

BOHNANZA

DAS WÜRFELSPIEL



A game by Uwe Rosenberg with art by Björn Pertoft
For 2–5 players, ages 10 and up, playing time: about 30 minutes

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55 Harvest Cards

5 Player Aid Cards

5 Bean Dice

1 Bean Piece

1 Bean Field
(inside the box lid)



THE IDEA OF THE GAME

Your harvest cards tell you which bean combinations you can turn into dollars. Use the bean dice to complete your orders. But be careful: All the other players can also make use of your dice—so don't reroll them too often! In the end, there's only one thing that counts: Who has the most bean dollars?

On your turn, you can roll the dice as many times as you like, but you have to save at least one die in the bean field after each roll. At the end of your turn, check which orders on your harvest card you have completed. Once you've completed three or more orders, you can harvest them and earn bean dollars. However, the other players can use the results of your rolls, too, to complete the orders on their harvest cards. The aim of the game is to be the first to collect 10 bean dollars.

THE BEAN DICE

Each die shows six different types of beans. However, not every bean type is present on every die. The player aid cards tell you which beans appear on the two darker and three lighter dice, respectively.



Garden Bean

Green Bean



Red Bean

Stink Bean



Soy Bean

Blue Bean

THE HARVEST CARDS

Each harvest card shows five orders that you'll have to complete, starting with the bottom one and moving up. Once you've completed three or more orders, you can harvest the beans and earn 1–3 bean dollars (see „Harvesting Beans“).

How to complete orders

To complete an order, the bean dice must show the required bean types. Here are some examples of possible orders:

1 The dice must show 1 Stink Bean, 1 Soy Bean, and 1 Red Bean.



2 The dice must show 2 Green Beans or 2 Soy Beans.



3 The dice must show 1 Soy Bean or 1 Green Bean, as well as 1 Red Bean and 1 Garden Bean.

4 The dice must show 1 Soy Bean or 1 Green Bean. Of the remaining dice, 2 must show either a Garden Bean or a Red Bean: either 2 Garden Beans, 2 Red Beans, or 1 of each.

Note: You don't have to "burn" any beans you've rolled to complete an order: You can use any die result to complete multiple orders at the same time.

Bohnus Info: The small numbers to the right of the orders represent the probability of rolling the required bean types on the very first roll (in percent). The smaller the number, the harder the order is to complete.

SETUP

Shuffle all the harvest cards and put them in the middle of the playing area in a face-down deck. Draw two harvest cards each from the deck and place them face up in front of you. Arrange them so that there is one top (active) card and one bottom harvest card (for covering the active one).

Place the box lid within easy reach of everyone so the bean field on the inside is visible.

The last player to have eaten beans goes first. They take the bean piece and all five bean dice.

Setup for three players



PLAYING THE GAME

While you have the bean piece, you're the active player. You decide how many dice and which ones you want to save to the bean field after each roll and which ones you want to reroll. After every roll, the other players check whether they can complete orders on their top harvest cards. When you finish rolling, you check your own top harvest card to see if you can complete any orders. Then, hand the bean piece to the player on your left. In addition, all players may harvest their top cards at any time if they've completed at least three orders.

1. Roll the bean dice

At the start of your turn, roll all five bean dice. You must then save at least one die by placing it in the bean field inside the box lid. Next, reroll any dice you haven't placed in the bean field. You'll have to place at least one additional die in the bean field after every roll.

Note: You can't reroll any dice you've placed in the bean field.

Example 1: Matthias rolls all five dice at the start of his turn. The Stink Bean will come in useful if he wants to complete the bottom-most order on his top harvest card, so he places that die in the bean field. Then, he rerolls the four remaining dice.



Matthias

2. All other players profit from your dice rolls

However, **all the other players** should pay attention, too! After **each roll of the dice**, but **before** the active player has placed one or more dice in the bean field, the other players each check their own **top** harvest card to see if the dice **that have just been rolled** complete the **bottom-most uncovered** order. If so, they push their bottom harvest card over the completed order to cover it. If you can complete more than one order at once, simply push your bottom harvest card up higher on the top card.

Note: You can't use any dice that are already in the bean field from previous rolls.

Example 2: Matthias rolls the four dice. Before he can pick a die from this roll to place in the bean field, Martina pipes up: Her bottom-most order requires 2 Green Beans, which Matthias has just rolled. She can thus complete her order, so she pushes her bottom harvest card up to cover it. Björn, on the other hand, can't complete his order, as it requires a second Stink Bean. There is a second Stink Bean in the bean field, but it's from Matthias's previous roll so Björn can't use it.



3. Use the bean piece to repeat a roll

Once per turn, you may use the bean piece to repeat a roll. Lay the piece on its back to indicate that you've used it. Then take **all the dice you just rolled** and roll them again—**after** everyone else has checked whether they can profit from your first roll. After you've repeated the roll, everyone checks **again** to see if they can profit from your roll.

Note: You can't decide to reroll only some of the dice: the reroll must include all of them. Exception: Any dice you've already saved to the bean field must remain there.

Example 3: Matthias rolls two dice, but he doesn't like the result, as he can't use either of the beans. He decides to repeat the roll. Matthias lays the bean piece on its back and rerolls both dice.



4. Stop rolling the dice and check your own harvest card

Once you've placed all five dice in the bean field, stop rolling. Now, check your own **top** harvest card to see if the dice in the bean field complete the **bottom-most uncovered** order. If they do, push your bottom harvest card up on the top card to cover the completed order. If you can complete more than one order at once, push the bottom card higher accordingly.

Example 4: Matthias stops rolling when all five dice have been placed in the bean field. The result completes the bottom two orders of his top harvest card, so he pushes the bottom card up to cover these two orders.



Reminder: You don't have to "burn" beans to complete orders. Matthias here uses the Soy Bean to complete both of his orders.

At the end of your turn, hand the bean piece to the player on your left. They place it in front of them, take the five dice from the bean field, and start their turn.

HARVESTING BEANS

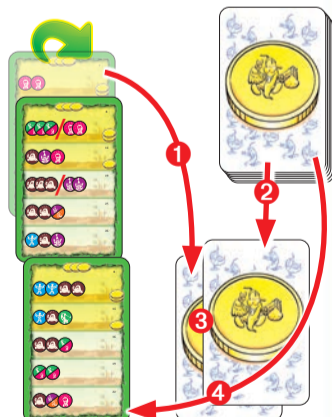
Once you've completed three or more orders on your top harvest card, you may harvest it **at any time**, even when you're not the active player. Three completed orders earns you 1 dollar, four orders earns 2 dollars, and if you've completed all five orders, you earn 3 dollars. Here's how you harvest your beans:

- 1 Flip your top harvest card to the dollar side.
- 2 If you've earned more than 1 dollar, take one or two cards from the draw deck as dollar cards.
- 3 Place your dollars in front of you. The other players may always know how many dollars you currently have.
- 4 Your bottom harvest card now becomes your top card. Draw another card from the draw deck and reveal it. This card becomes your new bottom harvest card.

After harvesting, check whether the bottom-most order on your new top card can be completed right now, too. If that's the case, push your new bottom card up to cover the completed order. If you've completed more than one order on your new top card, push the bottom card up higher and cover them, too, as usual.

Example 5: Martina decides to harvest her beans. She has completed four orders on her top card, so she has earned 2 bean dollars.

- 1 For the first dollar, she flips her top harvest card over to the dollar side.
- 2 The second dollar comes from the draw deck: Martina draws one card.
- 3 She places both dollars in front of her.
- 4 Finally, she draws another card from the deck and reveals it: This card becomes her new bottom harvest card.



Note: In the rare case of the harvest cards running out, use one of the player aid cards and flip it to the dollar side: You can exchange this card for five single dollars you've already earned.

THE END OF THE GAME

If a player has collected **10 or more bean dollars** after a harvest, the final phase of the game is announced. If the player with the 10 bean dollars is **not** the active player, the active player must stop rolling the dice and place all the dice in the bean field. They then check for the final time if they can complete any orders with the dice in the bean field. Finally, all players who have at least three completed orders on their top harvest card can harvest their beans. Then, compare the number of bean dollars you've earned: The player with the most dollars wins the game! If there is a tie, all players involved share the victory.



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

Do you have any questions? We would be happy to help:

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