

BOHNANZA



AMIGO

A game by Uwe Rosenberg,
with illustrations by Björn Pertoft



Players: 2–7
Ages: 10 and up
Duration: approx. 45 minutes



Bohnanza page @ AMIGO Games

THE IDEA OF THE GAME

Bohnanza is all about planting, trading, and harvesting beans. Trade beans with the other players and plant them in your fields. And the more beans you have in your fields, the more gold coins you get when you harvest them. If you have the most gold coins at the end of the game, you win!

As well as the **Bohnanza** base game, this 25th anniversary edition contains the expansion beans for up to seven players and a rules variant for a two-player game. The **AMIGO Bean Coin** becomes a coveted advantage in every game and the new **Magpie Bean** allows you to steal bean cards from other players' fields.

COMPONENTS

Base Game: 20 Blue Beans, 18 Chili Beans, 16 Stink Beans, 14 Green Beans, 12 Soy Beans, 10 Black-eyed Beans, 8 Red Beans and 6 Garden Beans, 5 Bean Field Mats, Starting Player Card and 5 Overview Cards

Expansion Set: 24 Coffee Beans, 22 Brandy Beans, 4 Cocoa Beans, 3 Field Beans, 2 Bean Field Mats and 5 Overview Cards

Exclusive to This Edition: 1 AMIGO Bean Coin and 6 Magpie Beans

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BOHNANZA

BASE GAME (3-5 PLAYERS)


CONTENTS & SETUP

Give one of the bean field mats to each player. These mats have one side showing three bean fields and one side showing two fields.

 If there are three players, use the mats with the three bean fields side up.



For 3 players

 If there are four or five players, start with two bean fields each.



For 4-5 players

In addition, each bean field mat has a space for your coin pile. Pick a starting player and give them the starting player card. Also, each player receives an overview card with the different phases of the game.



Starting Player Card

There are 104 cards showing 8 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.



Note: You'll only need the Cocoa, Brandy and Coffee Beans, as well as the Field and Magpie Beans, if you play the variants (see pages 10-15).



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

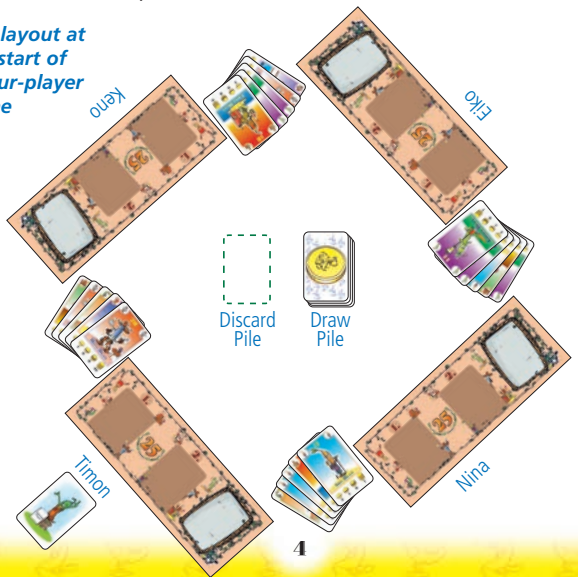


Attention! This is the most important rule of the whole game!

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 drawn. You may never sort your cards by bean or for any other reason.

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

The layout at the start of a four-player game



PLAYING THE GAME

The starting player is the first active player. After that, players take turns going to the left.

Note: Don't pass the starting player card. It stays with the starting player for the whole game (see page 10 "*The End of the Game*").

When it is your turn, you 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. You are allowed to plant the same kind of bean in two different fields at the same time, but not two kinds of bean in the same field. Put the bean cards in your field on top of each other, as shown to the left.

Phase 1: Plant Bean Cards from Your Hand

You **must** plant the first card in your hand (i.e. the one that is completely visible) in one of your fields (see both illustrations to the right).



After that, you **may** choose to plant one more card – the one that is now completely visible – in one of your fields (see both illustrations to the right). 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 page 8 "*Harvesting Beans*").



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 next to it face-up 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 the active player is allowed to trade with the other players. The other players can't trade with each other.
-  You may all trade using your hand cards, no matter where they are in your hands.
-  The active player can use the two turned-over cards for trading in addition to their hand cards.
-  You **cannot** trade cards you've *received* in a trade.
-  You **cannot** trade the cards in your fields, either.
-  You are allowed to trade any number of beans for any number of other beans (e.g., two Blue 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 a Chili Bean from my hand for a Red Bean."



Note: Only remove beans from your hand once the trade has been agreed on. Both players have to agree to the trade. This way, you can avoid discussions about where the card was in your hand after having taken it out of order 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!**



Timon's Bean Fields



Nina's Bean Fields



Example #3: Nina accepts Timon's offer of the Soy Bean and the Chili Bean and gives him the desired Red Bean. Timon puts it next to his bean fields horizontally. Nina does the same with the Soy Bean and the Chili Bean.

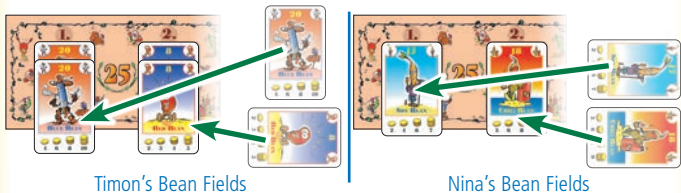


Note: As a special form of trade, you can also give another player bean cards. Players receiving gifts have to agree to take them, though. If they refuse, you cannot give them the cards.

You may continue trading for as long as you like, even after the turned-over cards are gone. When you want to stop, tell the other players. This ends phase 2.

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'll also have to plant **any turned-over cards** you have not traded away. You can plant your new bean cards in any order you choose.



Example #4: *Timon plants the Red Bean that was traded, and the Blue Bean that was revealed.*

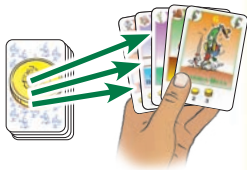
Nina plants the Soy Bean and the Chili Bean in her two fields.



If you have to plant a kind of bean that doesn't match the beans you already have in your fields, you'll have to harvest a field before you can plant your new beans (see "*Harvesting Beans*").

Phase 4: Draw Bean Cards

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". This tells you how many gold coins you get for a given number of beans you harvest.

Note: Some harvests may not earn you any gold coins!

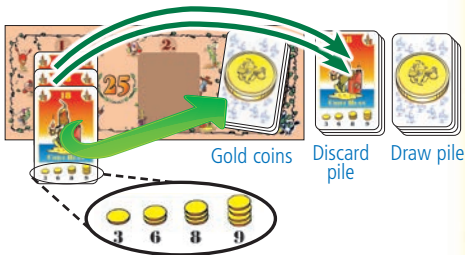
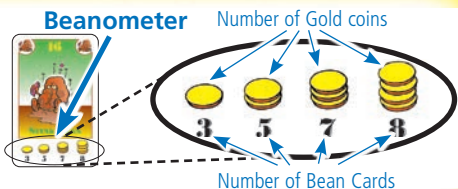
The Stink Bean's beanometer tells you:

If you harvest 1 or 2 Stink Beans, you don't get any gold coins. For 3 or 4 Stink Beans, you earn one gold coin. 5 or 6 Stink Beans earn

you two gold coins, for 7 Stink Beans you get three gold coins, and 8 or more Stink Beans pay out four gold coins. When you harvest beans, follow these steps:

- 1 Count the number of cards in the bean field you want to harvest.
- 2 Check the top card's beanometer.
- 3 Turn over as many of those cards as you get gold coins (according to the beanometer) so that their coin sides show.
- 4 Put these cards on your coin pile.
- 5 Put the remaining cards from your field face-up on the discard pile.
- 6 After you harvest, the field must be empty—you **cannot** harvest only part of a field.

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

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, "*Trading 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, harvest all of your bean fields and give yourself the appropriate number of gold coins. Cards in your hand **do not** count towards your total.

Count the cards in your coin pile. Each card is worth one coin. The player with the most coins 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 the game.



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

COMPONENTS & SETUP

Add the **Cocoa**, **Brandy**, and **Coffee Beans** to the deck.

4x



22x



24x



Depending on the number of players, you will need to

remove certain types of beans from the deck. 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 into the box:

3 players : Cocoa Beans

4-5 players : Coffee Beans

6-7 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.



3 players



4-7 players

PLAYING THE GAME

Play the game just like regular *Bohnanza*. Players start with five cards in their hands. On your turn, play through the usual four phases. Only the rules for phase 4 (“*Draw 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 their 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

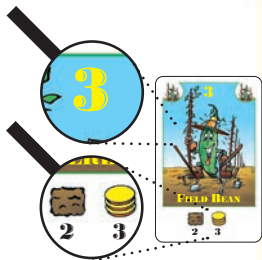
Field beans can be added when you have four or five players. Use all the beans from the base game and add the Field beans and the Brandy beans. Each player has two bean fields at the start.

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 gold coins as usual.



VARIANT ③: THE DUEL (FOR 2 PLAYERS)

COMPONENTS & SETUP

Remove the Garden Beans from the base game cards and put them back in the box. Instead, shuffle the **Brandy** and **Coffee Beans** into your deck. Flip your bean field mats to the side showing three bean fields.

PLAYING THE GAME

Mostly, the game is played like the *Bohnanza* base game. Start with five hand cards each and play through all phases when it's your turn. However, instead of trading your bean cards in Phase 2 of the game, the active player makes their opponent an offer, big or small, which they can then use in a new Phase 0: *Use Offered Bean Cards* in their next turn.

Phase 0: Use Offered Bean Cards

If there are still beans on the table from your opponent's Phase 3, you must decide: **Either** plant the cards of one bean type in your field **or** put them on the discard pile. Make this decision for each bean type on the table in the order of your choice. If you decide to plant a bean type, you must take **all** beans of that type from the table and plant them **in the same bean field**.

Phase 1: Plant Bean Cards from Your Hand

You must plant the first bean in your hand, then you may **choose** to plant the next one. In addition, you may discard **any one of your hand cards**, face-up, at any point during Phase 1.

Phase 2: Turn Over Bean Cards

Draw the top **three cards of the draw pile** and place them on the table face up. If you draw two or more beans of the same type, group them together. Then, if the **top card of the discard pile** matches one of the bean types already on the table, put it with the cards you've already revealed, and repeat until a bean type comes up that's not on the table yet. Once this happens, the phase ends.

Phase 3: Plant or Offer Turned-over Bean Cards

Choose which turned-over cards you want to plant yourself and which ones you'd rather leave for the other player. If you pick beans of the same type, you have to plant all of them in the same field or leave them all for the other player.

Phase 4: Draw Bean Cards

End your turn by drawing **two 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 other player becomes the new active player.

HARVESTING BEANS

Unlike in the base game, you can only harvest your beans when you're the active player.

THE END OF THE GAME

The game ends as soon as the draw pile runs out **for the first time**. Both players harvest their remaining bean fields at game end.

THE AMIGO BEAN COIN (FOR 3–5 PLAYERS)

You can use the AMIGO Bean Coin in the *Bohnanza* base game. Follow the usual rules, with these exceptions:

THE IDEA OF THE GAME



If the active player possesses the AMIGO Bean Coin at the end of their turn, they may draw more cards than usual.

SETUP

Give the **AMIGO Bean Coin** to the player on the **right** of the starting player.

PLAYING THE GAME


During the game, you **may** take the AMIGO Bean Coin when you're **the active player** and your unharvested beans are worth:


-  At least **6 gold coins** if there are three players in the game. Add up the bean values in all three bean fields.
-  At least **5 gold coins** if there are four or five players. Add up the bean values in both of your fields.

You can claim the AMIGO Bean Coin **at any point** during your turn, even before you plant your first card in Phase 1.

Stop other players from taking the Coin!

If you're currently in possession of the AMIGO Bean Coin, you **may** choose to stop other players from taking it. Hold out your hand cards to the active player, face down. They must draw a random card and reveal it.

 If it's a **Blue Bean**, you've stopped them from taking the AMIGO Bean Coin. You keep it and the active player can no longer try to take it on their current turn.

 If it's any other bean, they have taken the AMIGO Bean Coin successfully and you must hand it to the active player.

In both cases, the active player must **immediately** plant the bean they've drawn in one of their fields.

Phase 4: Draw Bean Cards

If the cards in all of your fields together are worth less than one coin, draw only **two cards** instead of the usual three from the draw pile. If you're in possession of the AMIGO Bean Coin, you always draw **four cards** from the draw pile, regardless of your beans' worth, and put them in the back of your hand.

THE END OF THE GAME

At the end of the game, the AMIGO Bean Coin isn't worth a coin. However, if the game ends in a tie, its current owner wins the tie.

THE MAGPIE BEAN

You can use the Magpie Bean either in the base game or any of the variants. Follow the usual rules, with these exceptions:

THE IDEA OF THE GAME & SETUP

Shuffle the **six Magpie Beans** into the deck. If you have the Magpie Bean in first position in your hand when you become the active player, you may steal beans from the other players' fields.



PLAYING THE GAME

Treat the Magpie Beans the same as all other Beans in the game. However, they are never planted in bean fields.

Phase 1: Plant Bean Cards from Your Hand

When playing a Magpie bean as one of the first two beans in your hand in phase 1, **put it on the discard pile, face up**, instead of planting it. Then, take **one bean card** each from the fields of **up to two other players** and plant them in **your own existing fields**. The other players **can't** stop you by harvesting their fields before you can get to them.

Phase 3: Plant Turned-over and Traded Bean Cards

If you've received a Magpie Bean in Phase 2, **don't** plant it in your fields. Take it **in your hand** instead, placing it behind the last card in your hand.

25 YEARS OF BOHNANZA – WHERE WE'VE BEAN SINCE 1997!



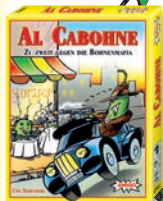
Bohnanza Base Game &
Expansion Set
1997



La Isla Bohnitá
1998



Spacebeans
1999



Al Cabohne
2000



Highbohn &
Expansion Set Refresh
2001



Bohn Hansa
2002





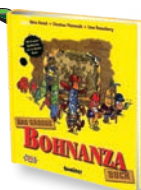
Bohnaparte & Bohnentaler

2004



Bohniversum Puzzle
& Bohnkick

2006

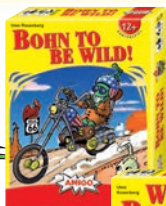


Bohnanza 10 Year Jubilee, Ladybohn, Bohnröschen,
Bohnanza Fan Edition & Fanbook, The Big Bohnanza Book

2007



Bohnanza Fun & Easy
2010



Bohn to be Wild, Dice Bohnanza, and
Bohnanza 15 Year Jubilee
2012



My First Bohnanza
2015



Bohnanza Relaunch,
Bohnanza - The Duel & Bohnedikt
2016



Bohnanza 20 Year Jubilee
& Ladybohn Relaunch
2017



Marco Bohno
2018



Bohna Nostra
2019



Deluxe Bohnanza - Das Duell,
Excalibohn
2020



Bohnanza
25 Year Jubilee
2022

BOHNANZA - Beans



s Around the World



New in 2021!



RANDOMNESS SPELL

Any time: Draw the top card from the magic card deck and put it face up in front of you. At the end of your turn, shuffle it back into the magic card deck.

10

ENCHANTMENT OF THE OTHER PLAYERS

Any time: All the other players must immediately plant the first card in their hands. You may also plant the first card in your hand if you wish.

7





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AMIGO Games, 5126 South Royal Atlanta Drive, Tucker GA 30084
www.amigo.games

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Version 1.0

02200PGM2201

AMIGO