

BOHNEDIKT



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“BETWEEN HEAVEN AND EARTH”

by Jochen Balzer & Uwe Rosenberg
with illustrations by Björn Pertoft

Players: 3–5 • Ages: 12 and up • Duration: About 45 minutes



THE IDEA OF THE GAME

Bohnedikt is an expansion for the card game **Bohnanza**® and can only be played in combination with the cards from the base game. New special bean fields, a new type of bean with divine instructions, and offering cards add new challenges to the popular bean trading game.

The rules of basic **Bohnanza**® are still used. Additions and changes to these rules are detailed below.

The **Bohnedikt** rules refer to the **Bohnanza**® rules version 5.0, which includes a starting player card and bean field mats. If you have a slightly older version of **Bohnanza**®, you'll need a way to indicate the starting player.

Find the most recent **Bohnanza**® rules at: www.amigo-spiele.de

COMPONENTS & SETUP

You won't need the bean field mats from the base game. Instead, give each player one of the **five bean field mats** from this expansion. If there are three people playing, put it in front of you with the side showing three bean fields up. If there are four or five players, use the side with two bean fields. Put any unused mats back in the box.



For 3 players



for 4-5 players

Pick a starting player. Give them the **starting player card** from the base game to put next to their bean field mat.



The **16 Bohnedikt cards** are a new type of bean.



Shuffle the **104 bean cards** from the base game and the Bohnedikt cards together. Depending on the number of players, deal a different number of cards to each player:

The player to the starting player's **right** always gets six cards. Each following player going **counterclockwise** gets one card less than the player before. The starting player always has the fewest cards in hand: four cards if there are three players, three cards if there are four players, and only two cards if there are five players.



Put the remaining bean cards in the center of the table, dollar side up. This is the draw pile. During the course of the game, you will create a discard pile next to it.

Next, shuffle the **38 offering cards** and give one to each player. Add them to the **very back** of your hand.



Put the rest of the offering cards next to the bean card draw pile, angel side up, as a separate draw pile. You'll create a discard pile next to this pile, too.

Setup for Four Players



PLAYING THE GAME

When playing **Bohnedikt**, the gameplay with its four phases is the same as in the base game. All the rules of basic **Bohnanza**® remain valid, too. Below, you will only find the adapted rules for the new bean fields and cards.

The New Bean Fields

The familiar rules for planting and harvesting beans stays the same as in the base game for the **monastery garden** and the **bohn yard**, with these exceptions:

- ✦ You can only plant the new Bohnedikts in your monastery garden; and
- ✦ You can only plant bean cards with the help of offering cards in your bohn yard.

If you're playing with the 3rd bean field (i.e. in a game with three players), the base game rules apply for this field.

The Bohnedikts

Bohnedikts are bean cards without beanometers. Instead, they have instructions ("edicts") on them. Bohnedikts have two special characteristics:

Firstly, they are a kind of wild card. You can plant them in the monastery garden, where they will count towards the type of bean you're planting there at the time. You are allowed to start a row of bean cards in the monastery garden with a Bohnedikt. In this case, the first card of another type of bean determines which bean type you're planting in the monastery garden.



Secondly, the edicts on the Bohnedikts come into play in the trading phase (Phase 2). If the active player turns over a Bohnedikt card **at the start of the trading phase**, its instructions take effect. Read the instructions out loud and follow them during the trading phase. There are eight different edicts which give the active player an advantage, and eight that give the active player a disadvantage. Since you always turn over two cards at the start of the trading phase, you **can** have two sets of instructions in effect at the same time.

Example: Nina has turned over a Blue Bean and a Bohnedikt. The instructions say: "In this trading phase, you can't trade with your neighbor to the right". As the active player, Nina can only trade with Timon and Keno during this phase, not with her right hand neighbor Eiko.



In this trading phase, you can't trade with your neighbor to the right.

Otherwise, treat Bohnedikts like any other bean card: trade them or give them away.

Note: There's no difference between trading beans and giving gifts. A gift is just a trade where the receiver gives nothing in return.

The Offering Cards

You always have one offering card in your hand. The offering card allows you to plant **two bean cards at the same time**.

You can play your offering card **at any time**: you don't have to be the active player to use it. It doesn't matter where the offering card is in your hand.

When you play an offering card, plant the two types of bean shown on it in any order you choose in your bohn yard (and only there). It doesn't matter which type of bean you've already planted there before.

When can you play an offering card?

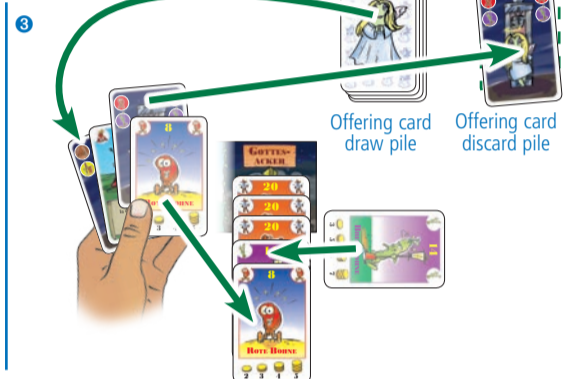
You can play an offering card at any time when you're in possession of the two types of bean shown on the offering card.

Being **"in possession"** means: You have the two types of bean shown on the offering card anywhere in your hand, you've turned them over as the active player in the trading phase, or you've received them in trade. **You can't use bean cards that are already planted in your fields with an offering card.**

If you want to play an offering card, take it from your hand and put it on the discard pile. You **must** plant the **two** bean cards shown **immediately, in any order**, in your bohn yard. You can do this in any phase and it doesn't matter what bean cards are already in your bohn yard—you don't have to harvest the beans in your bohn yard to make space. Once you've planted the two bean cards, draw a new offering card from the draw pile and put it in the back of your hand.



Example: ① Eiko has planted a Blue Bean in his bohn yard. In his hand, he has a Red Bean and the offering card "Red Bean/Green Bean". During the trading phase, he receives a Green Bean in a trade, so he could use his offering card immediately. ② Instead, he decides to wait until he receives two more Blue Beans in trade. ③ In Phase 3, he first plants the two Blue Beans in his bohn yard. Then he uses his offering card: He plants the Green Bean he has received in trade first, then the Red Bean from his hand. When he's done, he draws a new offering card and adds it to his hand.



If the offering card draw pile runs out, shuffle the discarded offering cards and turn them into a new draw pile.

Note: When you've used your offering card and drawn a new one, you may use the new card immediately, if you want.

If you have an offering card at the very front of your hand at the beginning of Phase 1, you have to play it before you can plant the first bean card in your hand. If you don't have the two required types of bean, you must discard the offering card, draw a new one, and put it in the back of your hand. Only then are you allowed to plant your first bean card.

If the offering card is in the second position in your hand, you only have to play or discard it if you want to plant a second bean card (which is in the third position in your hand).

Note: If you only have an offering card and no bean cards in your hand at the start of Phase 1, you can't discard the offering card. Skip Phase 1 and start Phase 2 immediately.

Phase 4: Drawing Bean Cards

When playing **Bohnedikt**, as the active player, you draw four bean cards one after the other. Put them in the back of your hand, as usual.

If you draw one or more Bohnedikts, ignore their instructions.



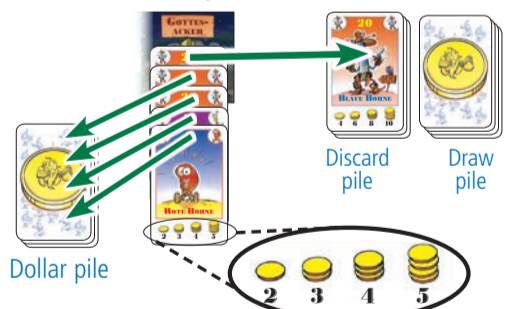
HARVESTING BEANS

When playing with the **Bohnedikt** expansion, only the beanometer of the **last** type of bean you've planted in a field is used when harvesting beans: The visible beanometer determines how many bean dollars you get when you harvest that field. The other types of beans in the field don't matter, it's only the number of cards that counts.

Important: Always turn the **last beans** you've planted into dollars.

Example: Eiko harvests the beans from his bohn yard: three Blue Beans, one Green Bean, and one Red Bean. The Red Bean's beanometer determines that he gets four bean dollars.

Bohnedikts don't have a beanometer. If you have to harvest your monastery garden at a point when the last card you've played there is a Bohnedikt, you don't get any dollars for your harvest.



WHEN THE BEAN CARD DRAW PILE RUNS OUT

Note the following rule change:

When the bean card draw pile runs out for the **second** time, **all players** have to pay bean dollars. Shuffle your dollar piles and discard as many bean dollars as there are players in the game, (i.e. three dollars if there are three players, four dollars if there are four players, and five dollars if there are five players). Make sure the cards are face down when you hand them in. Shuffle the discarded dollars into the discard pile then turn it into a new draw pile. If you don't have enough bean dollars to discard, you have to harvest fields until you have collected enough bean dollars. If you still don't have enough dollars after harvesting all of your fields, you're lucky and don't have to discard the full amount.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de