


Hallertau

Starter Deck

Designer: Uwe Rosenberg; Text: Grzegorz Kobiela

The Starter deck comprises 30 new Gateway cards (*numbered 1001-1030*), which you can use in place of any of the Gateway card decks from the base game. As normal, during setup, shuffle this deck and place it face down on the top

left space of the game board (*with a gate symbol *).

The Starter deck cards should be self-explanatory, as they do not introduce any new elements. Still, the following shall provide a detailed appendix explaining all new cards.

Erläuterung der Karten

- 1001** You have at least 3 Jewelry.
You can move 1 Sheep to the next Farmyard card. If the Sheep is on the Farmyard card of Round 6, move it into the Stables. Additionally, you get 2 Bonus cards.
- 1002** You have at least 4 Tools.
You get 1 Sheep.
- 1003** You have at least 5 Milk in your supply.
You get 1 Sheep.
- 1004** You have at least 4 Hides in your supply.
You get 1 Field into row 5 and 1 Bonus card.
- 1005** You have at least 2 Wool in your supply.
You get your choice of 1 Field into row 4 or 1 Jewelry.
- 1006** You have at least 7 Clay in your supply.
You get 1 Field into row 2 and 1 Tool.
- 1007** You have at least 4 Fields.
You get 1 Tool and 1 Clay.
- 1008** You have at least 3 Sheep.
You get 2 Tools.
- 1009** So far, you have played a total of at least 3 other Gateway cards.
You get 1 Jewelry.
- 1010** You have at least 1 Hop in your supply.
You get 1 Clay and 1 Bonus card.
- 1011** You have at least 5 Milk in your supply.
You get 3 Clay and 1 Bonus card.
- 1012** You have at least 5 Fields.
You get 2 Clay and 1 Bonus card.
- 1013** You have at least 3 Hops in your supply.
You can sow in one Field. Additionally, you get 1 Bonus card.
- 1014** You have at least 4 Sheep.
You can sow in up to two Fields.
- 1015** You have at least 5 Clay in your supply.
You get 1 Flax, 1 Barley, 1 Hop, and 1 Rye.
- 1016** You have at least 7 Clay in your supply.
You get 3 Rye and 1 Bonus card.
- 1017** You have at least 6 Fields.
You get 1 Barley, 2 Rye, and 1 Bonus card.
- 1018** You have at least 6 Rye in your supply.
You get 3 Barley.
- 1019** You have at least 3 Hides in your supply.
You get 3 Flax and 1 Bonus card.
- 1020** You have at least 6 Barley in your supply.
You get 2 Flax and 1 Hop.
- 1021** You have at least 4 Jewelry.
You get 1 Barley, 2 Hops, and 1 Bonus card.
- 1022** You have at least 8 Rye in your supply.
You get 3 Hops and 1 Bonus card.
- 1023** You have at least 2 Meat in your supply.
You get 1 Hop and 1 Milk.
- 1024** You have at least 2 Sheep.
You get 1 Milk and 1 Bonus card.
- 1025** You have at least 8 Flax in your supply.
You get 2 Milk and 1 Bonus card.
- 1026** You have at least 4 Hops in your supply.
You get 3 Milk and 1 Bonus card.
- 1027** You have at least 6 Flax in your supply.
You get 3 Wool.
- 1028** You have at least 5 Tools.
You get 3 Hides.
- 1029** You have at least 2 Jewelry.
You get 2 Meat and 1 Bonus card.
- 1030** You have at least 3 Tools.
You get 1 Farmyard card (!) and 1 Bonus card.

