

Arler Erde

Advent Calendar Expansion

Torfbrandziegelei

Setup: Shuffle the Torfbrandziegelei (Peat-Fired Brickworks) with the other yellow Buildings and draw two at random, as usual.



Costs: 1 Timber, 1 Brick
Worth 4 VP
Ability: Immediately (*and only after building this Peat-Fired Brickworks*), per Shovel you have, you may exchange 1 Clay and 1 Peat for 1 Brick.
(Keep the Shovels.)

Story: East Frisia was best suited to run a brick factory: there was plenty of easy-to-mine clay, peat for fuel, and many waterways for transport to and from. In the 19th century, there were 26 brick factories in Rheiderland alone, a small part of East Frisia along the river Ems. Today there are only 2 brick factories left in all East Frisia, one of which is the peat-fired brick factory in Nenndorf, a neighboring village of Arle. It is the only brick factory left in Europe using peat as fuel. Its 40 meter long kiln is burning up to 3 million bricks per year.

Torkraftwerk

Setup: Place the Torkraftwerk (Peat Power Plant) as a 4th Large Building to the other Large Buildings on the game board.



Costs: 3 Timber, 3 Bricks, 15 Food
Worth 15 VP
Ability: When you build the Peat Power Plant (*and only that once*), you can remove any number of Moor Tiles from your Home Board. For each Moor Tile that you remove via this ability, you receive 2 Food. (*Also remove the Peat from the Moor Tiles, if any.*)

Story: East Frisia was always abundant in peat and water (you could even say overabundant). When industrial peat cutting was introduced in the early 20th century, the power plant in Wiesmoor was built in order to press ahead with the moor colonization. It went into operation in 1909 and was producing electricity until 1965, burning through up to 120,000 tons of peat per year. In 1925, a greenhouse plantation was built next to the power plant to make use of the waste heat. Back then, the greenhouse was mainly growing vegetables. Unlike the power plant, the greenhouse is still up and running today, producing 4 million pot plants per year!

Vierspänner

Setup: Place the Vierspänner (Coach-and-Four) together with the other Vehicles.



Category: Large Vehicle
Costs: 3 Wood, 4 Horses (*bigger version: 5 Wood, 4 Horses*)
Worth 9 VP (*bigger version: 10 VP*)
Ability: 1 Triple Space for Vehicle Actions (*bigger version: 1 additional Single Space*). Like Double Spaces, the Triple Space cannot hold tiles that are smaller than the space (*e.g. you cannot place Linen there*). In the bigger version, you can cover both the Triple and Single Space with one tile of size 4.

Credits

The Fields of Arle is a game by Uwe Rosenberg. Frank Heeren devised this expansion, which is part of the Board Game Advent Calendar 2015 by Frosted Games. The English translation was done by Grzegorz Kobiela.

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