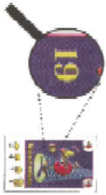


Game Parts

The Bean Cards

There are seven different types of bean in the game. There are differing numbers of each type. The number of cards there are of a particular type of bean is indicated on cards of that type.

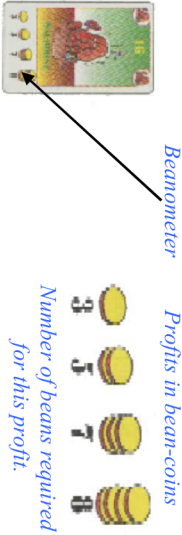


Frequency of this type of bean in the game

At the bottom of each card is the “Beanometer”. This shows how many coins a player receives when selling (harvesting) a collection of beans. The numbers indicate how many bean cards of that type a player must sell in order to earn one, two, three or four bean-coins (thaler).

The Bean Coins (Thaler)

When a player harvests beans, they receive the relevant number of bean-coins by turning over and keeping the correct number of cards in the harvested field. Each turned over card represents one bean-coin.



Beanometer

Profits in bean-coins

Number of beans required for this profit.

immediately harvests and sells if his field is worth three bean-coins, “Don Cortebohne” harvests immediately for two bean-coins, and “Joe Bohnano” harvests immediately for one bean-coin.

Ending the game

Unlike the two player game, the draw pile is only played through once. If the last bean card is drawn from the draw pile, the solo player still plays to the end of the **Phase 5**, when the game ends.

The player and the Bean Mafia harvest all their fields for the last time. The bean-coins of the Mafia are counted and doubled. This value is compared with the bean-coins of the player. Whoever has the largest fortune wins. A longer term target is to achieve as many victories against the Bean Mafia as possible in succession.

Playing tips for the solo player

Try to avoid the situation where the top card of the discard pile is a bean type collected by the Mafia.

It is also important that you give the Bean Mafia beans from your hand at the right moment. Suppose a bean type which you do not want to cultivate on your own fields is revealed from the draw pile. In **Phase 4**, give the Bean Mafia as many beans as they need in order to harvest. You can then place the unwanted beans on the free Bean Mafia field.

Cards dealt from the draw pile



Bean Mafia's coins

Draw pile

The bean-coins earned are put onto the Bean Mafia coin pile, and the remaining cards are placed on the discard pile.

If so, then the newly revealed card is given to the Bean Mafia boss on whose field it fits.

1) Is the Bean Mafia collecting this bean type?

The Bean Mafia bosses “Al Cabohne” and “Don Cortebohne” are placed in the middle of the table. Bean Mafia boss “Joe Bohnano” is not needed in the two-player game. On the reverse of “Joe Bohnano” is a “3rd bean field”. Thus the “Joe Bohnano” card is used as a “3rd bean field” card. Both “3rd bean field” cards are put aside for the moment. The bean cards are shuffled and both players are dealt a hand of **five bean cards**.

Setup For Two Players

Important basic rule: Players must not change the order of cards in their hand at any time during play. Sorting of cards, as done in other card games, is not allowed.

This means that the cards *must* be played in the same order as they are received. New cards are always placed behind other cards in the hand.

The remaining cards are placed, coin side upwards, to the middle of the table to form a draw pile.

Next, the two Bean Mafia bosses receive bean cards. The dealer takes a bean card from the draw pile and places it overlapping the “Al Cabohne” card. The next card is taken from the draw pile. If this is the same type of bean as the previous one, it is also placed on “Al Cabohne”. This continues until a card is drawn of a different bean type. This bean card is then placed overlapping the “Don Cortebohne” card.

A new card is revealed to replace the one given to the Bean Mafia, and play continues with question one being asked again.

When a player harvests a bean field, **all** the beans in that field must be sold.

card may be harvested

If a player has one or two empty bean fields and a bean field with exactly one card, then the bean field with the card may be harvested

If a player has two or three bean fields with a single bean card in each, then any of those fields may be harvested at the player's discretion.

Exceptions:

A bean field with only one card in it may not be harvested.

harvest is forced or voluntary.

The player chooses which field to harvest whether the

except in **Phase 4, ease**, and sell all the beans in that field.

A player may harvest a field at any time during their turn,

Harvesting and Selling

the turn of the opponent.

A afterwards, the current player's turn is over and it is now

in the same order that they were drawn.

The new cards are put behind the existing cards in the hand

places them in their hand.

Phase 6: Draw two new bean cards

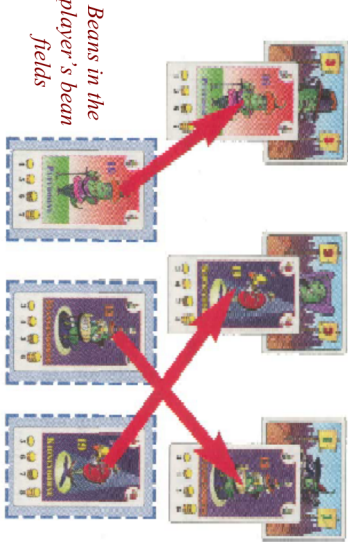
The player draws **two bean cards** from the draw and

Game play

In contrast to the two player game, there are only five phases in the solo game. The phase is which the beans left by the opponents are used is omitted, since there is no opponent.

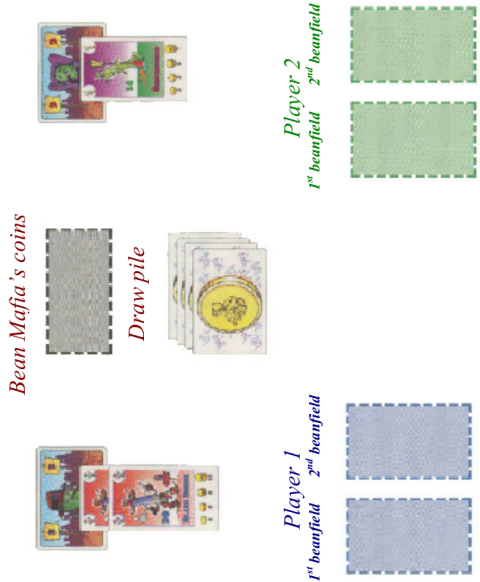
Phase 1: Give beans to the Bean Mafia

This phase is played the same as in the two player game. The Bean Mafia can take up to three different bean cards away from the player.



Beans in the player's bean fields

The dealer’s opponent now takes the first turn and play alternates between the two players.



So several bean cards can be placed on „Al Cabohne“, but only one on „Don Corlebohne“.

Game setup for the solo player

The solo player lays out the three Bean Mafia bosses – „Al Cabohne“, „Don Corlebohne“, and „Joe Bohnano“ – in the middle of the table.

Then, the bean cards are shuffled and placed face down in the centre of the table as the draw pile. The solo player deals a hand of **seven bean cards**. As always, the order of the cards may not be changed.

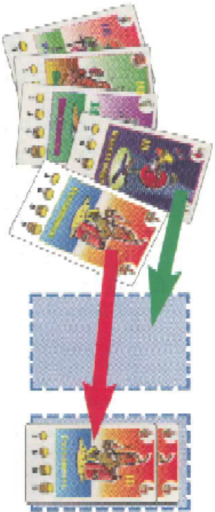
The 3rd bean field card is also placed before the player. Therefore, the player always starts with three available bean fields.

Now the Bean Mafia receive bean cards. A bean card is drawn from the draw pile and placed onto „Al Cabohne“. The next card is drawn. If it is the same as the previous one, it is also put on „Al Cabohne“. If it is a different bean type, it is placed onto „Don Corlebohne“.

After „Al Cabohne“ and „Don Corlebohne“ have received beans, „Joe Bohnano“ is given a bean type. If a bean card intended for „Joe Bohnano“ is of the same type as those already on „Don Corlebohne“ or „Al Cabohne“ then the new card is placed with the appropriate Mafia boss and another card is drawn.

Consequently, both „Don Corlebohne“ and „Al Cabohne“ may have several bean cards placed on them, whereas „Joe Bohnano“ will only ever begin with one card. After the three Bean Mafia have received their starting beans, the game starts.

*Example: The player **must** play the five-bean card to the bean field with the other five beans (shown by the red arrow). The player **may** also play the kidney bean onto the other field (green arrow).*



If a player must play a bean type which does not match the bean types in either of their fields, then they must first harvest and sell the contents of one of their fields. (See also page 12, “Harvests and Selling”)

If the player does not have any cards left in their hand, then this phase is omitted.

The Bean Mafia is not given anything in this phase.

Phase 4: Reveal beans from draw pile

The player reveals **three bean cards** from the draw pile, one at a time. After each card is revealed, two questions are answered in order.

Selling the beans: The player counts the number of bean cards in the fields. The Beanometer of the bean cards show how many coins the player receives for this number of beans. The player turns the appropriate number of bean cards to the coin side and places them in the player’s money pile. Excess beans from the harvest that are not used as money are placed on the discard pile bean side up.

Example: Five puff beans earn two bean-coins. Andrew turns over two of the five puff bean cards and so has two bean-coins. He places the remaining puff bean cards face up onto the discard pile.

In some cases a player sells beans that earn no bean-coins.

Example: Stephanie receives no bean-coins for selling a harvest of two blue beans. She places both blue beans face up onto the discard pile.

Players can usually freely decide when to harvest a field. The Bean Mafia harvest their fields when they can be sold for a pre-determined value.

„Al Cabohne“ harvests his field as soon as it is worth three bean-coins. „Don Corlebohne“ harvests his field as soon as it is worth two bean-coins. The bean-coins of the Bean Mafia are placed in a single coin pile directly between the cards of the Bean Mafia bosses.

Game Play

Each player's turn consists of six phases.
Note: On the first turn, player's begin at *Phase 3*.

Phase 1:	Use beans from previous turn
Phase 2:	Give beans to the Bean Mafia
Phase 3:	Plant beans from hand
Phase 4:	Reveal beans from draw pile
Phase 5:	Cultivate beans
Phase 6:	Draw new bean cards

A Player's Turn

Phase 1 : Use beans from previous turn
Any cards that the opposing player revealed in *Phase 4* but did not use in *Phase 5*, are now placed by the current player either onto their own bean fields, or on the discard pile.

Phase 2: Give beans to the Bean Mafia
The current player examines the bean types being collected by the Bean Mafia. If one of the two Mafia bosses is collecting the same type of bean as the current player, a bean card must be given to the Bean Mafia.
A bean card must be taken from the player's field and put into the Mafia field where the same type of bean is growing.



Phase 3: Plant beans from hand

The player **must** plant the first card from their hand, i.e. the one at the front, onto one of their bean fields.
After that, the player **may** also play the second card from their hand, i.e. the one that is *now* on the front, onto a bean field. If the two bean cards are of different types, then they must be played onto two different fields.
However, if both cards are of the same type, they must be played onto the same field.

Ending the Game

If the draw pile is exhausted for the third time during *Phase 4 (Reveal beans)*, *Phase 5 (Cultivate beans)* is still played before the game ends.

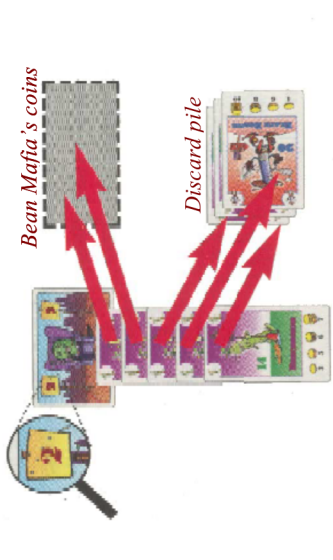
If the draw pile is used up for the third time during *Phase 6 (Draw new cards)*, the game ends immediately.

Note: The first two times the draw pile is exhausted, the discard pile is shuffled and turned over to form a new draw pile. This may affect the drawing from the discard pile in *Phase 3*.

At game end, both players may now harvest and sell their current bean fields. Cards still in player's hands are discarded. The Bean Mafia also harvest and sell their fields now.

The bean-coins of the Mafia are counted and the total is compared with that of the players. The winner is whoever has the most coins – the Mafia, or one of the players.

Other BOHNANZA games you can find at specialty stores:



Buying a third bean field

Once in the game each player can buy a “3rd bean field” card. This can only be done on that player's turn. The third bean field costs **four bean-coins**. The player then has three bean fields available for planting, instead of the usual two.

The coins that the player pays for the 3rd field are put aside and only brought back into play when the discard pile becomes the draw pile. The player displays the “3rd bean field” card in on the table in front on them.