

# BOHNANZA

## Setup:

Each player takes a play-mat & at 3/4-5 players, places it 3/2 field side up. Starting player takes the Starting Player Card.

Base Beans: Garden, Red, Black-Eyed, Soy, Green, Stink, Chilli, and Blue.

*Each card shows how many of that bean there is in the deck.*

Deal 5 cards to each player, the remaining cards are the face-down Draw Pile.

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## Fundamental Rules

- Players cannot re-arrange their hands.
  - **Planting a Card:** Add it to an empty field space, or an existing column.
    - Cards in a field must be splayed so-as to show how many cards are there.
    - Each field can only have one type of bean in it at a time.
    - When planting cards, if there's no available field, you must **Harvest a Field** (*see reverse*) to make a field available.
  - If the Draw Pile is empty, shuffle the Discard to make a new Draw Pile.
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## Each Player, during their turn, does the following in order:

1.Plant from Hand → 2.Flip & Trade → 3.Plant Flipped & Traded → 4.Draw

### 1 Plant from Hand

- i. You must plant the card that's at the front of your hand.
- ii. After this you *may* plant the card that's now at the front of your hand.

### 2 Flip and Trade

- i. You flip 2 cards from the Draw Pile & place them on the table.  
*These are yours, you will either trade away or plant these cards.*
- ii. **Trade:** You may trade any number of cards from their hand and from these flipped cards for any number of cards from another player's hand. After trading, each player places the cards they traded for horizontally next to their player board.

### 3 Plant Flipped and Traded

- All players must plant their horizontal cards.
- You must plant any remaining flipped cards.

### 4. Draw

You draw 3 cards, one at a time, adding each one to the back of your hand. The next player to the left takes their turn.

## Trading Rules

- Only the player whose turn it is may trade with the other players. The other players may not trade with each other.
- Players may trade cards from *anywhere* in their hand.
- Players cannot trade cards received from a trade nor cards in their fields.
- You may give cards to a player without receive cards in return, but the receiving player must agree to the gift.
- Do not remove cards from your hand until the trade is agreed upon.

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## Harvesting a Field

At any time, even when it's not your turn, you may Harvest a Field.

1. Count the number of cards in the field.
2. Check the Beanometer on the card:  
Eg:   
Top row: Number of Coins Earned:      
Bottom Row: Minimum number of cards required: **3** **5** **6** **7**
3. Take as many cards from the field as Coins Earned and place them coin side up in your coin pile.
4. Put all remaining cards from that field in the discard pile.  
*You cannot harvest a field that contains only one card if you have another field that contains more than one card.*

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**End of the Game:** When the Draw Pile is emptied for the third time.

- *If this happens during step 2, Flip and Trade, the Trade and Planting steps are still played, then the game ends.*
- All players harvest their fields. *Cards remaining in hand are discarded.*
- Player with the most cards in their coin pile wins.
- *If tied, tied player furthest from the starting player in turn order wins.*

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## VARIANT: THREE NEW TYPES OF BEANS

**Setup:** Add Cocoa, Wax and Coffee Beans to the deck, then at:

**3p:** Remove Cocoa, **4-5p:** Remove Coffee, **6-7p** Remove Cocoa & Garden.

**Play-mat:** At 3/4-7 players, use the 3/2 Field side.

4. **Draw:** Instead of only the active player drawing, each player, in turn order, draws 1 card and adds it to the back of their hand.

**End of the Game:** At 3p: when the Draw Pile empties for the 2<sup>nd</sup> time.

At 4-7, when the Draw Pile empties for the 3<sup>rd</sup> time, as normal.