

Fields of Arle

Tea & Trade

An Expansion for 1 to 3 players ages 14 and up

Rules



Welcome back to East Frisia



In East Frisia, it is always tea time, or as the East Frisian say in Low German, “Teetied” (pronounced “tay-teet”). No one in the world drinks as much tea as the people of this small region bordering the North Sea. Especially in the countryside, in addition to the usual tea times beforenoon and in the afternoon, people drink tea for breakfast, lunch, and supper or shortly thereafter. Tradition requires guests be served at least three cups of tea, and it is expected they drink as much. The tea is supposed to strengthen the body and mind during the constant hard work.

East Frisian tea is a mixture of mostly strong varieties of black Assam from India. A curiosity of East Frisian tea culture is the so-called “kluntje,” a roughly die-sized sugar block which would slowly dissolve over several cups of tea.


In the 18th century, drinking tea was very popular in East Frisia; too popular for some rulers, it seems, who tried to replace it with local beverages like beer. Such decrees were met by the East Frisian people with increased rates of smuggling, civil unrest, and drinking tea in secret—and so East Frisia remains the land of tea-drinking folk.

Components

Boards:

- 1x Action Board
Front for 2 Players 
Back for 3 Players 



- 1x Overlay with Imitate, Laborer, and Rounds for 3 players 



- 2x Building Display (for 2 players)



- 2x Building Display (additional for 3 players)



- 3x Harbor Board (1 per player)



- 1x Supply Board for Trading Ships and Fishing Cutters



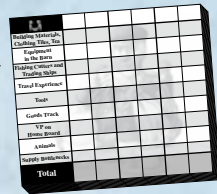
- 3x Tool Indicator (in the player colors)



- 30x wooden Ditch



- 1x Scoring Pad (with Tea, Fishing Cutters, and Trading ships)



Tiles (double-sided):

- 5x Small/Large Fishing Cutter




- 4x Small/Large Trading Ship



Resource Tiles:

- 30x Tea/East Frisian Tea



- 23x Building (marked with )



ADDITIONAL COMPONENTS FOR THE 3-PLAYER GAME

General Components:

- 1x Stable/Double Stall



- 3x Handcart/Wagon




- 1x Cart/Horse Cart



- 1x Peat Boat/Plow



- 3x Small Boardwalk (2 Peat) for 3 players 



- 10x Peat



Components for the Third Player:

1 set of components, as in the base game:

- 10x Tool Indicator (blue)
- 4x Worker (blue)
- 6x Goods Indicators
- 1x Sticker Sheet
- 1x Home Board

- 3x Moor/Dehydrated Moor
- 5x Dike
- 1x Travel Destinations and Barn Storage Board
- 9x Travel Destinations

BEFORE YOUR FIRST GAME

Attach the appropriate stickers to the third player's 6 Goods Indicators and 4 Workers



CREDITS

Base Game Design: Uwe Rosenberg
Expansion Design: Tido Lorenz and Uwe Rosenberg
3-Player Variant: Frank Heeren
Artwork: Dennis Lohausen
Graphic Design: Christof Tisch
Translation: Grzegorz Koniela
Proofreading: Johannes Grimm
Editing: Alexandar Ortloff
Publisher: Steven Kimball

Playtesting: El-ad David Amir, Ronald Dempsey, Fabrice Dubois, Laurent Ferret, Chris Hinkes, Steph Hodge, Joel Oakley, Christiane Preising, Helge Preising, Stephan Rink, Christof Tisch, Andreas Trantow, Janina Woitkoski, Simone Trantow.

Tido Lorenz—himself an East Frisian—would like to thank Uwe Rosenberg for the opportunity to work on his game and for all the helpful and positive feedback, and Frank Heeren for leading the figurative expansion ship away from the depths of over-complication. He would also like to thank the most avid of playtesters (especially Helge who was born in Berumerfehn) for their invaluable input that lead this expansion into proper East Frisian fairway, as well as his wife Maike for playtesting and being appreciative of her husband being lost in the “sea of Arle” for a couple of days.

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

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2-Player Setup

Set up the game as described in the base game rules with the following changes:

- Place the Action Board above the large Game Board with the 2-player side (showing ) faceup. You each place 1 Tool Indicator of your color on the leftmost space of the Digging Spade track.
- Place the 2-player Building Displays (showing ) next to the game board.
- Before distributing Buildings, collectively decide to use the new green, yellow, and blue Buildings exclusively or to use a random selection of base game and expansion tiles. The Buildings from this expansion show a tea cup symbol () in the top right corner.

Note: 2 **Minor Craft Buildings** (yellow: “Smokehouse” and “Smithy”) and 2 **Inns** (blue: “Farmer’s Inn” and “Sluice Yard Inn”) in this expansion are new versions of base game Buildings with the same name, which have been adjusted for this expansion. They show an * on the front side. Replace the corresponding base-game Buildings with their new versions.

- After distributing buildings on the spaces of the large Game Board, distribute the **3 Major Craft Buildings** (orange), **1 Large Building** (red), and **1 Inn** (blue) on the matching spaces of the 2-player Building Displays; you may choose which Inn to distribute or decide it randomly. Return the remaining Buildings to the game box—you will not need them this game. (See also: *Building Overview on page 7.*)
- You each take a Harbor Board and place it above your Travel Destinations and Barn Storage Board.
- Instead of the resources you normally take during setup, you each take 3 Clay, 3 Wood, 3 Peat, and 3 Tea and put them in your personal supply.

Starting resources in a 2-player game:



- Place the supply board for Trading Ships and Fishing Cutters nearby and stack the Trading Ships and Fishing Cutters on the matching spaces. Place the Ditches and Tea nearby.

The new Action Board features, among others, a new Tool and actions for building Trading Ships and fishing Cutters.



The Building Displays show which Buildings are placed on them.

The Harbor Board has 2 spaces for Fishing Cutters (left) and 2 spaces for Trading Ships (right).



New Concepts

DITCHES

The “Ditcher” Action allows you to dig Ditches, which help with dehydrating your land. Ditches are placed on the spaces between orthogonally adjacent Land Spaces of your Home Board. The “Ditcher” Action lets you dig 3 to 6 Ditches. You can also dig Ditches via the “Dehydration Mill” and “Fridericus Sluice” Building Actions.

Digging Ditches

You must place your first Ditch such that it connects to the Dike Line. Subsequent Ditches must connect to at least 1 other Ditch, so that all Ditches are connected. You cannot place Ditches above your Dike Line or on Dike tiles. Your Ditch network may have any number of “branches,” but only 1 Ditch may connect to the Dike Line. Once a Ditch has been dug, it remains on your Home Board until the end of the game.

When your Dike Line moves closer to the ocean, leaving your Ditch network disconnected from the Dike Line, you may immediately (and without using an Action or paying any resources) dig a ditch to connect your ditch network to your Dike Line. Whether or not spaces next to a Ditch have been built on does not matter.

Using Ditches

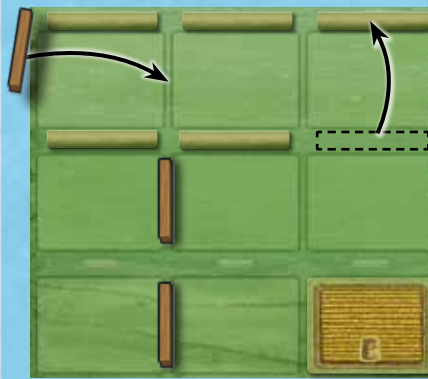
Each Land Space bordered by at least 2 Ditches is considered “dehydrated” and provides benefits in 3 different ways:

- **Sheep Husbandry:** An empty dehydrated Land Space can hold up to 3 sheep. Consequently, if you have 2 Sheep in an empty dehydrated Land Space during the May Inventorying, you will get 1 sheep in that space.
- **Cultivation:** When using the “Farmer” Action, you may plow 2 fields per Plow (instead of 1) on empty dehydrated Land spaces. The Fields may be of the same or different types.
- **Dehydrating Moors:** As soon as a Moor tile is adjacent to 2 Ditches, turn it over (and place Peat on it).



✗ You cannot dig Ditches on these spaces.

This would be a valid placement of your first 4 ditches.



By moving a Dike, your Dike Line moves and your Ditches no longer connect to it. When this happens, you may dig a new Ditch to close the gap at no cost.



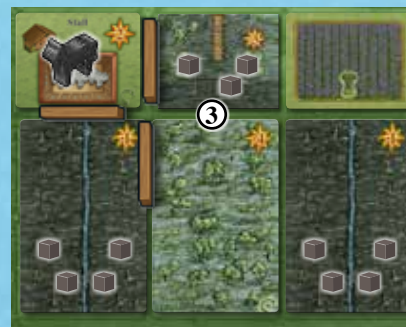
During May Inventorying, you get 1 Sheep on each empty dehydrated Land Space with 2 Sheep.



You take the “Farmer” Action with 1 Plow, plowing 2 Fields on dehydrated Land Spaces.



On your turn, you place Ditches 1 and 2, thus dehydrating the left Moor space. You immediately turn it to the other side and place 4 Peat on it.



When you place a Ditch on space 3 later, you also dehydrate the Moor in the middle.



FISHING CUTTERS AND TRADING SHIPS



Your **Harbor Board** has 2 spaces for **Fishing Cutters** and 2 spaces for **Trading Ships**. It also shows which Trading Actions you can take with your Trading Ships.

The “Sailmaker” and “Boat Builder” Actions on the Action Board allow you to build Trading Ships and Fishing Cutters and place them on your Harbor Board.

Like Vehicles, Fishing Cutters and Trading Ships can be loaded at any time during the Work Phase. Their spaces work like vehicle spaces for upgrading resources. However, you **may not visit Travel Destinations** with Trading Ships or Fishing Cutters.

Fishing Cutter Special Ability

Before you empty your Fishing Cutters during the “Empty Vehicles (and Ships)” phase of May and November Inventorying, you get 1 Food for each of your uncovered Fishing Cutter spaces.

Trading Ship Special Ability

Before you empty your Trading Ships during the “Empty Vehicles (and Ships)” phase of May and November Inventorying, you can choose to send each to a location to trade. For each of your Trading Ships, resolve an effect based on where you sent it:

India: Pay 3 Food to place 1 Tea on each uncovered space on the Trading Ship.

England: Pay 1 Tea (or 1 East Frisian Tea) to place 1 Winter Wear on the **Large Trading Ship**. (You must have 3 uncovered spaces on the Trading Ship.)

Norway: Pay 3 Flax or 3 Grain to place 1 Wood on each uncovered space on the Trading Ship.

Finland: Pay 1 Winter Wear to place 1 Timber on each uncovered space on the Trading Ship.



The **Sailmaker** lets you build a Fishing Cutter or a Peat Boat. The **Boat Builder** lets you build a Trading Ship or a Fishing Cutter and/or Peat Boat.



You load 1 Tea on your Fishing Cutter, turning it into East Frisian Tea. For the empty space, you will get 1 Food during Inventorying.



You send a **Small Trading Ship** to India, paying 3 Food and receiving 2 Tea. You also send a **Large Trading Ship** to England, paying 1 Tea and getting 1 Winter Wear.

Trades are simultaneous; upgraded resources cover spaces for trading.

You cannot trade using Fishing Cutters.



TEA AND EAST FRISIAN TEA



Tea is a new resource that can be upgraded to East Frisian Tea. When you place a worker to take an Action, you may pay Tea or East Frisian Tea to improve that Action in **1 of 3 different ways**:

- If the Action corresponds to a Tool Track, you may pay 1 **Tea** to take the Action as though your Tool Indicator were **1 space further to the right**.
- If the Action corresponds to a Tool Track, you may pay 1 **East Frisian Tea** to take the Action as though your Tool Indicator were **2 spaces further to the right**.

Exception: Tea cannot improve the Oven, and East Frisian Tea improves it by only 1 space.

Important: You may pay only 1 Tea or 1 East Frisian Tea per Action to improve that Action. Tea and East Frisian Tea cannot improve an Action beyond the last space of the corresponding Tool Track.

- You may pay 2 **East Frisian Tea** to take an Action **twice**. If the Action has a cost (like the Forester), you must pay the cost again. If you take an action that corresponds to a tool track twice, you cannot pay additional Tea or East Frisian Tea to improve either Action. If the Action gives you choices, you can choose differently the second time you take it. (E.g., if you imitate twice, you can imitate 2 different Actions; or, you can take 2 different animals at the Grocer. You are allowed to carry out anytime actions during your 2 actions.)

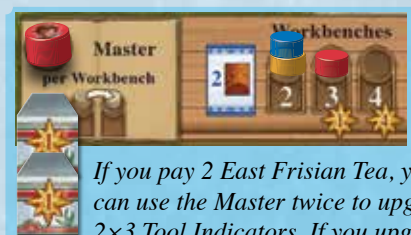
Similar to Wood and Clay, whenever you would pay Tea, you can pay East Frisian Tea instead.



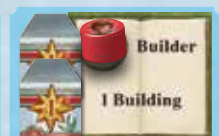
Using Tea for the **Dike Builder** does not provide any benefit. Either way, you could move only 2 Dikes. You could not pay Tea to get more animals either, because Tea can improve only the (Pairs of) Shovels. If you choose the **Clay Worker**, you can pay 1 Tea to get 5 Clay instead of 4.



Even if you pay 1 **East Frisian Tea**, you will get only 6 Wood, because you cannot improve the **Axe Track** by 2 spaces.





If you pay 2 **East Frisian Tea**, you can use the **Master** twice to upgrade 2x3 Tool Indicators. If you upgrade the **Workbenches** as your first upgrade, you can upgrade a total of 8 Tool Indicators. You must pay all upgrade costs.



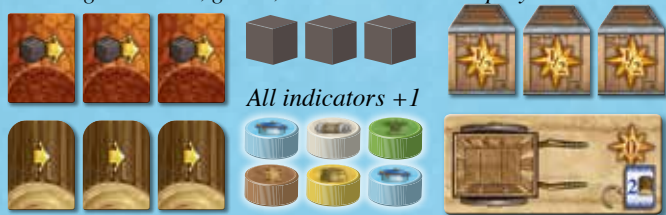
By paying 2 **East Frisian Tea** at the **Builder**, you can build 2 Buildings by paying their costs.

3-Player Setup

Set up the game as you would a 2-player game with the “Tea & Trade” expansion with the following changes. The third player follows all of the same setup rules as the other players:

- Place the **Action Board** with the 3-player side (showing ) faceup. Place the third player's Tool Indicators on top of the others.
- Place the **Overlay** (with *Imitate, Laborer, Rounds, and Worker Preparations*) over the bottom part of the large Game Board, covering the old Laborer and Worker Preparation spaces.
- Randomly determine the Starting Player; with 3 players, play proceeds in clockwise order. Place 1 Worker of each color on each of the “July” to “October” spaces of the Overlay, with the starting player's Workers on top and the other players' Workers descending in play order. Place the Half Year Counter on space 1.
- Place the 3-player **Building Displays** (showing ) next to the 2-player Building Displays (all 4 of the Building Displays are used).
- After distributing buildings on the spaces of the 2-player Building Displays, distribute the **1 Major Craft Building (orange)**, **1 Large Building (red)**, **2 Small Houses (green)**, and **1 Minor Craft Building (yellow)** on the matching spaces of the 3-player Building Displays; you may choose which Small Houses and Minor Craft Building to distribute or decide them randomly. Return the remaining Buildings to the game box—you will not need them this game. (See *Building Overview on page 7*.)
- You each place your Goods Indicators (*Food, Grain, Flax, Wool, and Hide*) 1 space higher than in a 2-player game.
- Instead of the Small Boardwalk showing 4 Peat, you each place a **Small Boardwalk showing 2 Peat** on your Home Board and 2 Peat on that Boardwalk.
- You each take 1 **Cart** and place it in your Barn.

Starting resources, goods, and vehicles with 3 players:



Blue is the starting player, followed clockwise by Yellow and Red.

Preliminary Round and Specialization

Before the game begins, each player can choose 2 specializations. The last player in play order chooses his 2 specializations first, followed by the middle player, and finally the starting player. There are 2 types of specializations:

- Upgrade Tools:** Choose a Tool Track that has not yet been chosen by any player; move your Tool Indicator 1 space to the right on that track at no cost. Each other player gets the resources this upgrade would normally cost.
- Build a Small House (green):** Build any Small House; you can choose this specialization only once. The building cost is doubled (2 *Building Materials* and 2 *Grain*). You cannot use the action of the Small House until after the Preliminary Round.

You can either upgrade 2 Tools, or upgrade 1 Tool and build 1 Small House.

As the Red player, you choose to upgrade your Workbenches as your first specialization. Blue and Yellow each get 2 Clay.



As your second specialization, you build the Chicken Farm, paying 1 Wood, 1 Clay, and 2 Grain.



3-Player Gameplay

Special Action

In the 3-player game, 2 different players may take a Special Action (i.e., take an Action of the other Season) during a Half Year. This affects the next starting player as follows:

- If **no player** takes a Special Action, the next player in counterclockwise order becomes the starting player.
- If **only 1 player** takes a Special Action, the next player in counterclockwise order that did not take the Special Action becomes starting player.
- If **2 players** take a Special Action, the player who did not do so becomes starting player.

Imitation

There are 3 Imitate Action spaces on the Overlay; each player can take up to **1 Imitate Action** per Half Year. The first Imitate Action in a Half Year costs 1 Food, and each later Imitate Action costs 2 Food.

I-Player Setup

Follow the same setup steps as the 2-player game.

The Action Spaces

THE ACTION SPACES OF THE SUMMER/FALL HALF YEAR

Ditcher (2 and 3 players)
Dig 1 Ditch on your Home Board for each Digging Spade you have (3 to 6 per Action). (see page 4)

Sailmaker (2 and 3 players)
You get 1 Wool and 1 Peat. Build 1 Fishing Cutter or 1 Peat Boat by paying its costs.

Grandmother
(2 player game: Winter/Spring Half Year)
You get 1 East Frisian Tea and 4 Food.

Laborer (3 players only)
Pay 2 Food and build 1 Vehicle or 1 Trading Ship by paying its costs.

THE ACTION SPACES OF THE WINTER/SPRING HALF YEAR

Driver (3 players only)
You get 1 Clay for each Peat Boat you have and 1 Clay for every 3 Ditches on your Home Board.

Boat Builder
2 player: Build 1 Trading Ship or 1 Peat Boat and/or 1 Fishing Cutter by paying the costs.
3 player: Build 1 Trading Ship by paying the costs.

Woodcutter (3 players only)
You get 3 Wood plus 1 additional Wood for each Forest on your Home Board.

Laborer (3 players only)
Pay 2 Food and build 1 Building by paying its costs.

The New Buildings



SMALL HOUSES (GREEN) | Building Cost: Any 1 Building Material, 1 Grain | **Value:** 1 VP

There are a total of 11 **Small Houses** (7 from the base game + 4 new ones) in the game. (Experienced players will not need the 4 light green Small Houses.) Place **4 Small Houses** in a 2-player game and **6 Small Houses** in a 3-player game on the designated spaces of the Building Displays (randomly or by choosing).

Small Houses provide ANYTIME-ACTIONS that you can take **at any time** (even multiple times in a row) during the course of the game (especially during the Work Phase).

Animal Market 1 VP
Ability: You may exchange any 3 Animals for 4 Tea and 3 Food.

Chicken Farm 1 VP
Ability: You may exchange 1 Wood and 1 Grain for 4 Food.

Tea Office 1 VP
Ability: You may exchange 2 different Fabrics (Leather / Linen / Woolen) and 1 Food for 4 Tea.

Dehydration Mill 1 VP
Ability: You may pay 1 Wood and 1 Food to dig 2 Ditches.



MINOR CRAFT BUILDINGS (YELLOW) | Building Cost: 1 Timber, 1 Brick | **Value:** 3 to 5 VP

Replace the “Smokehouse” and “Smithy” from the base game with the corresponding expansion Buildings of the same name (marked with an asterisk *). There are a total of 10 **Minor Craft Buildings** (5 from the base game, including the 2 replaced ones, + 5 new ones) in the game. Place 2 or 3 of them (with 2 and 3 players, respectively) on the designated spaces of the Building Displays (randomly or by agreement).

Smokehouse* 4 VP
Ability: You get 2 “Cut Peat” Actions for each Fishing Cutter and 1 “Cut Peat” Action for each Fish Trap you have. (You do not lose any Fishing Cutters or Fish Traps from this, and you may not take the Peat from the general supply.)

Smithy* 5 VP
Ability: For each Workbench you have, you may pay 2 Food to turn a Ship or Vehicle (Trading Ship, Fishing Cutter, Peat Boat, Vehicle, Cart).

Fridericus Sluice 3 VP
Ability: For each Workbench you have, you may dig 3 Ditches. (You can dig at least 6 and at most 12 Ditches this way.)

Moor Farmer’s House 5 VP
Ability: Discard a Moor Tile from your Home Board and place Grain Fields on the 1 or 2 former Moor Spaces you uncovered. You may discard a Moor Tile, a Dehydrated Moor Tile (2 spaces), or the Small Boardwalk (1 space). If there was Peat on the Moor Tile, return it to the general supply.

Small Wharf 5 VP
Ability: For every 3 Ditches on your Home Board, you may pay 1 Timber to get your choice of a Small Fishing Cutter or Peat Boat. (Keep the Ditches.)

Homestead 5 VP
Ability: You get 1 Grain for each Horse and 1 Flax for each Cattle on your Home Board.

Peat Barn 3 VP
Ability: You get 1 Cart for every 3 Ditches on your Home Board. You also get 1 Cart for each Peat Boat you have.



**MAJOR CRAFT BUILDINGS (ORANGE) | Building Cost:** Various | **Value:** 5 to 8 VP

Place the **Major Craft Buildings** on the designated orange spaces of the game board and the new Building Displays. There are **10 Major Craft Buildings** (6 from the base game + 4 new ones) in the game. In a 2-player game, only 9 of these are used. In a 3-player game, all 10 are used.

Slaughterhouse 8 VP
Building Cost: 2 Bricks
Ability: Immediately (and only once) move your Slaughtering Table Tool Indicator 1 space to the right for free. For the remainder of the game, you get 1 more Food per animal you convert.

Caroline Sluice 5 VP
Building cost: 2 Timber, 12 Food
Ability: You get 1 Clay for each Ditch on your Home Board. Also, dehydrate 1 Moor Tile.

Schnapps Factory (3 players only) 5 VP
Building Cost: 6 Grain, 1 Brick
Ability: You get 4 Food for each (Small or Large) Trading Ship in your Harbor, as well as 4 Food for each Inn (blue Building) on your Home Board.

Tea Factory 6 VP
Building Cost: 5 Tea, 2 Bricks
Ability: You get 5 East Frisian Tea.

**INNS (BLUE) | Building Cost:** 2 different building materials, 9 Food | **Value:** 3 to 5 VP

Replace the “Farmer’s Inn” and “Sluice Yard Inn” from the base game with the corresponding expansion Buildings of the same name (marked with an asterisk, *). There are a total of 10 Inns (6 from the base game, including the 2 replaced ones, + 4 new ones) in the game. Place 4 of them on the designated spaces of the Building Displays (randomly or by agreement).

Ale house Inn 4 VP
Ability: You get 2 Food and 2 Wool for each Major Craft Building (orange) on your Home Board.

Old Brickworks Inn 5 VP
Ability: For each Field on your Home Board, you may exchange 1 Tea for 1 Brick and 1 Flax.

Vossenhus Inn 5 VP
Ability: You get 3 Peat for each Vehicle in your Barn (plows and boats are not vehicles).

Farmer’s Inn* 5 VP
Ability: Immediately and only once, you may replace 1 Field with 1 Forest. For each Forest on your Home Board, you may exchange 1 East Frisian Tea for 9 Food.

Sluice Yard Inn* 4 VP
Ability: You get 1 Large Fishing Cutter. Also, you get 1 Wood per Axe (as though you took the “Woodcutter” Craft Action).

Old Smithy Inn 3 VP
Ability: You get 3 Horses and 1 Plow.

**LARGE BUILDINGS (RED) | Building Cost:** 3 Timber, 3 Bricks, 15 Food | **Value:** 15 VP

Place the **Large Buildings** on the designated spaces. There are **5 Large Buildings** (3 from the base game + 2 new ones) in the game. In a 2-player game, only 4 of these are used. In a 3-player game, all 5 are used.

Mennonite Church 15 VP
Ability: You immediately get 1 Large Trading Ship. Also, you may exchange 1 Linen for 5 Food up to 3 times.



Norderburg Castle (3 players only) 15 VP
Ability: Discard 4/6/8 Fields from your Home Board to get 14/19/24 Food, respectively. Move your Digging Spade Indicator 1 space to the right at no cost.

**BUILDING OVERVIEW**

Type	Color	Number with 2p	Number with 3p
SMALL HOUSE	Green	4 (same as base game)	6
MINOR CRAFT BUILDING	Yellow	2 (same as base game)	3
MAJOR CRAFT BUILDING	Orange	9	10
INN	Blue	4	4
LARGE BUILDING	Red	4	5

The End of the Game and the Winner

Use the Scoring Pad to write down your Victory Points (VP) as usual.

You can score additional VP in this expansion for:

- Tea and East Frisian Tea (½ and 1 VP).
- Fishing Cutters and Trading Ships (2, 3, or 4 VP).
- Digging Spade Tools (0, 2, or 3 VP).

