

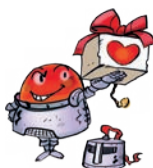


# BOHNANZA® THE DUEL

“THERE CAN BE ONLY ONE!”

by Uwe Rosenberg, with illustrations by Björn Pertoft

Players: 2 • Ages: 12 and up • Duration: about 45 minutes



amigo-spiele.de/01658



## THE IDEA OF THE GAME

This Bohnanza duel between you and your opponent is all about planting, trading, and harvesting beans—trading sneaky gifts that don't always come straight from the heart, that is. It's your goal to earn as many bean dollars as you can. Bo(h) nus cards give you extra dollars if beans get planted in a certain order. If you have the most bean dollars at the end of the game, you win!

## CONTENTS AND SETUP



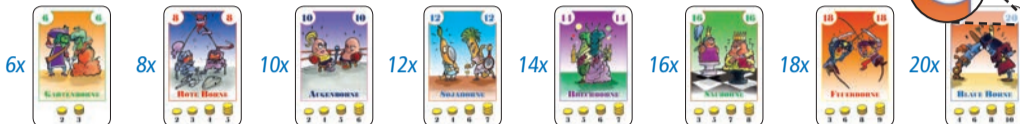
Take one **bean field mat** each and put them in front of you. You will have three fields to plant your beans in during the game.

Shuffle the **32 bo(h)nus cards** and put them in a face-down pile in the center of the table. During the course of the game, a discard pile will be created next to it.



Place the **eight gift cards** in a face-up row (in ascending order according to their numbers). Start with the first card to the right of the bo(h)nus card pile.

There are **104 bean cards** of eight different types. The numbers in the corners of each bean card tell you how many beans of this type there are in the game. Bean cards show bean dollars on the back.



Shuffle all the bean cards then **count off six of them** without looking at them. Each player gets three of these and puts them in a pile in front of themselves with the dollar side showing. This is the start of your dollar piles. Put the remaining bean cards in a draw pile, dollar side up, to the right of the eighth gift card. During the course of the game, you will create a discard pile next to it (see illustration to the right).

Take turns drawing **five bean cards** one after the other. Put them in your hand, then do the same with **three bo(h)nus cards**.

### Setup at the start of the game



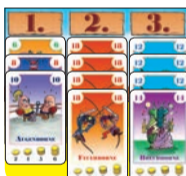
### Attention! This is the most important rule of the whole game:

You can't change the order of the bean cards in your hand at any point during the game. The first bean card you've drawn is the first card in your hand. It's completely visible. Put all other cards you receive behind it, in order. Your three bo(h)nus cards may be in any order.

## PLAYING THE GAME

Pick a starting player. This player is the first active player and carries out the following four phases:

1. Plant one or two bean cards from your hand
2. Turn over three bean cards and give away one bean card
3. Plant bean cards you've turned over and been given
4. Draw bean cards and bo(h)nus cards if possible



### Two important rules for planting beans:

- You are allowed to plant different kinds of beans in the same field.
  - You can either plant a bean with the same number (i.e. of the same kind) as the last one already in the field or one with the next higher number.
- Plant beans by placing them in a column on top of each other in your field as shown to the left.

### Phase 1: Plant one or two bean cards from your hand

You **must** plant the first bean card in your hand, i.e. the one that is completely visible, in one of your fields (see illustration to the right).



After that, you may **choose** to plant another bean, the one that is now completely visible, in any one of your fields (see illustration to the right). You **can't** plant a third bean card in this phase. By planting beans, you start or expand the column of beans in your field.



If you have to plant a kind of bean you don't have space for, you'll have to harvest a field first (see "Harvesting Beans").

### Phase 2: Turn over three bean cards and give away one bean card

Turn over the top **three cards of the draw pile** and put them in front of you.

**Example 1:** Uwe has turned over a Soy Bean, a Chili Bean, and a Blue Bean.

These cards are yours: You can plant them in your fields or try to give them to your opponent.



### Giving away beans using the gift cards

- As the active player, you **must** offer one type of bean (one card) as a gift to your opponent.
- This can **either** be one of the three cards you've turned over or one of the cards in your hand. You can **also** try to bluff (see "You can bluff", below).
- Once you've decided which type of bean you would like to offer up as a gift, push the gift card showing that bean type towards your opponent.

**Example 2:** Uwe pushes the Soy Bean gift card towards Susanne to show that he wants to give her a Soy Bean.



Now, it's up to your opponent: They can choose whether to accept your gift or not.

If they accept your gift, you must give them **one** bean card of the type you've indicated. They put it next to their bean fields **horizontally** for now.

If they decline your gift, they now **must** offer a gift to you.

They push a **different** gift card towards you. Your opponent only has the cards in their hand to give you, **but** they can bluff.

Now it's your turn to decide whether you want to accept this gift or not.

**Example 3:** Susanne doesn't want the Soy Bean. She pushes a Blue Bean towards Uwe, indicating that she wants to give him a Blue Bean.



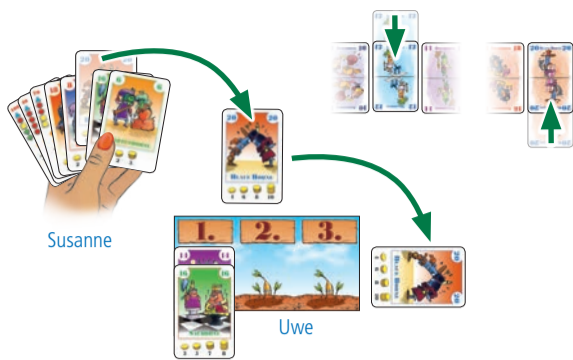
**Important Note:** Once a gift card has been pushed towards one of the players, neither of you may offer this type of bean as a gift again during this phase.

🔄 Continue taking turns offering gifts until one of you accepts one.

🔄 Only the **last** bean card that has been offered as a gift and accepted actually changes hands. The player who accepted it places it next to their bean fields horizontally.

🔄 Push all the gift cards back into their row. The phase ends.

**Example 4:** Uwe accepts the gift. Susanne takes a Blue Bean from her hand and gives it to him. Uwe places the card next to his bean fields horizontally. They both push the used gift cards back into the row.



### You can bluff!

Both players are allowed to bluff, i.e. to offer a type of bean they neither hold in their hand nor have turned over. If your opponent declines the gift, you get away with it. However, if your offer is accepted, you have to give them one card from your dollar pile, which they put in their own dollar pile. Then, this phase ends.

### Phase 3: Plant bean cards you've turned over and been given

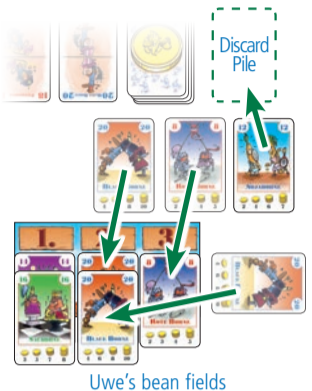
As the active player, you go first. Plant each of the turned-over cards and, if applicable, the card you have received as a gift in your bean fields, **one after the other**. The order in which you plant them is up to you.

**Note:** You may choose to discard **one of the turned-over cards** instead of planting it.

If your opponent has received a card from you, they plant it in their fields once you're done.

**Example 5:** Uwe plants the two Blue Beans in his 2<sup>nd</sup> field. Then he plants the Red Bean in his 3<sup>rd</sup> field. The Soy Bean he puts on the discard pile.

If you have to plant a bean card that you don't have a place for in your fields, you will have to harvest the beans from one of your fields (see "Harvesting Beans", below) before you can plant it.



### Phase 4: Draw bean cards and bo(h)nus cards if possible

The active player draws **two bean cards** from the draw pile **one after the other**: Put them in your hand without changing the order, behind your last bean card.

Then, **both players may** each discard **one bo(h)nus card**. Take it from your hand and put it on the discard pile. After that, draw bo(h)nus cards (starting with the active player), until you each have three again. Phase 4 ends and your opponent becomes the new active player.

**Note:** It's okay to fulfill bo(h)nus cards you've drawn in phase 4 immediately (see "The Bo(h)nus Cards", below), but if you do, you can't draw any more bo(h)nus cards this turn. If the bo(h)nus card draw pile runs out, shuffle the bo(h)nus card discard pile and turn it over to create a new draw pile.



## THE BO(H)NUS CARDS

Each bo(h)nus card is worth one bean dollar plus the cent value printed on its face (10, 40, 70, or 100 cents).

You can fulfill a bo(h)nus card **at any time during the game**. You don't have to be the active player to do it.

Each bo(h)nus card shows between 1 and 4 different symbols in different quantities. Each of these symbols represents one type of bean. The order of the symbols shows the order in which those types of beans have to be planted in a field in order to fulfill the bo(h)nus card and get the bo(h)nus.

You can fulfill a bo(h)nus card at any time, whenever you notice that the order of bean types in a field matches the order of the symbols on one of your bo(h)nus cards.

**This goes both for your own fields and your opponent's!**

**Note:** The last bean card to be planted in the field, i.e. the fully visible card, **must** be part of the order. Show the bo(h)nus card to your opponent and point out the field that matches it. Then put the bo(h)nus card on your dollar pile.

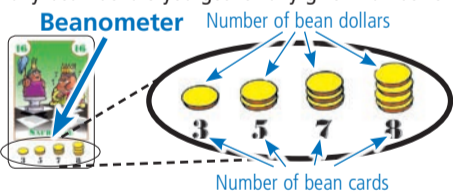


## HARVESTING BEANS

You may harvest the beans from your fields **at any time** during the game, even when you're not the active player. Each kind of bean has its own "beanometer". This indicates how many bean dollars you get for any given number of beans you can harvest.

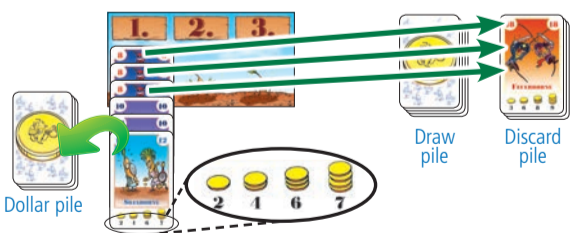
**Note:** Some harvests may not earn you any bean dollars.

**The Stink Bean's beanometer tells you:** If you harvest 1 or 2 Stink Beans, you don't get any bean dollars; for 3 or 4 Stink Beans, you earn one bean dollar; 5 or 6 Stink Beans earn you two bean dollars; for 7 Stink Beans you get three bean dollars; and 8 or more Stink Beans earn you four bean dollars.



- 1 Count the number of cards in the bean field you want to harvest. It doesn't matter how many different types of beans you have in the field.
- 2 Check the beanometer of the **last** card, i.e. the fully visible card. This is the only beanometer relevant for this harvest.
- 3 Turn over as many of those cards as you get bean dollars, according to the beanometer, so that their dollar sides show.
- 4 Put these cards on your dollar pile.
- 5 Put the remaining cards from your field face-up on the discard pile.
- 6 After a harvest, the field must be empty.

**Example 6:** Susanne has 3 Red Beans, 2 Black-Eyed Beans, and 1 Soy Bean in one of her fields. The Soy Bean's beanometer tells her that these 6 beans are worth 3 bean dollars. Susanne turns over three cards to their dollar sides and puts them on her dollar pile. Then, she puts the three remaining beans on the discard pile.



### The Bean Protection Rule

If there is only one bean card in one of your fields, you can't harvest it as long as you have another field containing more than one bean card.

## THE END OF THE GAME

When the draw pile runs out, the game ends after phase 3 of the player's turn. Fulfill any bo(h)nus cards you can and add the cards to your pile, then harvest all of your bean fields and give yourself the appropriate number of bean dollars. Cards in your hand don't count towards your total.

Count the cards in your dollar pile. Each bean card is worth one dollar and each bo(h)nus card is worth one dollar plus its cent value (there are 100 cents to the dollar). The player with the most dollars wins the game. If there is a tie, the starting player loses.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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