

# BOHNANZA

## RULE BOOKLET

from Uwe Rosenberg

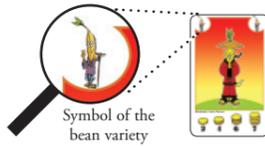
### OVERVIEW

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.

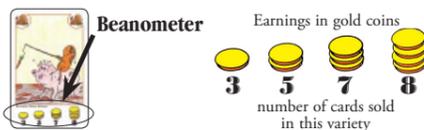
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#### The bean cards

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



The beanometer is at the bottom of each bean card. It indicates how many gold coins a player earns when selling beans of this variety. The numbers indicate how many bean cards of this 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 3 gold coins. For selling 8 or more Stink Beans, he earns 4 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 farm. 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.

1st bean field      2nd bean field



frequency of each bean variety in the game:

- 20x Blue beans
- 18x Chili beans
- 16x Stink beans
- 14x Green beans
- 12x Soy beans
- 10x Black-eyed beans
- 8x Red beans
- 6x Garden beans



the flip side of a bean card = a gold coin

each bean field may only be planted with one variety at a time - an empty field may be planted with any variety

each player starts with five bean cards in his hand



this is the first card in the player's hand

### PREPARATION

Place the 3rd bean field cards in the box. The oldest player shuffles the bean cards thoroughly and deals five cards face-down to each player. These are the players' starting hands. The players pick up their hands, keeping the cards in the order they were dealt.

**Note:** players may never change the order of the cards in their hands. Thus, sorting cards by variety or any other means is not allowed. The players must plant cards in the order they received them. When a player draws new cards, he must draw them one at a time and place them behind the last card in his hand.

Place the remaining bean cards face down (with the gold coin side up) in the middle of the table as a draw deck. Leave room next to the draw deck for a discard pile. The player to the left of the dealer starts the game.

### PLAYING THE GAME

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

1. Plant bean cards
2. Draw, trade, and donate beans
3. Plant traded & donated beans
4. Draw new bean cards

#### 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 (see harvesting and selling beans) all the beans in one of his fields and then must plant the card in the now empty field.

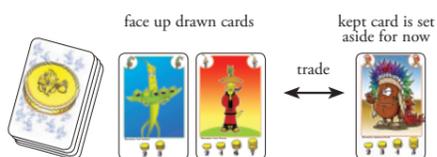
Afterwards, the active player may plant the next card (which is now the first card) in his hand in the same manner as the first. The player may never plant a third bean card in this step of his turn. If the active player has no cards in his hand, he omits this step.

#### 2. Draw, trade, and donate beans

The active player draws the two topmost cards from the draw deck and puts them face up on the table so all players can see them. The active player may keep these cards to plant later in his turn, trade them with his fellow players, or donate them to his fellow players.

The active player may now trade cards with his fellow players. He may also offer to donate cards to them and receive offers for donated cards from them.

#### 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.

**Example 3:**



Steve says: "I will trade the face up Soy Bean and a Blue Bean from my hand for a Red Bean."

- The non-active players may only trade/donate cards from their 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 as 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 planted. 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.

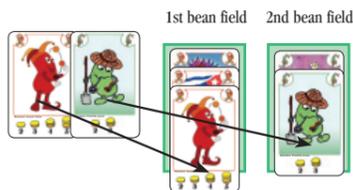
The two face up cards drawn this turn and all cards traded or donated will be planted in the next step.

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

**3. Plant traded & donated beans**

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 may (and may need 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 that 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 now empty field.

**4. Draw new bean cards**

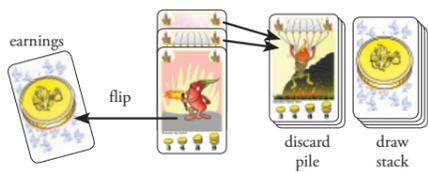
The active player draws three cards from the draw deck. He draws them one at a time, placing each in turn at the back of his hand. He must place them in his hand in the order drawn. When the draw deck is exhausted, the drawing player shuffles the discard pile and places it on the table face down as the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

After drawing cards, the active player ends his turn. The player to his left now takes his turn.

**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:**



Mark wants to harvest and sell his Chili Beans. The beanometer shows that he will earn one gold coin for the 3 Chili Beans. Mark flips one of the Chili Bean cards and places it on his earnings stack. He puts the remaining two Chili Bean cards on the discard pile.

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.

**Example 6:**

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 fields for all to see. He may use the 3rd bean field immediately for planting beans. A player without at least 3 gold coins may not buy a 3rd bean field - there is no borrowing!

Players may not put traded/donated beans in their hands and may not further trade or donate them.

By trading or donating cards from their hands, players get rid of cards they do not want to plant.

**Step 3:**  
All players must now plant the bean cards they received in trades and donations.

**Step 4:**  
The active player draws three cards and places them at the back of his hand one after another.



\* The 6th bean field card is not used in this game.

**END OF 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 two, 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.

This special edition was developed through an illustration competition, which Lookout Games conducted. The 104 bean cards and 6 bean fields were selected from over 400 entries. We would like to thank all who participated.



If you have questions or comments, please contact us:  
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