Ferret, Ronald Dempsey, Simone Trantow, Steph Hodge and Stephan Rink.



The 'Tea and Trade' Expansion for two players

SETUP

Set up the game components as normal for the base game. In addition you will need to do the following:

- Enlarge the Action section of the large board by placing the Overlay Board (with the 'Schloot Digger' action) above the main board. Choose the side for two players (marked). Place two Tool Markers on the leftmost spot of the Shovel track.
- Place the two Building Boards for two players (marked) next to the main Board.
- All Buildings that come with this expansion are marked in the top right with . It is left up to the players which green, yellow and blue Buildings are used. Any combination of buildings from the base game and the expansion can be used together.

Swapping Buildings

Two **Minor Craft Buildings** (yellow: 'Smokehouse' und 'Smithy') and two **Inns** (blue: 'Zum Waldhof', 'Zum Fährhaus') which have the same name as in the base game. They are marked with a * on the reverse side and were designed to work with this expansion. Replace those Buildings from the base game with the new versions.

Building Tiles

Place the **nine Major Craft Buildings** (orange) and the **four Large Buildings** (red) out on the Building Boards as indicated. Lay the three remaining Building types (green, yellow and blue) out as you wish so that all the Building spaces are filled. *The remaining Building tiles can be placed back in the box as they will not be needed for this game.*

- Each player should take a Harbour Board and place it above their Travel/Barn Board.
- Take as starting resources, three Clay, three Wood, three Peat and three Tea, as shown below.



- Place the other components from the expansion out on the play surface, namely the Schloote and the Tea tiles, and place the Trading Ships and Cutters on the appropriate Board.

The new Action Spaces offer players, amongst other things, a new skill and the possibility to build Ships.



The Building Boards for two players bring five further buildings into the game.

The Harbour Board expands each player's personal Travel/Barn Board with two (small) places for Cutters and two (large) places for Trading Ships.



THE NEW GAME ELEMENTS

SCHLOOTE

By using the new 'Schloot Digger' action a player can lay down drainage channels (known in East Frisia as 'Schloote' [pl.], 'Schloot' [sing.]). They remove excess water from the land and therefore make it more productive. The Schloote are represented by the long brown wooden pieces. They can only be laid down between land spaces on a player's Home Board. As a single action, activated by using the 'Schloot Digger', a player can lay between three and six Schloote. Schloote can also be placed through the actions of two Buildings, the 'Drainage Windmill' and the 'Friedericussiel'.

Rules for placing Schloote

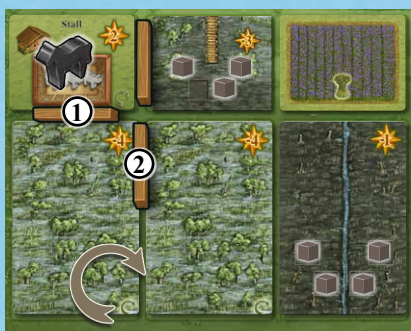
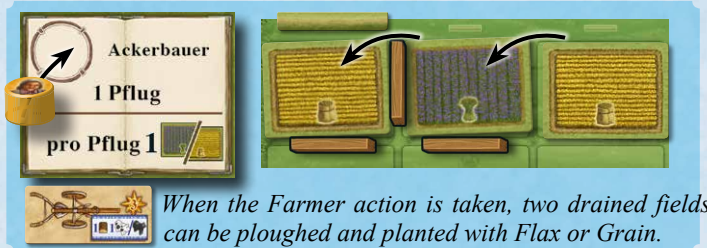
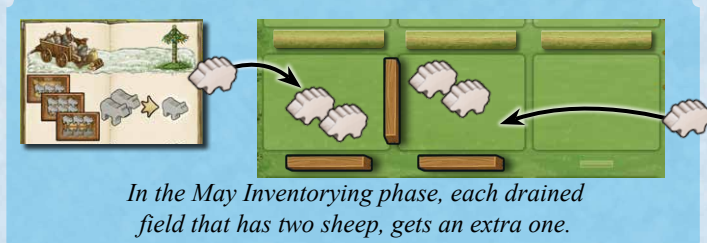
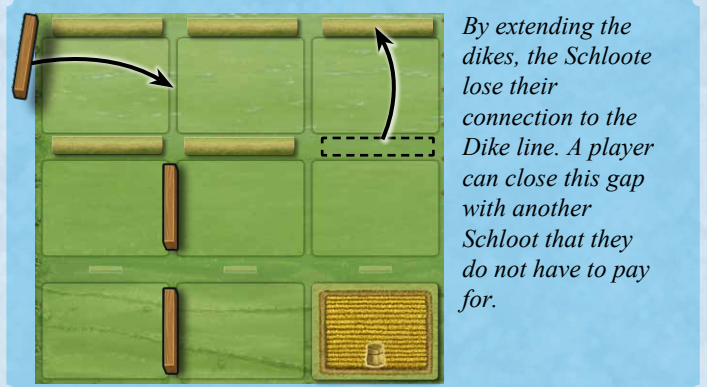
The first Schloot must be placed so that it touches the enclosed Dike line. All further Schloote must connect to at least one other Schloot so that all Schloote are always connected. Only one Schloot can ever touch the enclosed Dike line. Players are not allowed to place a Schloot on the other side of the Dike line or on a Dike. The network of Schloote can branch off as much as a player wishes. Schloote that have been placed must remain for the entire duration of the game on a player's Home Board.

If the Dike line is moved forward, leaving the Schloote without a connection to the Dike, then a player can (without having to use an action or resources) can close the gap by placing a Schloot from their supply. It makes no difference whether the fields next to the Schloote are occupied or not when they are built.

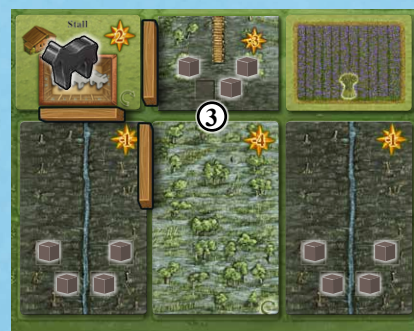
Benefits of the Schloote

Land spaces that have two or more Schloote along their edges are considered to be 'drained' and can be more productive in three different ways:

- **Raising Sheep** - a drained field can hold up to three sheep. As a result, in the May Inventorying phase where there are two sheep they can produce an offspring.
- **When you use the Farmer action**, you can plough two drained fields (instead of one) per plough and place either a Flax or Grain on each. It is up to the player what is planted in each field.
- **Draining the Moors** - As long as two Schloote border a large Moor tile, a player can turn it over (and place Peat on it).



Schloot 1 and 2 are placed on a player's Home Board. As a result, the left-hand Moor tile is drained. It is immediately turned over and four Peat laid on it.





CUTTERS AND TRADING SHIPS



The Harbour boards show (just like the Barn boards) how many Cutters and Trading Ships each player can have and what trade actions can be taken with them. By using the 'Sail Maker' and the 'Boat Builder' actions on the new Action Board, a player can build Cutters and/or Trading Ships and then place them in their Harbours. Cutters and Trading Ships can be loaded at any time (just like Vehicles) and they work in the same way by upgrading goods. However, Destination tiles **cannot** be placed on boats.



The Sail Maker can be used to build a Cutter or a Peat Boat. The Boat Builder can be used to build any ship (including a Peat Boat).



This player has loaded his large Cutter with one Tea and has upgraded it to East Frisian tea. For the unused space he will also get one Food.

Special Rule for the Cutters

If the cutter has not been completely filled with goods to upgrade, they are able to undertake fishing. So in the May and November Inventorying phases when the Vehicles (and Ships) are emptied, a food can be taken for each empty space.

Special Rule for the Trading Ships

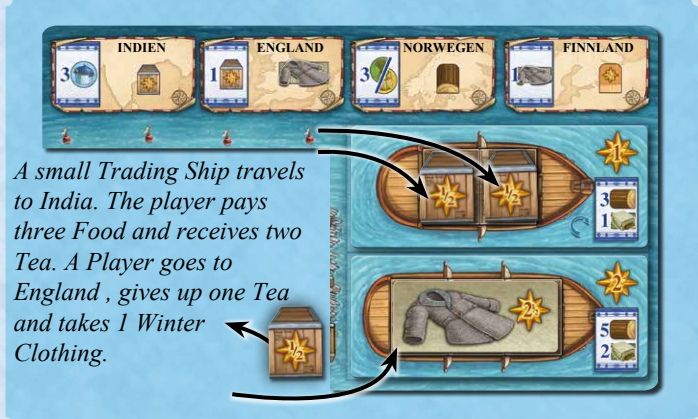
Any empty fields in the Trading ships can be used for taking traded goods in the Vehicles (and Ships) emptying phase. The number of free spaces determines exactly what and how much of it can be obtained.

India: A player pays three Food and can fill their Trading Ship with Tea.

England: A player pays one Tea (or one East Frisian Tea) and can place one Winter Clothing tile on their **large** Trading ship. (This trading option is not possible in a small Trading ship.)

Norway: A player pays three Flax or Grain and can fill their ship with wood.

Finland: A player pays one Winter Clothing tile and can fill their ship with timber.



A small Trading Ship travels to India. The player pays three Food and receives two Tea. A Player goes to England, gives up one Tea and takes 1 Winter Clothing.

It is not possible to use Cutters for Trading trips!

The loading and unloading takes place at the same time so it is not possible to trade using spaces that have already been filled.



TEA AND EAST FRISIAN TEA



Tea is a new resource that can be upgraded into East Frisian Tea. A player can give up a Tea (or an East Frisian Tea) to increase the strength of their Actions in three ways:

1.) When a player **uses an Action space** they can **pay 1 Tea** to take the action as if the Tool marker was one space further to the right.

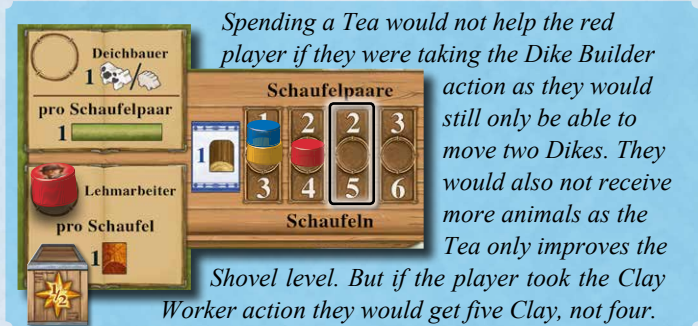
2.) When a player **uses an Action space** they can pay **1 East Frisian Tea** to take the action as if the Tool marker was two spaces further to the right.

Exception: East Frisian Tea only improves the Ovens by one step; Tea has no effect by itself.

N.B. Actions that have been taken through the Copy Action space can be improved by using Tea. Tea only improves the Action spaces **with Tools**. It is not possible to improve an Action beyond the right-most level. Tea/East Frisian Tea can only be used once per turn to improve an Action.

3.) **Two East Frisian Teas** can be spent to take an Action **twice**. The cost of the Action must be paid for twice (e.g. with the Forester). If an Action is being taken twice, it can be strengthened using Tea/East Frisian Tea. If there is a choice of Actions when a double Action is taken, different options can be selected. (For example, if the Imitation action is doubled, it is possible to imitate two different Actions.)

Tea follows the same principle as with Wood and Clay. When Tea is required to be paid, either Tea or East Frisian Tea can be used.



Spending a Tea would not help the red player if they were taking the Dike Builder action as they would still only be able to move two Dikes. They would also not receive more animals as the Tea only improves the Shovel level. But if the player took the Clay Worker action they would get five Clay, not four.



If an East Frisian Tea was spent to strengthen the action, the red player would only get six Wood as more than one level of improvement is not allowed.



By spending 2 East Frisian Teas the red player can use the Master action twice, meaning they would get to move Tool markers six spaces to the right. If the Workbench marker is moved first of all to the right, then they would have eight Tool upgrades in total, all of which need paying for.



By spending two East Frisian Teas, the red player is allowed to build two buildings, if they can be paid for of course.

Expansion for three players

SETUP

General Setup

Set up the game components as normal for the base game with the 'Tea and Trade' expansion included. The three player game always requires the elements from this expansion.

In addition, take the following set up steps:

- Turn the Actions Board to the side showing this icon . Place the Tool markers for the third player on top of the others.
- Place the **Overlay Board** (with *Imitate Actions, Temporary Worker and Rounds*) over the bottom of the main board, thereby covering the previous Temporary Worker and End of Season spots. Place the Worker discs on the month spots so that the first player is on the top, with the next player in clockwise order, next and so on. Place the half year marker on the first time space. As you can see, when you play a three player game you only play seven rounds.
- Place the Building board with showing, next to the main board. Now all four new Building types are in the game. As previously mentioned swap out the Exchange Buildings for a three player game (see page three).

Place the the large Craft Buildings (orange) and the five large Buildings (red) out on the pre-printed spaces. For the other three Building types, they can be selected however the players wish so that all printed slots are filled. The remainder of the Buildings are returned to the game box as they will not be needed for this game.

Player set up

The third player receives their game pieces and lays them out like the other players, including a Harbour tile.

All three players now make the following adjustments:

- Instead of the small Boardwalk with four Peat on it, place out the small Boardwalk tile with **two Peat** on to their Player Board.
- Each player takes three of each raw material (Clay, Wood, Tea and Peat) and puts them in their supply.
- Each player moves their Goods markers (Food, Grain, Flax, Wool and Skins) one step higher than in the two player game, on their player boards.
- Each player takes **one Handcart** and puts it in their Barn.

Starting resources for 3 players:



Blue is start player *Grün* and *Rot* follow in clockwise order.

Specialisations in the first round

Before the game actually starts, each player can select two specialisations, beginning with the last player, then the second player then the start player. There are two types of specialisation that are possible:

Improve a Tool level

- A player can move a Tool marker up one level where no other player has already moved up that marker (including the active player). The other players receive the resources that the upgrade would have cost.

Buy a Small House (green)

- Each player can only buy one as a specialisation. It costs double the normal price i.e. two Lumber and two Grain). The special ability of the Building only applies once the Specialisation phase has finished. So a player can either upgrade two Tool markers or one Tool Marker and buy a small Building.

As their first specialisation *Rot* improves *Workbenches*. *Blue* and *Grün* both receive two *Clay* as a result.



As their second specialisation *Rot* buys the *Chicken Farm* for, for example, one *Wood*, one *Clay* and two *Grain*.



SPECIAL RULES FOR A THREE PLAYER GAME

Special Actions

In a three player game, two players can pick Special Actions (i.e. those not from the current half year). The start player changes depending on who has taken the Special Action:

- If **no players** take a Special Action, then the first player token moves anticlockwise.
- If only **one player** takes a Special Action, then the first player token moves anticlockwise to the next player that has not taken a Special Action.

- If **two players** take a Special Action then the start player token goes to the person who did not take a Special Action.

Imitate Actions

In every half year, **three Imitate Actions** are possible. However, each player can only take one Imitate Action per half year. Whoever is the first to take an Imitate Action pays one Food; the other Imitate Actions cost two Food.



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The solo game is set up as for a two player game. Otherwise the rules are the same as the base game. As such no Special Actions are allowed.

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THE ACTION SPACES FOR THE SUMMER TO SPRING HALF-YEAR

'Schloot Digger' (2 & 3 players)
Place as many Schloote out on your Home Board as allowed by the Spade level (3 to 6 per Action). Pay attention to the Schloote Building rules. (→pg 4)

Sail Maker (2 & 3 players)
Take 1 Linen and 1 Peat. Build 1 Cutter or 1 Peat Boat, paying the appropriate cost.

Grandmother
(in a 2 player game as a Winter Action)
Take 1 East Frisian Tea and 4 Food.

Temporary Worker (3 player game)
Pay 2 Food and build 1 Vehicle or 1 Trading Ship, paying the appropriate cost.

THE ACTION SPACES FOR THE WINTER TO SPRING HALF-YEAR

Vehicle Master
(3 player game) Take 1 Clay per Peat Boat and 1 more for every 3 Schloote on your Home Board.

Boat Builder
2 player: Build 1 Trading Ship or 1 Peat Boat and 1 Cutter.
3 player: Build 1 Trading Ship.
Pay the appropriate costs.

Woodcutter
(3 player game)
Take 3 Wood and for each Forest on your Home Board take 1 more.

Temporary Worker (3 player game)
Pay 2 Food and build 1 Building, paying the appropriate cost.

The New Buildings



SMALL BUILDINGS (green) | **Building Cost:** 1 Resource of your choice and 1 Grain, **VP:** 1 point
There are now **11 small Buildings** at your disposal (*7 from the base game and 4 new ones*). (*The 4 introductory small Buildings for new players are no longer needed.*) In a 2 player game, place 4 small Buildings of your choice, on the appropriate spots; in a 3 player game, place 6 small Buildings out.

The small buildings provide **ANYTIME ACTIONS**, which can be carried out at any point in the game and also multiple times in a row if desired.

Animal Market 1 point
Action: Pay 3 Animals of your choice to get 4 Tea and 3 Food.

Chicken Farm 1 point
Action: Pay 1 Wood and 1 Grain and get 4 Food.

Tea Shope 1 point
Action: Pay 2 different cloth types (Leather/Linen/Woollen) and 1 Food to get 4 Tea.

Drainage Windmill 1 point
Action: Pay 1 Wood and 1 Food to place two Schloote.



MINOR CRAFT WORKSHOPS (yellow) | **Building Cost:** 1 Timber, 1 Clay Tile, **VP:** 1 point
Swap out the 'Smokehouse' and the 'Smithy' from the base game with the tiles of the same name from this expansion (they are marked with a *). There are also 10 **small Workshop Buildings** available to you (*5 from the base game, including the 2 swapped out tiles and 5 brand new ones*). Place 2 or 3 of your choice (for a 2 or 3 player game) out on the appropriate spaces on the Building Board. The Minor Craft Workshops provide **IMMEDIATE ACTIONS**, which can be used once when bought.

Smokehouse* 4 points
Ability: Receive 2 Actions - 'cut Peat' per Cutter in your possession, and also per Fish Trap you have. (*You do not have to give up your Peat Boat or change the position of your Fish Trap marker. You cannot take the Peat from the general supply.*)

Small Shipyard 5 points
Ability: For every 3 Schloote you have on your Home Board, you can pay 1 Timber and get either 1 small Cutter or 1 Peat Boat. (*You do not have to give up the Schloote.*)

Smithy* 5 points
Ability: For each Workbench you own, you can pay 2 Food and turn over a Vehicle (Trading Ship, Cutter, Peat Boat, Wagon).

Friedericussiel 3 points
Ability: You can place out 3 Schloote per Workbench that you have (so a minimum of 6 and a maximum of 12).

Farmstead 5 points
Ability: For each Horse on your Home Board you receive 1 Grain; for each Cow you receive 1 Flax.

Moor Farmhouse 5 points
Ability: You can discard a Moor tile of your choice and replace it with 1 or 2 Grain fields. The Moor tile can either be a large Moor tile, a drained Moor tile, or a Boardwalk Moor tile. If there is Peat on the Moor tile, it is returned to the general supply.

Peat Barn 3 points
Ability: For every 3 Schloote on your Home Board receive 1 Cart. For every Peat Boat that you have get one more Cart.



**LARGE CRAFT BUILDINGS (orange) | Building Cost:** various, VP 5 to 8 points.

Place the **Large Craft Buildings** on the orange spots on the main board and on the new Building Board(s). There are now **ten Large Craft Buildings** available for each game (*six from the base game and four new ones*). In a two player game, nine are used; in a three player game all ten are used. The Large Craft Workshops provide IMMEDIATE ACTIONS, which can be used once when bought.

Slaughter House 8 points
Building Cost: 2 Bricks
Ability: Move your Slaughtering Tables marker one position to the right without paying the cost. Each time an animal is slaughtered, you gain 1 additional Food.

Carolinensiel 5 points
Building Cost: 2 Timber, 12 Food
Ability: Receive 1 Clay per Schloot on your Home Board and turn one Moor tile over to the drained side.

Schnapps Factory (3 players) 5 points
Building Cost: 6 Grain, 1 Brick
Ability: Receive 4 Food per Trading Ship (big or small) in your Harbour and 4 Food per Inn ('Gaststätte', blue Buildings) on your Home Board.

Tea Factory 6 points
Baukosten: 5 Tea, 2 Bricks
Funktion: Receive 5 East Frisian Tea.

**INNS (blue) | Building Cost:** 2 different raw materials and 9 Food, VP: 3 to 5 points.

Swap out the Inns „Zum Waldhof“ and „Zum Fährhaus“ from the base game with those from the expansion (marked with a *). There are now **ten Inns** available for each game (*six from the base game including the two swapped out ones and four new ones*). Place a random selection of **four** of these on the appropriate spaces on the Game Boards.

Zur alten Bierstube 4 points
Ability: Receive 2 Wool and 2 Food per Large Craft Building on your Home Board.

Zur alten Ziegelei 5 points
Ability: You may pay 1 Tea for each cultivated Field on your Home Board and receive 1 Brick and 1 Flax for each.

Vossenhus 5 points
Ability: You receive 3 Peat for each Vehicle in your Barn.

Zum Waldhof* 5 points
Ability: You can immediately change 1 cultivated Field into 1 Forest. You can also convert 1 East Frisian Tea into 9 Food for each Forest on your Home Board.


Zum Fährhaus* 4 points
Ability: Receive 1 large Cutter and 1 Wood per Axe.

Zur alten Schmiede 3 points
Ability: Receive 3 Horses and 1 Plough.


**LARGE BUILDINGS (red) | Building Cost:** 3 Timber, 3 Bricks, 15 Food, VP: 15 points.

Place the **Large Buildings** on their respective spaces. There are now **five Large Buildings** available for each game (*three from the base game and two new ones*). In a two player game, four Large Buildings are used; all five are used in a three player game.

Mennonite Church 15 points
Ability: Receive immediately a large Trading Ship and carry out the following trade action up to three times: pay 1 Linen for 5 Food.



Norderburg (3 player) 15 points
Ability: Remove 4/6/8 cultivated Fields from your Home Board and receive 14/19/24 Food. Move the Spades marker (next to the 'Schloot Digger') one position to the right without paying the cost.

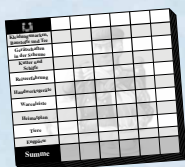

NUMBER OF BUILDING TILES IN THE GAME

Type	Colour	Number for 2 players.	Number for 3 players
Small Houses	Green	4 (as in base game)	6
Small Craft Buildings	Yellow	2 (as in base game)	3
Large Craft Buildings	Orange	9	10
Inns	Blue	4	4
Large Buildings	Red	4	5

THANKS FROM THE DESIGNER

Tido Lorenz, who is himself an East Frisian, thanks Uwe Rosenberg for the possibility to

work together on his game and also for his helpful and positive insights; and thanks also to Frank Heeren for piloting the ship for this expansion and for lessening its complications.

Game End and Winner of the Game

The calculation of points is carried out in the normal way. In this expansion, VPs are also gained for:

- Tea and East Frisian Tea (½ and 1 point, respectively)
- Cutters and Trading Ships (2, 3 or 4 points)
- Tool marker scale for the 'Schloot Digger' (0, 2 or 3 points).



In addition I would also like to thank the enthusiastic playtesters (particularly Helge) for good suggestions for the direction of travel this expansion should travel and for keeping it East Frisian to the core; thanks also to my wife Maike for her playtests and for her understanding when her husband had sunk too deep into the 'Arle Sea'.