

LADYBOHN

MANCHE MÖGEN'S HEISS!

By Uwe Rosenberg

Number of Players: 3 – 5

Ages: 12 to adult

Playing Time: 60 minutes

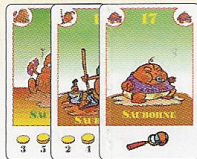
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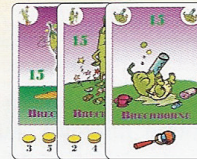
Blue Beans
21 Blaue Bohnen
(11 m/ 5 w/ 5 B)



Chili Beans
19 Feuerbohnen
(10 m/ 4 w/ 5 B)



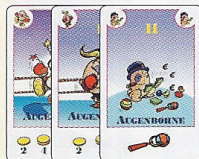
Stink Beans
17 Saubohnen
(9 m/ 4 w/ 4 B)



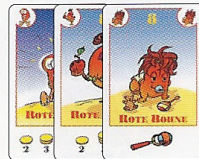
Green Beans
15 Brechbohnen
(9 m/ 3 w/ 3 B)



Soy Beans
13 Sojabohnen
(8 m/ 2 w/ 3 B)



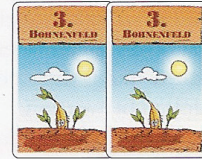
Black-Eyed Beans
11 Augenbohnen
(7 m/ 2 w/ 2 B)



Red Beans
8 Rote Bohnen
(5 m/ 1 w/ 2 B)



Garden Beans
6 Gartenbohnen
(4 m/ 1 w/ 1 B)



3rd Beanfield
2 Karten
„3. Bohnenfeld“

m = male beans, w = female (lady) beans, B = baby beans

GAME CONCEPT

In **Ladybohn** each type of bean (Blue Bean, Garden Bean, etc.) comes in male, female and baby subtypes. Male and female beans have different Beanometers, so players must plan carefully when cultivating and harvesting their fields. While baby beans have no Beanometer, female beans have the best Beanometer of all. Thus players will want to have a female bean on top when harvesting a field so they earn the most coins. Just like **Bohnanza**, in **Ladybohn** the player with the most gold coins at the end of the game wins.

Throughout these rules we'll refer to female beans as "ladies" and baby beans as "babies."

GAME COMPONENTS

The Bean Cards

There are eight different varieties of bean cards. There are a different number of cards in each variety. The number of cards in the variety is shown on the card, along with the name and a picture 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: when a player sells only 1 or 2 Stink Beans, she earns nothing. For selling 3 or 4 Stink Beans, she earns one gold coin. For selling 5 or 6 Stink Beans, she earns two gold coins. For selling 7 Stink Beans, she earns 3 gold coins. For selling 8 or more Stink Beans, she earns 4 gold coins.



Beanometer



number of bean cards
in this variety



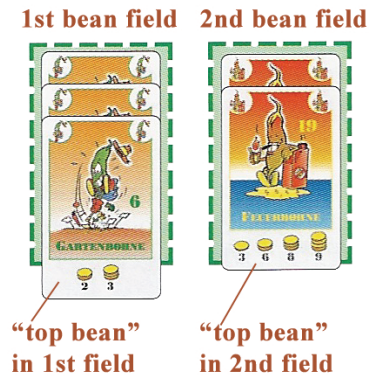
number of cards sold

The Gold Coins

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

The Bean Fields

The area in front of each player is her bean farm. Each player begins the game with two bean fields in her 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 she can get. Players place the cards overlapping each other. In **Ladybohn**, the last card, which lies on top of all the others, is considered the “**top bean**.” The current top bean’s beanometer determines the selling price of the bean field when it is harvested.



PREPARATION

Place the 3rd bean field cards in the box. Shuffle the bean cards thoroughly and deal 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, she must draw them one at a time and place them behind the last card in her 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, she is the active player and does the following:

1. Plant bean card(s)
2. Draw, trade & donate bean cards
3. Plant traded & donated beans
4. Draw new bean cards

Play is similar to that of the basic **Bohnanza** game. Men, ladies and babies of the same bean variety are grown on the same field. Beans are planted during Phases 1 and 3, just as in the basic game. However, baby beans can also be planted during Phase 2.

Important: The **top bean** determines the selling price of the beans when the field is harvested. The top bean is the bean card which lies on top of all of the other overlapping bean cards. (See illustration above.)

1. Plant bean card(s)

The active player **must** plant the first card in her hand in one of her bean fields.

If the card matches a variety in one of her fields, she may plant it there. If it does not match, she may plant it in any of her empty bean fields. If the card does not match and she does not have any empty fields, she must harvest and sell (*see Harvesting and Selling Beans*) all the beans in one of her fields and then must plant the card in the newly emptied field.

Afterwards, the active player **may** plant the next bean card in her hand (which is now the first card) in the same manner as the first. The player may never plant a third bean in this step of her turn.

If the active player has no cards in her hand, she omits this step.

2. Draw, trade & donate bean cards

The active player draws the two topmost cards from the draw pile 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 her turn, trade them with her fellow players, or donate them to her fellow players.

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

Rules for trading/donating:

- Each trade must involve the active player and one other player. The non-active players may not trade among themselves.
- The active player may trade/donate the two face up cards and/or cards from her hand.
- The non-active players may only trade/donate cards from their hands.
- The active player may continue to trade/donate from her 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 phase. Such cards may not be further traded or donated. Players may not change the sequence of the cards in their hands, but they 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.*

Important: When trading, players are not allowed to specify whether the beans offered are men, ladies, or babies. A player simply says, “I will give you 2 Chile Beans for that Garden Bean.” Players are NOT allowed to say, “I will give you 2 male Chile Beans for that Garden Bean.”

Donations: Although trading is preferable to donating, it is often in a player’s best 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 she drew or cards from her hand. The other players may only donate cards to the active player and from their hands. **Donations need not be accepted.** That is, a player cannot force another player to take an unwanted bean. Players must first offer cards and have their offers accepted before taking cards from their hands.

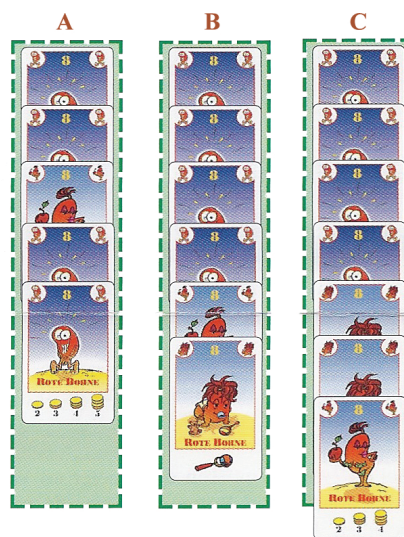
The two face up cards drawn this turn and all cards traded or donated will be planted in the next phase.

Trading babies: If a player receives a baby bean as a trade or donation and she has an existing field of the same bean variety as the baby, she must plant the baby *immediately* in that field. If the player receiving the baby does not currently have a field of the same bean variety as the baby, she plants the baby bean during Phase 3 (as usual).

Moving lady beans with babies: Whenever a player plants a baby bean in a field that has one or more ladies in it, she may move one of her lady beans in that field up one or two places (towards the top position).

Example:

0. Initial Red Bean Field (see ill. A)	1a. Plant Baby Bean	1b. Move Lady Up 2 Places (see ill. B)	2a. Plant Another Baby Bean	2b. Move Lady Up 2 Places (see ill. C)
Man	Man	Man	Man	Man
Man	Man	Man	Man	Man
Lady	Lady	Man	Man	Man
Man	Man	Man	Man	Man
Man	Man	Lady	Lady	Baby
	Baby	Baby	Baby	Baby
			Baby	Lady



The Trading Phase 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 she 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 field of beans at any time (*see Harvesting and Selling Beans*).

If a player must plant a bean that does not match the cards in any of her fields and she has no empty field, she must create an empty field. She can do so by buying a 3rd bean field (*see Buying a Third Bean Field*) or harvesting and selling the beans in one of her fields. She may then proceed with planting the bean card in the newly emptied field.

As in Phase 2, whenever a player plants a baby bean in a field that has one or more ladies in it, she can move one of her lady beans up one or two places in that field (towards the top position). She can do this for each baby bean planted.

4. Draw new bean cards

The active player draws three cards from the draw pile. She draws them one at a time, placing each in turn at the back of her hand. She must place them in her 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 pile.

After drawing cards, the active player's turn ends. The player to her left now takes her turn.

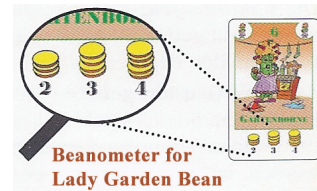
HARVESTING AND SELLING BEANS

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 her fields, she must sell all bean cards in the field. To sell the beans, she first counts the number of cards in the field. Then she looks at the beanometer on the top bean in the field to see how many gold coins she earns in the sale. The player flips this number of sold bean cards to the gold coin side and puts them on her earnings stack. When converting beans to gold, always convert the topmost (last played) beans into the appropriate amount of gold coins, then place the rest in the discard pile. When taking gold, players **MUST** use the top cards as gold. Players may not deliberately remove specific cards from the game.

Lady beans have a better beanometer than male beans; baby beans have a 0 beanometer. It is possible that a player earns nothing when selling beans. For example, if a player were to sell a field containing only 2 Stink Beans she would earn 0 gold. The same is true if she sold *any* field with a baby bean on top. When a baby bean is a field's top bean, the entire field is worthless until another bean is moved or placed on top. Obviously, the best time to harvest a field is when a lady is on top.

When a player sells beans from a bean field, she 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** her bean fields have just **one** card. In this case, she may choose which single card to sell.

Exception: Lady Garden Beans have a super beanometer. That is, they earn more gold than there are beans in the field. So, when harvesting a Garden Bean field with a Lady on top, convert bean cards from the top of the **discard pile** into the appropriate number of gold coins, then discard the sold Garden Beans. If there are not enough cards in the discard pile, take the balance from the draw pile.



THE "3. BOHNENFELD" (3rd BEANFIELD) CARD

Two "3. Bohnenfeld" (3rd Beanfield) cards are included in *Ladybohn*. Players can buy a 3rd bean field for 3 gold. A player can buy a 3rd bean field at any time, even when she is not the active player. Because there are only two "3. Bohnenfeld" cards, only 2 players will be able to buy a 3rd Beanfield. The player pays by taking the three topmost gold coins from her earnings stack and placing them on the discard pile. She then takes a "3. Bohnenfeld" card and places it face up near her bean fields for all to see. She may use the 3rd beanfield immediately for planting beans.

GAME END

The game ends when the draw deck is exhausted for the third time. If this occurs during Phase 2, the game continues until the end of Phase 3 for the currently active player. If there are not enough cards for her to draw two, she draws just one. If this occurs during Phase 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 her hand, among those tied with the most gold coins, is the winner.

ENGLISH RULES TRANSLATION

Translated by Tina McDuffie of Here Be Books & Games utilizing Google's translation tools (after typing in the original German text); excerpts from Bohnanza rules (English version, Rio Grande Games); and references to the English Rules forum post on Board Game Geek. Pictures scanned from German rules and edited. Please let me know of any errors by Geek Mail to [tgmcduff](mailto:tgmcduff@herebebooks.com) or [herebebooks](http://herebebooks.com).