

BOHNANZA®



“TO BEAN OR NOT TO BEAN!”

by Uwe Rosenberg, with illustrations by Björn Pertoft
Players: 3–5 • Ages: 10 and up • Duration: approx. 45 minutes



THE IDEA OF THE GAME

Bohnanza is all about planting, trading, and harvesting beans. Trade beans with the other players and plant them in your fields. That's great fun! And the more beans you have in your field, the more bean dollars you get when you harvest them. If you have the most bean dollars at the end of the game, you win!

CONTENTS & SETUP

Give one of the bean field mats to each player. These mats have one side showing three bean fields and one side showing two fields:

🐿 If there are three players, use the mats with the three bean fields side up.

🐿 If there are four or five players, start with two bean fields each.



For 3 players



For 4-5 players

Pick a starting player and give him or her the starting player card. (The second starting player card is a replacement card if you need it—you can keep it in the box.)



Starting Player Card

There are 104 cards showing 8 different kinds of beans. The large number printed on each card tells you how many cards with this kind of bean are in the game.

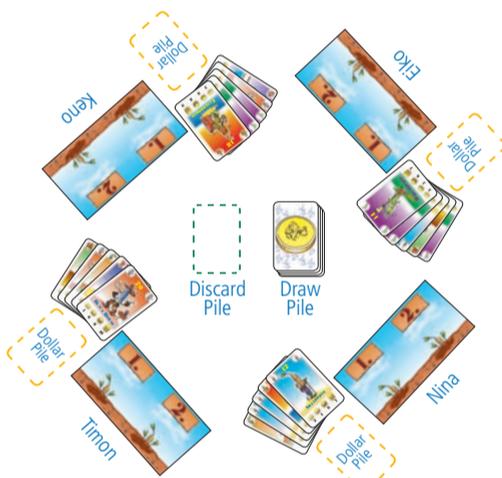


🐿 Shuffle all the cards and deal five cards to each player.



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

You cannot change the order of the cards in your hand at any point during the game! The first card you are dealt is the first card in your hand. It's completely visible to you. Put all other cards you receive behind it, in the order drawn. You may never sort your cards by bean or for any other reason.



The layout at the start of a four-player game

Put the remaining cards in the center of the table as a draw pile, dollar side up. During the game, you will create a discard pile next to it and a dollar pile in front of each player (see illustration to the right).

PLAYING THE GAME

The starting player is the first active player. After that, players take turns going to the left. **Note:** Don't pass the starting player card. It stays with the starting player for the whole game (see “The End of the Game”).

When it is your turn, you play through these four phases in order:

1. Plant Bean Cards from Your Hand
2. Turn Over and Trade Bean Cards
3. Plant Turned-over and Traded Bean Cards
4. Draw Bean Cards



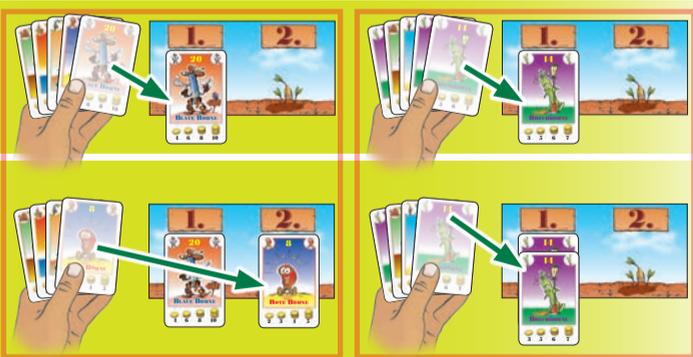
Important Rules for Planting Beans:

You can only plant one kind of bean in each field at a time. You are allowed to plant the same kind of bean in two different fields at the same time, but not two kinds of bean in the same field. Put the bean cards in your field on top of each other, as shown to the left.

Phase 1: Plant Bean Cards from Your Hand

You **must** plant the first 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 *one* more card – the one that is now completely visible – in one of your fields (see illustration to the right). You **can't** plant a third bean.



When planting, you **start** or **extend** the column of cards in the field.

🐿 If you have to plant a kind of bean you don't have space for, you **must** harvest a field first (see “Harvesting Beans”).

🐿 If you don't have any cards in your hand at the start of phase 1, skip it and go straight to phase 2.

Phase 2: Turn Over and Trade Bean Cards

Turn over the top two cards from the draw pile and put them next to it face-up for all players to see.



The turned-over cards belong to you: You can plant them in your fields or use them to trade with the other players.

Example #1: Timon has turned over a Soy Bean and a Blue Bean. He keeps the Blue Bean, but there is no space for the Soy Bean in his bean fields, so he offers it up for trade to the other players. He asks: “Would anyone like this Soy Bean? I'd like to trade it for a Red Bean.”



Rules for Trading Beans:

- Only the active player is allowed to trade with the other players. The other players can't trade with each other.
- You may all trade using your hand cards, no matter where they are in your hands.
- The active player can use the two turned-over cards for trading in addition to their hand cards.
- You **cannot** trade cards you've received in a trade.
- You **cannot** trade the cards in your fields, either.
- You are allowed to trade any number of beans for any number of other beans (e.g., two Blue Beans for one Green Bean).

Example #2: No-one wants to trade with Timon, so he ups his offer: "I'll give you the turned-over Soy Bean and a Chili Bean from my hand for a Red Bean."



Note: Only remove beans from your hand once the trade has been agreed on. Both players have to agree to the trade. This way, you can avoid discussions about where the card was in your hand after having taken it out of order too soon.

Put any bean cards you receive in trade next to your bean fields horizontally for now. **Do not add them to your hand!**

Example #3: Nina accepts Timon's offer of the Soy Bean and the Chili Bean and gives him the desired Red Bean. Timon puts it next to his bean fields horizontally. Nina does the same with the Soy Bean and the Chili Bean.



Note: As a special form of trade, you can also give another player bean cards. Players receiving gifts have to agree to take them, though. If they refuse, you cannot give them the cards.

You may continue trading for as long as you like, even after the turned-over cards are gone. When you want to stop, tell the other players. This ends phase 2.

Phase 3: Plant Turned-over and Traded Bean Cards

All players who have horizontal cards next to their bean fields now **have to plant them**. As the active player, you'll also have to plant **any turned-over cards** you have not traded away. You can plant your new bean cards in any order you choose.

Example #4: Timon plants the Red Bean he received in trade and the Blue Bean he turned over in his two fields. Nina plants the Soy Bean and the Chili Bean in her two fields.



If you have to plant a kind of bean that doesn't match the beans you already have in your fields, you'll have to harvest a field before you can plant your new beans (see "Harvesting Beans").

Phase 4: Draw Bean Cards

End your turn by **drawing three cards, one after the other**, from the draw pile. Put them in the **back** of your hand, behind the last card, in the order you draw them. Then, the player to your left becomes the new active player.



HARVESTING BEANS

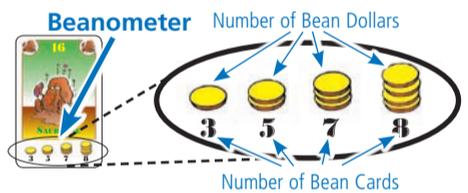
You may harvest beans from your fields **at any time** during the game, even when you're not the active player.

Each kind of bean has its own "beanometer". This tells you how many bean dollars you get for a given number of beans you harvest.

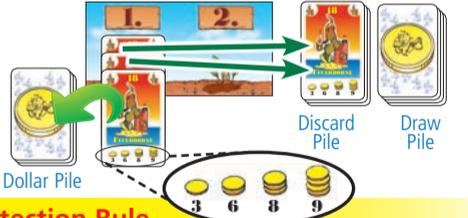
Note: Some harvests may not earn you any bean dollars!

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 pay out four bean dollars. When you harvest beans, follow these steps:

- Count the number of cards in the bean field you want to harvest.
- Check the top card's beanometer.
- Turn over as many of those cards as you get bean dollars (according to the beanometer) so that their dollar sides show.
- Put these cards on your dollar pile.
- Put the remaining cards from your field face-up on the discard pile.
- After you harvest, the field must be empty—you **cannot** harvest only part of a field.



Example #5: Keno has 3 Chili Beans in one of his fields. The Chili Bean's beanometer tells him that these three beans are worth 1 bean dollar. Keno turns one card over to its dollar side and puts it on his dollar pile. Then, he puts the remaining two Chili Beans on the discard pile.



The Bean Protection Rule

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

IF THE DRAW PILE IS EMPTY

When you draw the last card from the draw pile, re-shuffle the discard pile. Turn it over and put it back in the center of the table as the new draw pile.

THE END OF THE GAME

The game ends when the draw pile runs out for the **third** time. If this happens during phase 2, "Trading Bean Cards", complete phases 2 and 3 of your turn (even if you could only turn over one card instead of two), then the game ends.

At the end of the game, harvest all of your bean fields and give yourself the appropriate number of bean dollars. Cards in your hand **do not** count towards your total.

Count the cards in your dollar pile. Each card is worth one dollar. The player with the most dollars wins the game!

If there is a tie, the tied player who sits the **furthest** away from the starting player (going around the table clockwise) wins the game.



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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