

BOHNA NOSTRA



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“A BEAN PROMISE MADE IS A BEAN PROMISE KEPT”

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Players: 3–7 • Ages: 12 and up • Duration: about 45 minutes

CONTENTS



7 characters



42 favors (7 sets of 6 cards each)

THE IDEA OF THE GAME

It's a familiar situation: somebody makes you a fantastic bean offer, but you don't have anything to trade. However, you might just be able convince a trading partner to do bean business with you if you offer them a favor for later.

In *Bohna Nostra*, you not only trade with beans and bean dollars, but also with favors. You make promises you have to keep over the course of the game – true to the motto: “A bean promise made is a bean promise kept.”

In general, the rules from *Bohnanza* (with or without the expansion set) or *Ladybohn* apply. Modifications and additions to the rules are explained later.

SETUP

Every player selects a **character** card (*from now on we'll just say “character”*) along with that character's six **favor** cards (*from now on we'll just say “favor”*). Put your character in any easily visible spot in front of you. Shuffle your favors, draw three of them for your hand and put the rest face down in front of you as your own personal favor draw pile.

Important: The order of the favors in your hand is irrelevant. They are not counted with your bean cards and always remain at the back of your hand.

PLAYING THE GAME

The game is played just like the basic game with four phases:

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

Following the sequence of these phases is important for calling in favors. All of the favors, except for one, are tied to specific phases in the game.

HANDING OVER FAVORS

Favors are handed over in phase 2 *Turn Over and Trade Bean Cards* during bean trading. You can use the favors in your hand to make your offers more attractive and convince your fellow players to trade beans with you. If you make a deal, hand over the favor that you offered to the other player in the trade, making you the **debtor**. Your trading partner puts the favor face up next to their bean fields to show which player owes them which favor later in the game.

Example: Eiko turned over a Red Bean. Nina is interested in the card, but can only offer a Chili Bean from her hand. That's not enough for Eiko. So, Nina also offers him the following favor: Next time she draws cards as the active player, Eiko can pick out and take one of them. Now the deal is done.



Attention: Passing along a favor from another player to a third player during later trading is **not** allowed.

CALLING IN FAVORS

In most cases, calling in favors is tied to specific phases of the game. A detailed description of the different favors can be found in “*The Favors*” section later in these rules.

Favors with the instruction “*At the next opportunity*” are called in automatically. If the debtor is able to honor the favor as the active player, they **must** do so.

Favors without this instruction can be called in during any round of the game. The point at which a favor is called in is decided by the player who has the favor face up next to their bean fields.

As a general principle: If a favor is called in, the debtor is not allowed to refuse.

If another player returns one of your favors to you (by calling it in), put it face down at the **bottom** of your personal favor draw pile.

DRAWING NEW FAVORS

You draw new favors **only** when you are the active player in phase 4 *Draw Bean Cards*. First, draw bean cards as usual and put them at the back of your hand. If you currently have fewer than three favors in your hand, draw favors from your personal favor draw pile until you have three again.

If your draw pile has run out (because more than three of your favors are still in front of other players,) your hand of cards will have fewer favors for the time being.



THE FAVORS

Every player starts with the same set of favor cards. Although they are all used the same way during trading, there are differences in how they are called in. The effects of all six favors are described below:

Phase 1

At the next opportunity, I have to plant **one** suitable bean from my hand in your fields instead of mine.

This favor is called in automatically when the debtor is the active player. If the debtor is able to plant their top bean card as a suitable bean in one of your fields during phase 1 of their own turn, they **must** do so. A card is considered suitable if you already have the same type of bean planted in one of your fields at that point in time. If your debtor plants their first card in their own field and then has a suitable bean card as the second card in their hand, they **must** plant it in your field even though they might not have wanted to play their second card.

Phase 1

At the next opportunity, I will take **one** suitable bean from my fields and put it in your fields – only then will I plant beans from my hand of cards.

This favor is called in automatically when the debtor is the active player. If the debtor has planted the same kind of bean that you have in at least one of their fields at the beginning of their phase 1, they **must** take a bean card from their field and plant it in your matching field. After that, the debtor plays one or two bean cards from their hand as usual.

Phase 2

Take **one** of the two cards I just turned over from the pile as a gift before trading begins.

You may call in this favor when the debtor is the active player. When they turn over two cards from the pile at the beginning of phase 2, you may decide at that moment if you would like **one** of them. Place the selected bean card sideways next to your fields to plant it as usual during phase 3.

Phase 3

Demand a gift from me. I have to give you **one** bean of my choice from my hand that is suitable for one of your fields.

You may call in this favor during any turn in phase 3 to demand a gift from your debtor. If they have a bean card in their hand that is suitable for one of your fields, they **must** give it to you as a gift. A card is considered suitable if you already have the same type of bean planted in one of your fields at that point in time. If the debtor has several suitable cards, they are allowed to choose which one they give you. Take the card you receive and plant it in your fields during this phase. If the debtor does not have any suitable bean cards, they briefly show you their hand as proof. The favor is still considered to be honored (and returned).

Phase 4

Take the beans I just drew and select **one** of them. Put it anywhere you choose in your hand of cards.

You may call in this favor when the debtor is the active player. **Before** the debtor draws bean cards in phase 4, decide whether or not you would like to have one of them. Take the cards they would have drawn, select **one** of them and give the rest back to the active player, one by one and in any order you choose. Put the selected bean card anywhere you choose in your hand.

Bohnanza Expansion Set: The debtor does not need to be the active player in this case. Decide during any turn, **before** the debtor draws a card, that you want to have that card.

At any time

Give me **one** bean of your choice from your hand as a gift. I have to plant that bean in my fields immediately.

You can call in this favor at any time during the game. **Give** the debtor **one** bean card of your choice from your hand as a gift. The debtor does not put this card sideways next to their fields as is usually the case with gifts, but instead plants it in their field **immediately**. If they do not have a suitable field, they must harvest first.

THE END OF THE GAME

The game ends as usual. Favors that are still on the table are no longer of value. Perhaps you'll have the good fortune to be in a better bargaining position during the next game thanks to one of the favors that wasn't called in this time...



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