

# BOHNANZA® THE EXPANSION



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**Players:** 3–7 Personen • **Ages:** 12 and up • **Duration:** about 60 minutes

## COMPONENTS

53 bean cards



Coffee beans



Brandy beans



Cocoa beans



Field beans

39 order cards



2 bean field mats



## THE AIM OF THE GAME

Thanks to the new types of beans, you can now play *Bohnanza* with up to seven players. Field beans can give you a new bean field, while order cards expand your strategic options. Add one or more of these three variants to your base game!

The basic rules of *Bohnanza* remain in effect. Any changes or additions to these rules are described below.

The rules of this Expansion refer to the *Bohnanza* rules version 5.0 (with the starting player card and the bean field mats). If you're playing with an older version of *Bohnanza*, you'll need bean field mats and some way to show the starting player.

Find the most recent *Bohnanza* rules and bean field mats to download for free at [www.amigo-spiele.de/01661](http://www.amigo-spiele.de/01661)

## VARIANT 1: THREE NEW TYPES OF BEANS (FOR 3-7 PLAYER GAMES)

### COMPONENTS & SETUP

Add the **cocoa**, **brandy**, and **coffee** beans to your game.



**Note:** The field beans are not used for this variant.

Depending on the number of players, you will need to remove certain types of beans from the game. The number of available bean fields also depends on the number of players.

### Beans in Play

Based on the number of players, remove the following types of beans and put the cards back in the box:

- three players: cocoa beans
- four/five players: coffee beans
- six/seven players: cocoa and garden beans

### Number of Bean Fields

If there are three players, turn over your bean field mats so the side with three bean fields shows.

If there are four to seven players, use the side of the bean field mats showing two bean fields.



## PLAYING THE GAME

Play the game just like regular *Bohnanza*: Each player starts with five cards in their hands; On your turn, play through the usual four phases. Only the rules for phase 4, "*Drawing bean cards*", and the end of the game change when you play with extra types of beans.

### Phase 4: Draw Bean Cards

Unlike in the base game, **every** player draws **one card from the draw pile**, adding them to their hands behind the last card. Start with the active player and draw cards in a clockwise direction.

### The End of the Game

If there are **three** players, the game ends when the draw pile runs out **for the second time**. If there are four or more players, the game ends when the draw pile runs out for the third time, as usual.

## VARIANT 2: THE FIELD BEANS (FOR 4-5 PLAYERS)

### COMPONENTS & SETUP

Field beans can be added when you have four or five players. Use all the beans from the base game and add the field beans and the brandy beans. Each player has two bean fields at the start.

Play using the same rules as "*Variant 1: Three New Types of Beans*".

## HARVESTING BEANS

The field beans' beanometers are different from those of the other types of beans. If you harvest a field with two field beans, you get a **third bean field**: Turn over your bean field mat so the side with three bean fields shows. Put the harvested field beans on the discard pile.

If you have other beans in your fields, put them in your first and/or second bean field after you turn over your mat.

If you already have a third bean field, harvesting two field beans earns you nothing.

If you harvest a field with three field beans, you earn three bean dollars as usual.



## VARIANT 3: THE ORDER CARDS



### COMPONENTS & SETUP

Orders can earn you extra bean dollars. Each order you fulfill is worth one bean dollar at the end of the game.

Shuffle the order cards and put them in a face-down draw pile next to the bean card draw pile. Once all players have taken their starting bean cards, you each draw one order card from the draw pile. This card goes in the very back of your hand.

**Note:** You will always have *exactly* one order at the same time during the game.

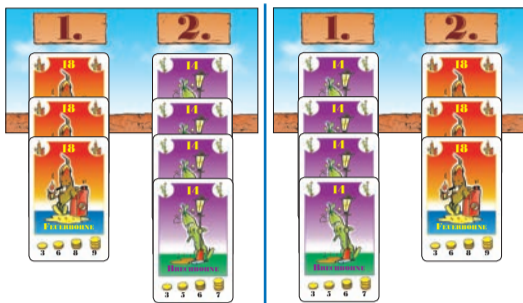
#### Fulfilling an Order

You can fulfill an order at **any point during your turn**. To do so, you need to have the combination shown on your order card in your bean fields, in the right order. The two numbers on the order card show the number of bean cards you need to have in your fields. The **types** of beans do not matter.



#### Example 1—Two Bean Fields:

The "3/4" order is fulfilled if you have three beans in your 1<sup>st</sup> bean field and four beans in your 2<sup>nd</sup>.



Order fulfilled ✓

Order not fulfilled ✗

If you have **three bean fields**, you can fulfill your order with your 1<sup>st</sup> and 2<sup>nd</sup> or your 2<sup>nd</sup> and 3<sup>rd</sup> bean fields. Both fields have to be adjacent to each other.



#### Example 2—Three Bean Fields:

The "4/0" order can be fulfilled either using the 1<sup>st</sup> and 2<sup>nd</sup> bean field or using the 2<sup>nd</sup> and 3<sup>rd</sup> bean field.



Order fulfilled ✓

Order fulfilled ✓

You **don't** have to harvest the beans when you fulfill an order. Simply show the filled order card to the other players and put the card on your bean dollar pile.

**Note:** You can fulfill an order no matter where it is in your hand.

### PLAYING THE GAME

Play the game just like regular **Bohnanza**. On your turn, carry out the usual four phases. When you're playing with the order cards, these changes and additions apply:

#### Phase 1: Planting Bean Cards From Your Hand

If you are the active player and your order card is the first card in your hand (i.e. completely visible) at the start of your turn, you **must** put it next to your fields, face up. Then, you **may choose** to plant **exactly one** bean card—the card that's now completely visible—in one of your fields.

**Example 3:** At the start of his turn, Uwe's order card is the first card in his hand. He puts it next to his fields. Then, he plants the stink bean behind it.

You can still try to fulfill an order you've put next to your fields this turn, up to and including in Phase 3.

#### Phase 2: Turn Over and Trade Bean Cards

You **can't** trade order cards.

#### Phase 3: Plant Turned-over and Traded Bean Cards

If you had to put your order card next to your bean fields, and you are not able to fulfill it by the **end** of Phase 3, put it **under** the order card draw pile, face down.

#### Phase 4: Draw Bean Cards

Unlike in the base game, **every** player draws **one** card from the **draw pile**, adding them to their hands behind the last card. Start with the active player and draw cards in a clockwise direction.

If you are the active player and don't have an order card in your hand at this point, draw a new one and put it at the **back** of your hand.



Do you know these games?



Sie haben ein Qualitätsprodukt gekauft. Sollten Sie dennoch Anlass zu einer Reklamation haben, wenden Sie sich bitte direkt an uns.

Haben Sie noch Fragen? Wir helfen Ihnen gerne:

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