LADYBOHN

"SOME LIKE IT HOT!"

by Uwe Rosenberg
with illustrations by
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Players: 3 to 5
Ages: 10 and up
Duration: about 45 minutes

amigo-spiele.de/01756

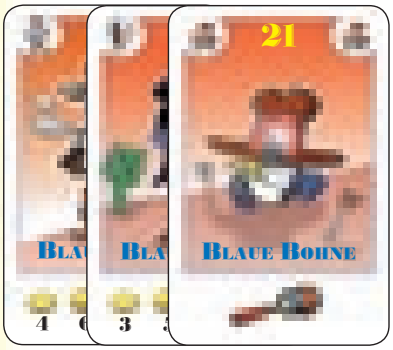
Are you already familiar with the ***Bohnanza*** card game? If so, *page 16* will give you a handy at-a-glance overview of the relevant differences between ***Ladybohn*** and the original game.

THE IDEA OF THE GAME

Behind every successful bean, there's a strong bean lady! Her more lucrative beanometer and support from baby beans will help you increase the yield of your harvest.

Trade shrewdly, don't let anyone foist their bad beans on you, and maximize your bean dollars: The player with the most of these at the end of the game wins!

The kinds of Beans



21 Blue Beans
(11 m, 5 f, 5 B)

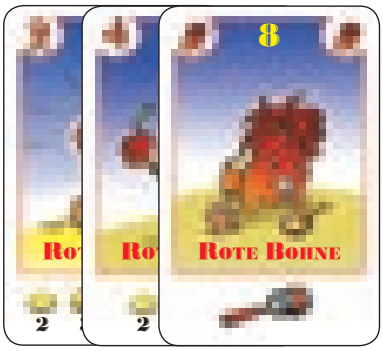
19 Chili Beans
(10 m, 4 f, 5 B)

17 Stink Beans
(9 m, 4 f, 4 B)

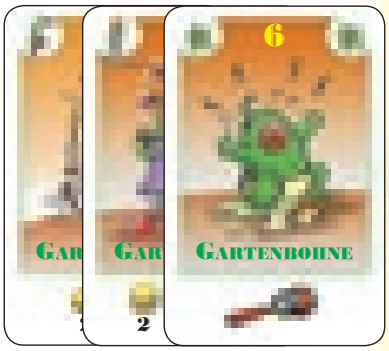
15 Green Beans
(9 m, 3 f, 3 B)

13 Soy Beans
(8 m, 2 f, 3 B)

11 Black-eyed Beans
(7 m, 2 f, 2 B)



8 Red Beans
(5 m, 1 f, 2 B)



6 Garden Beans
(4 m, 1 f, 1 B)

(m = male bean, f = female bean, B = Baby bean)

Contents & Setup

Give one of the bean field mats to each player. Pick a starting player and give him or her the bean field mat with the "Starting Player" marker in the top left corner.

The mats have one side showing three bean fields and one side showing two fields:

For 3 players

- If there are three players, use the mats with the three bean fields side up.
- If there are four or five players, use the side with two bean fields.

For 4–5 players

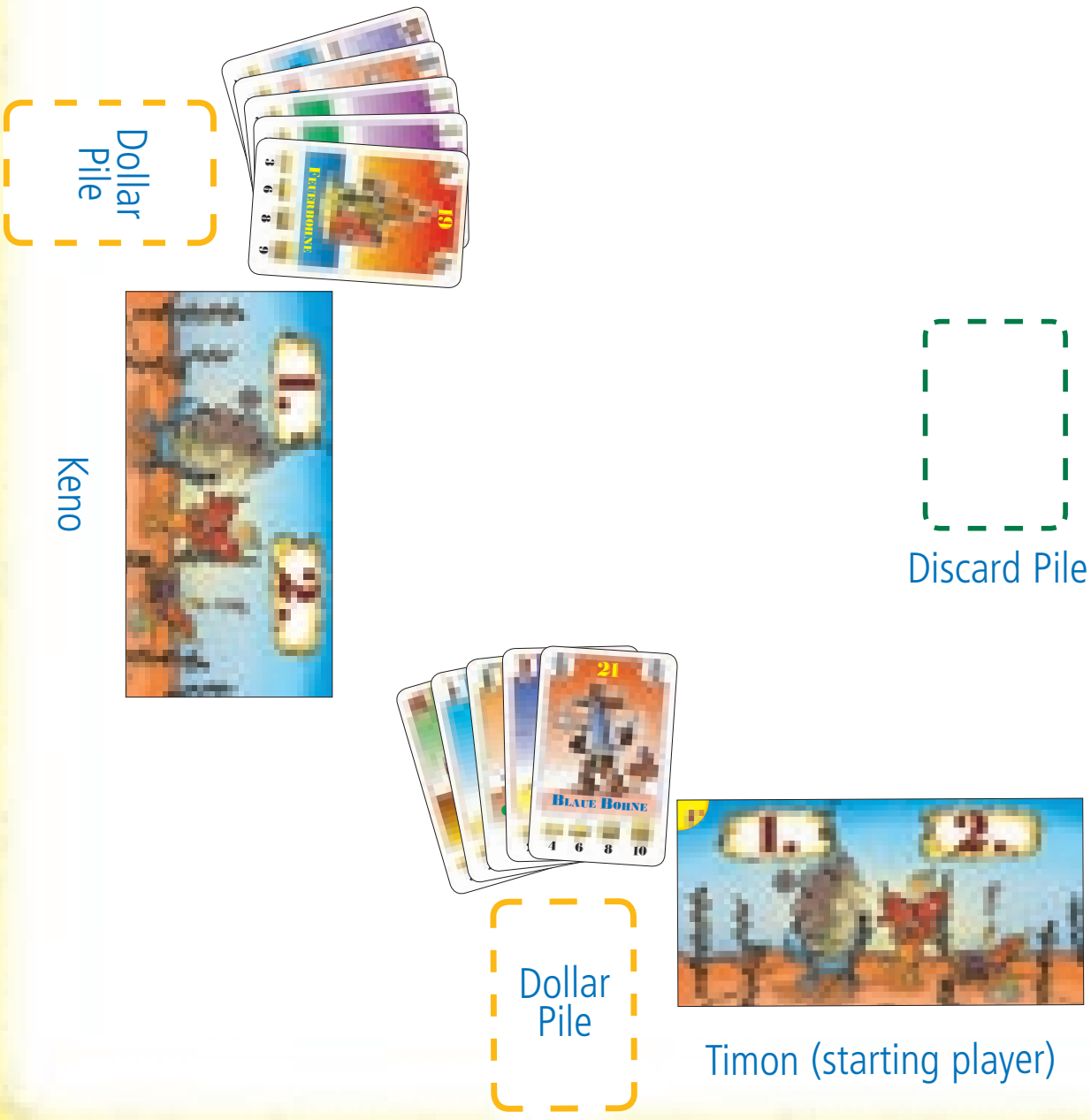
There are 110 cards showing eight different kinds of beans. The large number printed on each card tells you how many cards with this kind of bean are in the game.

The overview *"The Kinds of Beans"* on the previous page shows you how many male, female, and baby beans there are of each kind of bean.

Shuffle all the cards and deal **five cards** to each player.

Put the remaining cards in the center of the table as a draw pile, dollar side up. During the game, you will create a discard pile next to it and a dollar pile in front of each player (see illustration).

The layout at the start of a four-player game



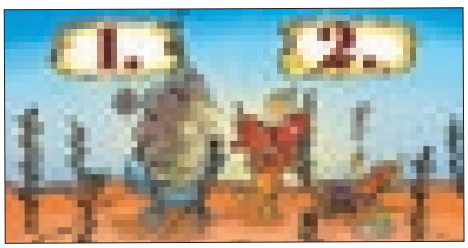
Attention! This is the most important rule of the whole game! You cannot change the order of the cards in your hand at any point during the game! The first card you are dealt is the first card in your hand. It's completely visible to you. Put all other cards you receive behind it, in the order you get them. You may never sort your cards by bean or for any other reason.

Eiko

Draw Pile

Dollar Pile

Dollar Pile



Nina

Playing the Game

The starting player is the first active player. After that, players take turns going to the left. When you are the active player, play through these four phases in order:

1. **Plant Bean Cards from Your Hand**
2. **Turn Over and Trade Bean Cards**
3. **Plant Turned-over and Traded Bean Cards**
4. **Draw Bean Cards**

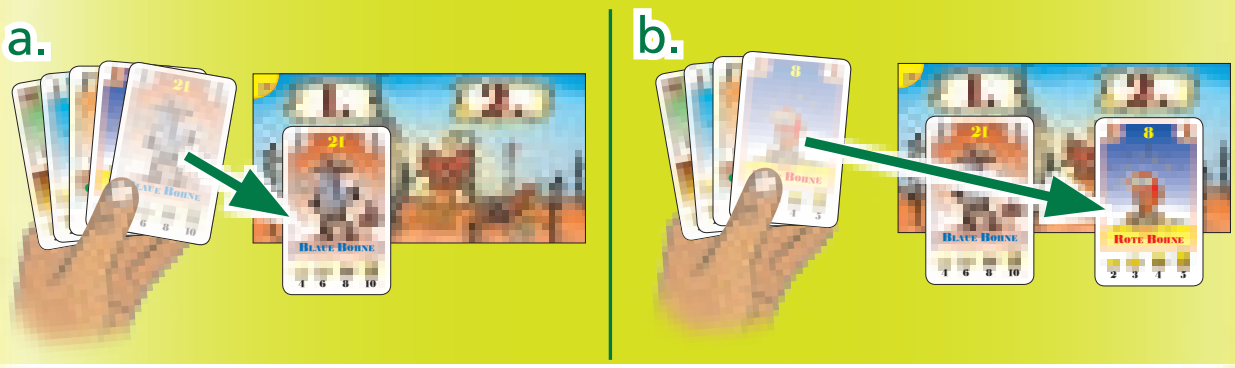
Important Rules for Planting Beans:

- You can only plant **one kind of bean** in each field at a time. Male, female, and baby beans of the same kind can be planted in the same field.
- You **are** allowed to plant the same kind of bean in two different fields at the same time.
- Put the bean cards in your field on top of each other, with the **most recently planted** card in the field as the **top** card, which is completely visible.

Phase 1. Plant Bean Cards from Your Hand

a. **You must** plant the first card in your hand (i.e. the one that is completely visible) in one of your fields.

b. After that, you **may** choose to plant **one more** card—the one that is now completely visible—in one of your fields.
You can't plant a third bean.



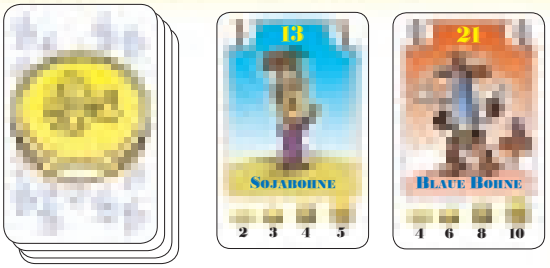
When planting, you **start** or **extend** the column of cards in the field.

- If you have to plant a kind of bean you don't have space for, you must harvest a field first (see *"Harvesting Beans", p. 12*).
- If you plant a baby bean during this phase, you need to follow the rules for planting it (see *"The Baby Beans", p. 14*).
- If you don't have any cards in your hand at the start of phase 1, skip it and go straight to phase 2.

Phase 2. Turn Over and Trade Bean Cards

Turn over the **top two cards from the draw pile** and put them face up next to it for all players to see.
The turned-over cards belong to you: You can plant them in your fields or use them to trade with the other players.

Example #1: *Timon has turned over a Soy Bean and a Blue Bean. He keeps the Blue Bean, but there is no space for the Soy Bean in his bean fields, so he offers it up for trade to the other players. He asks: "Would anyone like this Soy Bean? I'd like to trade it for a Red Bean."*



Rules for Trading Beans:

- Only you, the active player, are allowed to trade with the other players. The other players can't trade with each other.
- All players may trade using their hand cards, no matter where they are in your hands.
- As the active player, you can use the two turned-over cards for trading in addition to your hand cards.
- When offering cards for trade, you only need to name the kind of bean you are offering: you don't have to reveal whether it is a male, female, or baby bean.
- You **cannot** use cards you have received in a trade for further trades.
- You **cannot** trade the cards in your fields.

- You are allowed to trade any number of beans (e.g. two Stink Beans for one Green Bean).

Example #2: *No one wants to trade with Timon, so he ups his offer: "I'll give you the turned-over Soy Bean and another Soy Bean from my hand for a Red Bean and a Blue Bean."*

Note: Only remove beans from your hand once it is clear that the trade will happen, i.e. when **both** players have agreed to the trade. This way, you can avoid discussions about where the card was in your hand after taking it out too soon.

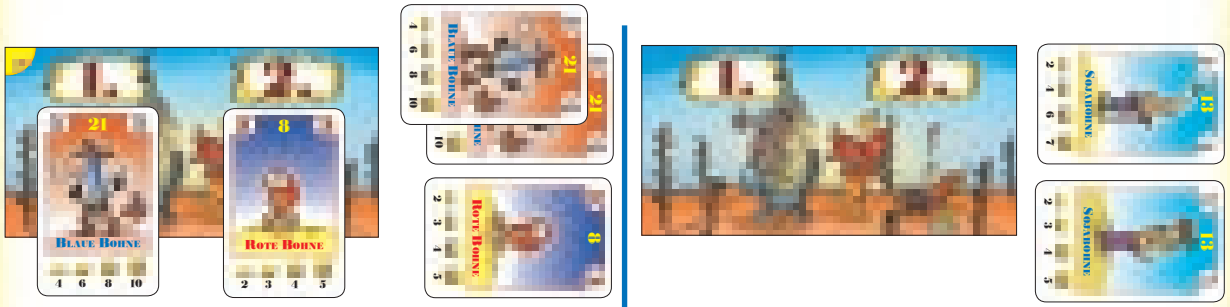
Put any bean cards you receive in trade next to your bean fields horizontally for now. **Do not add them to your hand!**

Note – Special Rule for Baby Beans!

- If, as part of a trade, you receive one or more **baby beans** that match a kind of bean you already have planted in your fields, you **must immediately** plant those baby beans in their respective field/s. You are **not** allowed to harvest those fields before planting the baby beans.

- If you plant a baby bean during this phase, you need to follow the rules for planting it (see *"The Baby Beans", p. 14*).
- Put any baby beans of any kind you have not yet planted next to your bean fields horizontally, just like any other bean you have received in trade.

Example #3: *Nina accepts Timon's offer of the two Soy Beans and gives him a Red Bean and a Blue Bean as requested. Timon puts them next to his bean fields horizontally, together with the Blue Bean he has turned over. Nina does the same with the two Soy Beans.*



Note: As a special form of trade, you can also give another player bean cards **as a gift**. Players receiving gifts have to agree to take them, though. If they refuse, you cannot give them the cards.

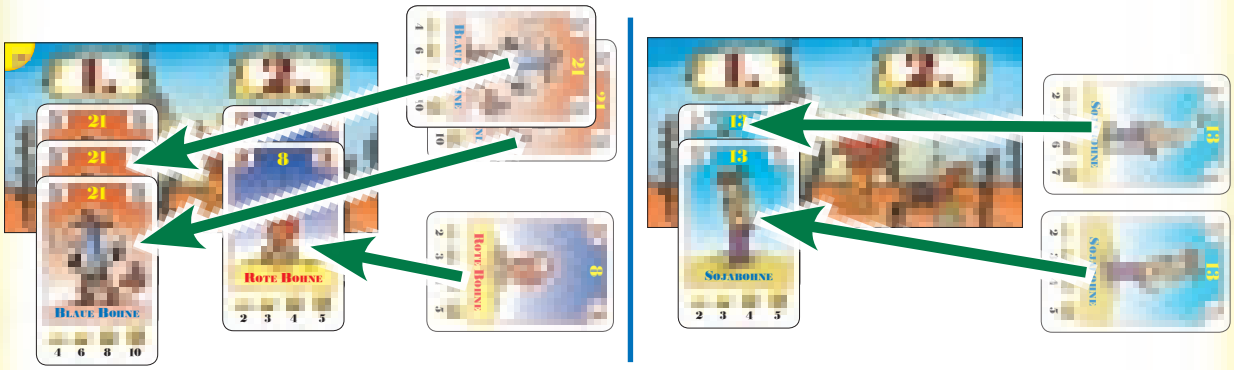
Even after you have traded away your turned-over cards, you may continue trading with your hand cards. When you want to stop trading, tell the other players—that ends this phase of your turn.

Phase 3: Plant Turned-over and Traded Bean Cards

All players who have horizontal cards next to their bean fields now **have to** plant them. **As the active player**, you **must** also plant any **turned-over cards** you have not traded away.

Players can plant their new bean cards in any order they choose. The active player begins and the others follow in clockwise order.

Example #4: *Timon plants the two beans he received in trade in his fields, as well as the Blue Bean he turned over. Nina plants the two Soy Beans, deciding to plant the male one first and the female one second.*



Timon's Bean Fields | Nina's Bean Fields

- If you have to plant a kind of bean but don't have a field available (either one with beans of the same kind or an empty one), you **must** harvest a field before you can plant your new beans (see *"Harvesting Beans", p. 12*).
- If you plant a baby bean during this phase, you need to follow the rules for planting it (see *"The Baby Beans", p. 14*).

Phase 4: Draw Bean Cards

As the active player, you end your turn by drawing **three cards, one after the other,** from the draw pile. Put them in the **back** of your hand, behind the last card, in the order you draw them.

Then, the player to your left becomes the new active player.

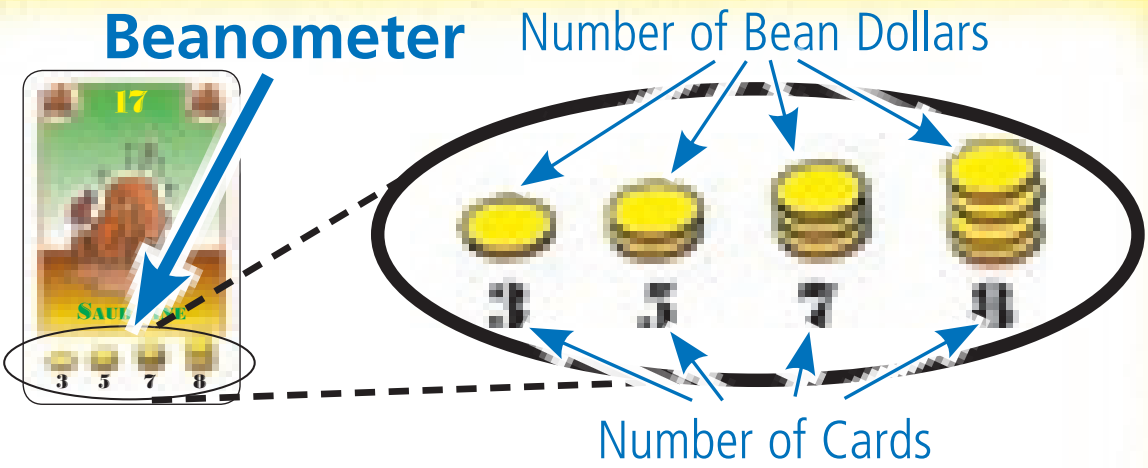
Harvesting Beans

You may harvest beans from your fields **at any time** during the game, even when you're not the active player.

Each kind of bean has its own **"beanometer"**, with the female bean of each kind being more profitable than the male version. The beanometer on the top card in the field tells you how many bean dollars you get for a given number of beans you harvest.

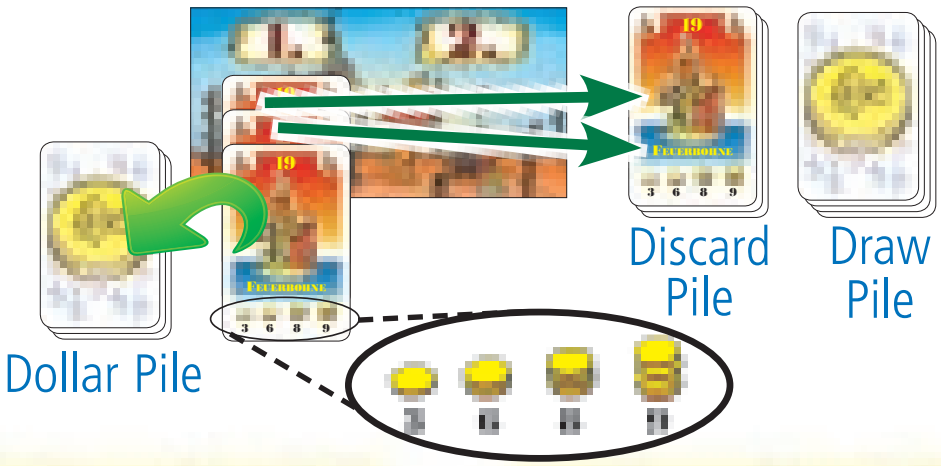
Note: Some harvests may not earn you any bean dollars, either because you haven't planted enough beans in the field yet, or because a baby bean is the top card in the field.

For example, a male Stink Bean's beanometer tells you: If you harvest 1 or 2 Stink Beans, you don't get any bean dollars. For 3 or 4 Stink Beans, you earn one bean dollar. For 5 or 6 Stink Beans, you earn two bean dollars, for 7 Stink Beans you get three bean dollars, and 8 or more Stink Beans earn you four bean dollars.



❶ Count the number of cards in the bean field you want to harvest. ❷ Check the **top card's** beanometer. ❸ Turn over as many of those cards as you get bean dollars (according to the beanometer) so that their dollar sides show. ❹ Put these cards on your dollar pile. ❺ Put the remaining cards from your field face-up on the discard pile. ❻ After the harvest, the field will always be empty—you cannot harvest only part of a field.

Example #5: *Keno has 3 Chili Beans in one of his fields. The beanometer of the topmost Chili Bean card tells him that these three beans are worth 1 bean dollar. Keno turns one card over to its dollar side and puts it on his dollar pile. Then he puts the remaining two Chili Beans on the discard pile.*



Note: Special Rule for the Female Garden Bean!

If you are harvesting a field in which the female Garden Bean has been planted as the top card, the following slight change to the harvest applies:

- Take **all** bean dollars you earn for this harvest off the top of the **discard pile**. If there are not enough cards in the discard pile, take the missing cards off the draw pile.
- Then put **all** the beans from the field you harvested on the discard pile.

The Bean Protection Rule

If there is only one bean card in one of your fields, you cannot harvest it as long as you have another field containing more than one bean card.

The Baby Beans

Baby beans don't have a beanometer: If a baby bean is the top card in your field when you harvest it, you will not earn any bean dollars.

When you plant a baby bean in a field, you **may immediately** move **one** female bean in the same field **up to two** places towards the top of the field (if you have any female beans in that field).

If the Draw Pile is empty

When you draw the last card from the draw pile, re-shuffle the discard pile. Turn it over and put it back in the center of the table as the new draw pile.

The End of the Game

The game ends when the draw pile runs out for the **third** time. If this happens during phase 2, "Turn Over and Trade Bean Cards", complete phases 2 and 3 of your turn (even if you could only turn over one card instead of two), then the game ends.

At the end of the game, all players harvest all of their bean fields and earn the appropriate number of bean dollars (if any). Cards in your hand do not count towards your total.

Count the cards in your dollar pile. Each card is worth one dollar. The player with the most dollars wins the game. If there is a tie, the tied player who sits the furthest away from the starting player (going around the table clockwise) wins.

CHANGES IN BOHNANZA – LADYBOHN

- Instead of a starting player card, one of the bean field mats has a “starting player” marker in the top left corner.
- Each kind of bean comes in male, female, and baby beans. All beans of the same kind are planted in the same field.
- If, during a trade in phase 2, you receive a baby bean of a kind that you have already planted, you must plant this baby bean immediately.
- When planting a baby bean, you may move one female bean in the same field up to two places towards the top.
- When harvesting, the beanometer of the top card in the field is what counts: Female beans have a “better” beanometer, but baby beans don’t yield any bean dollars!
- If you harvest a field with a female Garden Bean as the top card, you take your yield (bean dollars) off the discard pile. The harvested beans are then put on the discard pile, so they will end up back in circulation.

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