



Bohnanza (1997)

2-7 Players

Designer: Uwe Rosenberg

Duration: 45 minutes

Rules in



Brief

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Setup

- **3p**: remove Cocoa beans. **4p/5p**: remove Coffee beans. **6p/7p**: remove Cocoa & Garden beans
- Shuffle deck & deal 5 cards face-down to each player. **6p/7p**: players get 3/4/5/6/6/6/6 cards to start
- Set 3rd bean field cards aside. **3p**: start with 3rd field in play
- **Keep your cards in the order that they were dealt!** Sorting is not allowed. Take new cards 1 at a time, place in the back of hand
- # on cards indicates how many cards of that type are in the deck
- Bean-o-meter indicates how many cards must be sold to earn the # of gold coins in each stack

Playing a Turn – execute steps in order

1. **Plant bean cards**: must plant 1st card from hand, may plant 2nd. Plant in empty field or field with same bean. If you have neither, harvest a field, then plant a card
 - Can harvest at any time. Count cards, check bean-o-meter & flip cards to earn # of coins. Discard remainder. *Must sell from field with 2 or more cards, unless all fields have only 1 card*
 - Once per game can buy **3rd bean field** for 3 gold coins. **6p/7p**: cost = 2 coins
2. **Draw, trade, & donate bean cards**: draw top 2 cards & place face-up. Can decide to keep cards to plant **or** trade/donate cards to other players. Active player may trade face-up cards & cards from hand, while other players can trade/donate cards from hand. *All trades must involve the Active player*
3. **Plant drawn, traded & donated beans**: All players must immediately plant all cards received in trade or donation. Plant in any order, harvesting fields as necessary
4. **Draw 3 new bean cards**, one at a time, placing in back of hand. **6p/7p**: draw 4 cards

End Game & Scoring

- Game ends when the draw deck is exhausted for the 3rd time [**3p**: 2x through the deck]. If this happens in Step 2, continue with Step 3 for current player. Everyone harvests fields and count coins
- Most coins wins. Tie: most cards in hand of those tied