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| <b>Game</b>               | Bohnanza  |
| <b>Players &amp; Time</b> | 2-7. Best with 5. Recommended for 3-7. 45 minutes.  |
| <b>Preparation</b>        | Put the 3 <sup>rd</sup> bean fields card into the box.<br>Remove certain beans, depending on number of players. 3 players: Cocoa, and each player starts with a 3 <sup>rd</sup> bean field. 4-5: Coffee. 6 or 7: Cocoa and Garden.<br>Deal five cards to each player. With 6-7 players, initial deal is different (in clockwise order 3 cards to first player, 4 to second, 5 to third, 6 to everyone else.)  |
| <b>Rules Summary</b>      | <p><i>Special rules for 2 players. See instructions.</i></p> <p>Player's hands have an order! The order is arbitrary, but they can't change that order. When they draw cards, the cards go at the back of the hand/order.</p> <p>The game is turn-based. Each player has two bean fields. Bean fields can only be planted with beans of the same type. Each turn has four steps.</p> <p>Step 1. Plant bean cards. Active player <i>must</i> plant their first card (in the front of their hand). They have the option to plant the second one as well. If they don't have a bean field with matching type, they have to either harvest the beans or scrap them. You can never scrap/sell a singleton (field with only one bean) if there is another field with more than one bean. The amount of gold received depends on how many beans of that type is being sold (see bottom of bean cards.) The gold is the back of the bean cards being harvested, the rest are put into the discard pile; therefore, harvesting decreases the frequency of the bean in the deck.</p> <p>Step 2. Draw and trade. Two cards are flipped from the top of the deck face up onto the board. These beans must be planted this turn, but a player may trade them. If the active player does not trade these cards, he/she must plant them. Any beans received in a trade must be planted in the next step; they cannot be traded or given away. Trades can also be donations (nothing is received in return), which need not be accepted. Players can only trade with the active player.</p> <p>Step 3. Plant traded and donated beans. Players must plant each bean they have received in a trade. The order is decided by the receiving player. Harvesting, selling, and planting are described in Step 1.</p> <p>Step 4. Draw three cards, putting each at the back of the hand order. With 6-7 players draw 4 cards.</p> |
| <b>End &amp; Winner</b>   | <p>Game ends immediately whenever a player cannot draw a card from the deck and the deck has been reshuffled twice (gone through three times).</p> <p>For 3 players, only go through the deck twice.</p> <p>Winner is the player with the most gold.</p>  |
| <b>Notes</b>              | <p>Players can always make promises for "future considerations" as part of a trade deal. They are not required to live up to their word.</p> <p>3<sup>rd</sup> bean field can be bought at any time.</p>  |