Each player plants beans in 2 or 3 fields and tries to sell them as profitably as possible. When selling beans, a player earns more gold for more beans of the same variety. The goal of the game is to earn the most gold planting, harvesting, and selling beans. Without careful planning, players may be forced to harvest and sell their beans before they are ready and at lower prices than they hoped. In fact, sometimes a harvest brings no gold at all.

### The Bean Cards

- There are 8 different bean varieties. Each has a different number of cards in each variety.
- The number of cards in each variety is shown on the card along with the name and pictures of the bean.

The beanometer at the bottom of each bean card indicates how many gold coins a player earns when selling beans of that variety. The numbers indicate how many bean cards of that variety a player must sell to earn the one, two, three, or four gold coins pictured.

**Example 1:**

When a player sells only 1 or 2 Stink Beans, he earns nothing. For selling 3 or 4 Stink Beans, he earns one gold coin. For selling 5 or 6 Stink Beans, he earns two gold coins. For selling 7 Stink Beans, he earns three gold coins. For selling 8 or more Stink Beans, he earns four gold coins.

### The Gold Coins

When a player sells beans, he receives the gold coins he earns by flipping that number of bean cards to their gold coin side.

### The Bean Fields

- The area in front of each player is his bean field. Each player begins the game with two bean fields in his farm.
- In each bean field, a player may only plant bean cards of one variety, but may plant as many cards of that variety as he can get.

Players place the cards overlapping each other.

### Playing the Game

On a player’s turn, he is the active player and does the following:

1. **Plant bean cards**
   - The active player must plant the first card in his hand in one of his fields.
   - If the card matches a variety in one of his fields, he may plant it there. If it does not match, he may plant it in any of his empty bean fields. If the card does not match and he has no empty fields, he must harvest and sell all the beans in one of his fields and then must plant the card in the new empty field.
   - Afterwards, the active player may plant the next card (which is now the first card) in his hand in the same manner as the first. The player may never plant a third bean card in this step of his turn. If the active player has no cards in his hand, he omits this step.

2. **Draw, trade, and donate beans**
   - The active player draws the two topmost cards from the draw deck and puts them face up. He may then trade and donate any number of cards, if he chooses.

   **Example 2:**

   Steve draws a Garden Bean and a Soy Bean. He decides to keep the Garden Bean, setting it aside. He then offers to trade the Soy Bean by asking, “Does anyone want this Soy Bean? I would gladly trade it for a Red Bean?”

   **Rules for trading/donating:**
   - Each trade must involve the active player and one other player. The non-active players may not trade amongst themselves. The active player may trade/donate the two face up cards and/or cards from his hand.
The non-active player may only trade/donate cards from his hands. They can offer or require several bean cards for a single bean card.

The active player may continue to trade/donate cards from his hand after the two face up cards have been set aside, traded, or donated.

**Note:**

Players may not put cards they receive in trades or donations in their hands; they must place them aside until the next step. Such cards may not be further traded or donated. Players may not change the sequence of cards in their hands, but may trade or donate cards from anywhere in their hands. To ensure this, players may only remove cards from their hands for trading/donating after the trade or donation has been accepted.

**Donations:**

Although trading is preferable to donating, it is often in a player's interest to donate cards rather than keeping them, since cards kept must eventually be played. The active player may donate the two face up cards he drew or cards from his hand. The other players may only donate cards to the active player and from their hands. Donations need not be accepted. Thus, players must first offer cards and have their offers accepted before taking cards from their hands.

The two face up cards drawn this turn and all cards traded or donated will be placed in the new hand.

**Step 2:**

This step ends when the active player can arrange no more trades or donations.

3. **Plant traded & donated cards**

All players now plant the cards they received in trades or donations (the active player also plants any cards he drew and kept). The order of planting is up to the individual player, but all must be planted. The players (and may note to) harvest and sell a row of beans at any time (see harvesting and selling beans).

**Example 4:**

After Steve drew a Soy Bean and a Garden Bean, he traded the Soy Bean and a Blue Bean from his hand for a Red Bean from Anna. Steve keeps the Garden Bean. Now trading is over, he must plant the two beans. First he plants the Red Bean on his first field. Then he plants the Garden Bean on his second field.

If a player must plant a bean that does not match the cards in any of his fields and he has no empty field, he must create an empty field. He can do so by buying a 3rd bean field (see below) or harvesting and selling the beans in one of his fields. He may then proceed with planting the bean card in the new empty field.

4. **Draw new bean cards**

The active player draws three cards from the draw deck. He draws them one at a time, placing each in turn at the back of his hand. He must place them in his hand in the order drawn. When the draw deck is exhausted, the drawing player shuffles the discard pile and places it on the table face down as the new draw deck.

**Harvesting and selling beans**

Players may harvest and sell beans at any time, even when they are not the active player. When a player sells beans from one of his fields, he must sell all bean cards in the field. To sell the beans, he first counts the number of cards in the field. Then he looks at the beanometer on the cards he is selling to see how many gold coins he earns. He flips this number of the bean cards he is selling to the gold coin side and puts them on his earnings stack. He places bean cards not converted to gold coins face up on the discard pile.

**Example 5:**

If a player sells beans from a bean field, he may choose any bean field with two or more bean cards. A player may not sell beans from a bean field with a single card unless all his bean fields have just one card. In this case, he may choose which single card to sell. In some cases a player may receive no gold coins when harvesting and selling beans. This happens when he sells fewer than the minimum for earning a single gold coin.

**Example 6:**

By selling 2 Chili beans, Mark would earn no gold coins!

By selling 2 Chili beans, Mark would earn no gold coins!

**Buying a third bean field**

Once in the game, each player may buy a 3rd bean field. This allows the player to plant beans in three fields instead of two. A player may do this at any time, even when he is not the active player. The 3rd bean field costs three gold coins. The player pays by taking the three topmost gold coins from his earnings stack and placing them, gold coin down, on the discard pile. He then takes a 3rd bean field card and places it face up near his bean cards. A player may not sell beans from a bean field with a single card unless all his bean fields have a single card. In this case, he may choose which single card to sell. In some cases a player may receive no gold coins when harvesting and selling beans. This happens when he sells fewer than the minimum for earning a single gold coin.

**Example 7:**

When a player sells beans from a bean field, he may choose any bean field with two or more bean cards. A player may not sell beans from a bean field with a single card unless all his bean fields have just one card. In this case, he may choose which single card to sell. In some cases a player may receive no gold coins when harvesting and selling beans. This happens when he sells fewer than the minimum for earning a single gold coin.

**Plant the 2nd bean field**

When the draw deck is exhausted for the third time, the game ends. The player with the most gold coins wins the game.

The game ends when the draw deck is exhausted for the third time. If this occurs during step 2, the game continues until the end of step 3 for the currently active player. If there are not enough cards for him to draw three, he draws just one. If this occurs during step 4, the game ends immediately. At the end of the game, players set aside the cards in their hands and harvest and sell the beans in their bean fields. The player with the most gold coins wins the game. If two or more players tie with the most gold coins, the player with the most cards in his hand, among those tied with the most gold coins, is the winner.