



LADIES

players: 3–5 age: 13+ length: 60 minutes

Contents

21 Blue Beans (11 g / 5 l / 5 b)	19 Chili Beans (10 g / 4 l / 5 b)	17 Stink Beans (9 g / 4 l / 4 b)	15 Green Beans (9 g / 3 l / 3 b)	13 Soy Beans (8 g / 2 l / 3 b)
11 Black-eyed Beans (7 g / 2 l / 2 b)	8 Red Beans (5 g / 1 l / 2 b)	6 Garden Beans (4 g / 1 l / 1 b)	3rd Bean Field (2 cards)	

In the above card details, “g” means gentleman beans, “l” means lady beans, and “b” is for baby beans.

Overview

Ladies is quite similar to Bohnanza, but gentleman and lady beans have different Beanometers within the same bean type; and baby beans have no Beanometer at all. When harvesting a field, the Beanometer showing on the top-most card (last card played) in the field is the one used for earning gold coins from the harvest. As lady Beanometers give higher payoffs than gentleman Beanometers, players should try to harvest when a lady bean is on top. Also, note that baby beans have no Beanometer, yielding no gold coins when on top of a harvested field. From now on, lady beans are Ladies, baby beans are Babies, and gentleman beans are Gents.

Contents

The bean cards

There are eight different types of bean in the game. The frequency of each card type in the game differs from the others and each card shows the number of cards of that type in the game. The Beanometer (showing the number of gold coins a player earns when selling different numbers of beans of that type) runs along the bottom of each card (except that Babies cards have none).



The gold coins

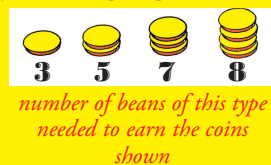
When a player harvests and sells beans, she earns the number of gold coins shown by the Beanometer along the bottom of the card. As each bean card has a gold coin on its back, the player turns over a number of cards equal to what she earns for the sale and places these (gold coin side up) in a stack in her play area. This stack represents her earnings for her sales of beans during the game.

Example: if a player sells two Stink Beans, she earns nothing. When she sells three or four Stink Beans, she earns one gold coin. Selling five or six Stink Beans earns her three gold coins. Selling eight or more Stink Beans earns the player four gold coins.



Beanometer

earnings in gold coins

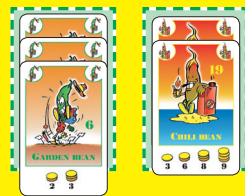




The bean fields

Each player uses her play area (the space on the table before her) to represent her bean fields. To begin, each player has two bean fields in her play area. A player may plant any number of one type of bean on each field, putting the beans overlapping in a row as shown to the right. A player may not have two fields with the same bean type at the same time.

1st bean field 2nd bean field



Preparation

Place the 3rd bean field cards in the box for now. Players may buy them during the game. Shuffle all the bean cards and place them (gold coin side up) as a supply stack in the middle of the table. Each player draws a starting hand of five cards. As she draws them, she places each new card behind the previous. During the game, players always add cards at the back of their hands and may *never* change the order of cards in their hands.



first bean card

The players choose a starting player using any method they prefer.

Playing the game

A player's turn (she is the active player) consists of four phases played in the order shown below.

- Phase 1. plant bean(s)
- Phase 2. trade and donate
- Phase 3. plant beans
- Phase 4. draw new cards

The game differs from the basic Bohnanza game in a significant way. The players plant the Gents, the Ladies, and the Babies of the same bean type on the same bean field. The players plant beans as in the basic game in phases 1 and 3. Baby beans can be planted in phase 2. Players must plant each subsequent bean on top of the top-most bean in the bean field. Players may not choose to insert the bean under the first bean nor between beans in the bean field.

Note! When a player harvests and sells a bean field she always uses the Beanometer of the top-most bean on the field to determine her earnings. When it is a Baby bean (with no Beanometer), she earns nothing.

Phase 1: plant beans

The player must plant the first bean in her hand. Afterwards, she *may* plant a second bean (the one now the first bean in her hand), but she need not. She may plant these beans on the same or different fields.

If the player does not have any cards in her hand, she passes this phase. If the bean the player must plant does not match the type on any of her bean fields (and she has no empty field), she must first harvest and sell a field to make room to plant the bean.

Phase 2: trading and donating

The player draws two cards from the supply stack and places them face-up on the table. Now the player decides whether she will keep the cards or not. If she keeps one or both cards, she places the kept card(s) face-up in her play area apart from her fields. She may offer card(s) she does not keep to her opponents.

Whether she keeps the cards or not, she then has the option (*her* option) to trade cards with or donate cards to any or all of her opponents.





Rules for trading/donating

- Each trade/donation must involve the active player and **one** other player. The non-active players may not trade amongst themselves.
- The active player may trade/donate the two face up cards (those not kept) and/or cards from her hand.
- The non-active players may only trade/donate cards from their hands.
- The active player may continue to trade/donate cards from her hand after the two face up cards have been set aside, traded, or donated.
- Players need not accept offered donations. In this case, the offering player keeps them, but may make another offer of these cards.
- Players set apart cards in their play areas that they receive in a trade or as a donation and may not retrade/redonate them.
- When players trade/donate cards from their hands, they may come from any place in their hands.
- When a player makes a trade or donate offer, she must name the bean type(s) being offered. She **must not** name whether the beans are Ladies, Gents, or Babies.
- If the active player is unable to trade/donate the just-drawn card(s), she will plant them in Phase 3.
- When a player receives a traded/donated Baby, she must immediately plant it on her bean field that matches the Baby's type if she has one. If not, she sets it apart (like the others) and plants it in Phase 3.
- Also, when a player plants a Baby (at any time), she then may shift any Lady in that field up to two spaces toward the top of the bean field.

Example: a player has a bean field with Red Beans in the order Gent - Gent - Lady - Gent - Gent. She plants a Baby and shifts the Lady so the field now has the order Gent - Gent - Gent - Gent - Lady - Baby. When she plants a second Baby, she shifts the Lady again and the order becomes Gent - Gent - Gent - Gent - Baby - Baby - Lady.

Hint: trading or donating a Baby with a Gent or a Lady will not harm the receiving player as she will always plant the Baby first.

Phase 3: plant beans

All players now plant all just drawn and kept beans and all beans received in a trade/donate exchange in their fields. The players each choose the order to plant the beans they must plant. Players may harvest and sell fields before, during, and after planting each bean if they choose.

If a player cannot plant any of these beans (because she has no matching bean field and no empty field), she must harvest and sell a bean field to make room for the received beans. She does this even if she receives no gold coins with the sale. As described in phase 2, for each Baby bean a player plants, she shifts a Lady bean up to two spaces toward the top of the field.

Phase 4: draw new cards

The player draws three cards from the supply stack, one at a time, placing each at the back of her hand as it is drawn. Whenever the supply stack is exhausted (either in phase 2 or phase 4), the player shuffles the discard pile and places it face-down as the new supply stack. The player's turn now ends and the next player in clockwise order takes her turn.





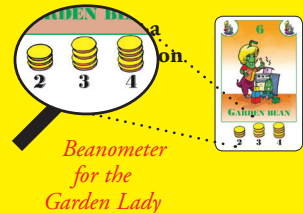
Harvesting and selling beans

When a player chooses or must harvest and sell a bean field, she **must** always sell all beans in that field. The player announces the sale and counts the beans in the field. The player uses the Beanometer on the top-most card in the field to determine how many gold coins she earns for the sale. If a Baby bean is at the top, the player earns nothing as the Baby has no Beanometer. From the beans she sold, the player turns over (to the gold coin side) a number of cards equal to her earnings and places them on her earnings stack in her play area. She places the remaining sold beans (bean side up) on the discard pile. In some cases a player receives no gold coins with the sale. Normally, the player may choose the field she wants to harvest and sell. However, a player **may not** harvest and sell a field with only one bean!

Exception: if a player **must** harvest and sell a field and all her fields have just one bean, she may choose one of these to harvest and sell.

Players may harvest and sell bean fields at any time. A player need not wait for her turn nor wait for a specific phase during her turn to do so. As the player uses the Beanometer of the card on the top of the field to determine her earnings, and since Ladies have the best Beanometers, players should always try to harvest when the Lady is on the top of the field. The worst time to harvest is when a Baby is on top. Players should use the top-most cards (last-planted) as gold coins when selling beans, placing the earlier planted beans on the discard pile.

Exception: the Garden Lady has a fantastic Beanometer. When player harvests a field with Garden beans and the Lady bean is top, she takes cards from the discard pile and turns them over as gold coins to represent her earnings. If there are insufficient cards in the discard pile, she takes what is there and then takes the extra needed cards from the supply stack. Then she discards the Garden beans on the discard pile.



For example: a player harvests a Garden Bean field with four beans and with the Lady at the top. She takes five cards from the discard pile as her earnings and places the four Garden beans on the discard pile. Thus, the Garden beans return to the game.

Reminder: as Babies do not have Beanometers, if the top-most bean is a Baby, the player earns no gold coins for the sale!



The 3rd bean field

There are only two 3rd bean field cards in the game. After these have been bought, the other players will play the entire game with just two bean fields. A player can only buy one 3rd bean card during the game and only during her turn. The 3rd bean field costs three gold coins. The player pays by taking the top-most three gold coins from her earnings stack and places them, bean side up, on the discard pile. She takes a 3rd bean field card and places it in her play area. Once bought, this player has three bean fields available for the rest of the game, instead of just two.

Game end

Whenever the supply stack is exhausted, shuffle the discard pile and place it face-down as the new supply stack. If the supply stack is exhausted for the third time during phase 2, players continue playing until the end of phase 3. Then the game ends. If the supply stack is exhausted for the third time during phase 4, the game ends immediately. Each player may now harvest and sell all her bean fields. The cards in players' hands have no value whatsoever. The players count their gold coins and the player with the most gold coins is the winner. If players tie with the most, they rejoice in their shared victory!





GANGSTERS

players: 1–2 age: 13+ length: 60 minutes

Contents

- 20 Blue Beans
- 19 Kidney Beans
- 18 Chili Beans
- 16 Fava Beans
- 16 Stink Beans
- 14 Green Beans
- 13 Bush Beans
- 3 Bean Mafia Bosses
- 1 3rd Bean Field



Overview

Each player is a bean farmer. He plants beans on his bean fields and then harvests and sells them for as many gold coins as he can. At the same time, the players compete against the bean mafia. Each bean mafia boss is a fictitious player with his own bean fields. The goal is to become richer than the other player or even richer than the bean mafia.

Game material

The Bean cards

There are seven different types of beans in the game. Each type has a different frequency in the game. The number of cards of a card's type is shown on each card. The Beanometer is at the bottom of each card. It shows how many gold coins a player earns for the sale of a bean harvest. The numbers indicate how many beans of that type the player must sell in order to earn two, three, or four gold coins for the sale.



Frequency of the bean card in the game

The Gold coins

With the sale of his harvest, a player receives gold coins by turning over bean cards. The back of each bean card is a gold coin. Thus, each bean card can have the value of a gold coin.

Example: a player harvesting two stink beans earns no gold coins for the harvest. When a player harvests and sells three or four stink beans, he earns one gold coin; for five or six stink beans, he earns two gold coins; for seven stink beans, he earns three gold coins; and for eight or more stink beans, he earns four gold coins. The player turns bean cards over to the gold coin side for each coin earned.



Beanometer



*earns in Gold coins
number of bean cards
harvested and sold*





The Bean Fields

Each player uses the space on the table before him (his play area). Each player has room for just two bean fields at the beginning of the game. During the game, each player may add one 3rd bean field by buying a 3rd bean field card with gold coins he has earned. A player may plant only beans of one kind in each field and may not have two fields with the same kind of bean at one time.

1st Bean Field 2nd Bean Field



The bean mafia bosses

The bean mafia bosses plant beans on their bean fields in the same way as the players. In a two-player game, Don Corlebohne and Al Cabohne are the two mafia boss players. In a solo game, Joe Bohnano joins the game. Players use the corresponding bean mafia boss cards to represent the bosses in the game. These cards also represent the bean field for each mafia boss.



Preparation for two players

Place the cards for Al Cabohne and Don Corlebohne in the middle of the table. Joe Bohnano is not used in the two-player game. A 3rd Bean Field is on the back side of the Joe Bohnano card. Place both 3rd Bean Field cards aside for possible player purchase during the game.

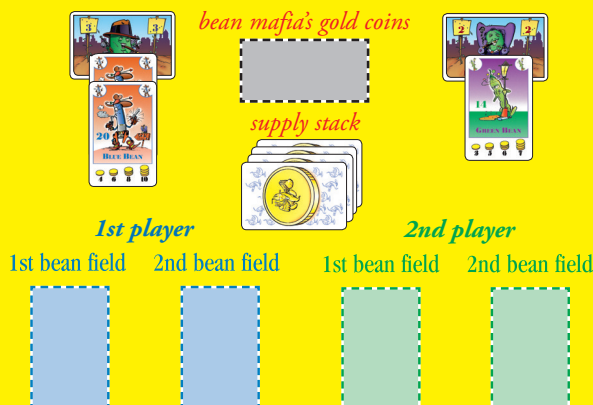
Shuffle all bean cards. Deal each player five bean cards. These are their starting hands.

Attention: as the cards are dealt, players add new cards at the back of their hands. Throughout the game, players may *never* change the order of the cards in their hands. Whenever a player draws new cards to add to his hand during the game, he *always* places them at the back of his hand.

Place the remaining cards as a supply stack face down (gold coin side up) in the middle of the table.

Now the players draw cards for the two bean mafia bosses. Draw the top-most card from the supply and place it face-up on the lower part of the Al Cabohne card. Continue drawing and adding cards to Al Cabohne's bean field as long as they match the first bean card there. When a different bean type is drawn, place it on the Don Corlebohne card.

No further cards are drawn and the players choose a starting player and he begins the game. During the game, the players take turns, alternating one after the other.





Playing the game

On a player's turn, he executes six phases. However, on the starting player's first turn, he begins with phase 3, bypassing phases 1 and 2.

- Phase 1: use or discard offer**
- Phase 2: beans for the bean mafia**
- Phase 3: plant beans**
- Phase 4: draw bean cards**
- Phase 5: plant beans**
- Phase 6: add bean cards to hand**

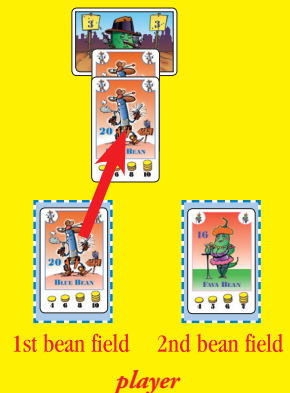
A player's turn

Phase 1: use or discard offer

The player looks at the cards from the other player's offer (the cards the other player did not use in phase 5) and puts the cards from the offer either on his beans fields or on the discard pile. He may do so in any order that he chooses.

Phase 2: beans for the bean mafia

The player compares the beans on his fields with those of the two bean mafia bosses. If there is a match with any of the mafia bean fields, the player must take **one** of the matching beans from his field and place it on the mafia boss' bean field that matches this bean. If there is a second match, the player must take **one** of the second matching beans from his field and place it on the mafia boss' bean field that matches this bean. When a mafia boss receives a bean and must harvest the field, he does so immediately. Al Cabohne will always harvest a bean field worth three gold coins and Don Corlebohne will harvest a bean field worth two gold coins. Place gold coins earned by the mafia bosses on a common pile behind the bosses and place the cards which do not become gold coins on the discard pile. Even if a player has a single card in a field that matches, he gives it to the mafia boss (a single card in a field cannot normally be harvested). The player can prevent this loss of bean cards to the mafia by harvesting and selling the beans before phase 2.



Phase 3: plant beans

The player must plant the first bean card from his hand on one of his bean fields. He, thereby, begins or extends beans on one of his fields.

Afterwards, he may plant a second bean card, but it must be the new first bean card from his hand.

Example: the player must plant the Chili Bean on his second bean field as it already has a Chili Bean on it (red arrow). He may not plant the Chili Bean in his first bean field as a player may not have two bean fields with the same bean type. The player may then plant his Kidney Bean on his first bean field.





If the player must (or chooses) to plant a type of bean which does not match the types on any of his fields, he must first harvest and sell all the beans from at least one of his fields (see also page 8: "Harvesting and Selling Beans").

Phase 4: draw bean cards

In this phase the player does not make his own decisions. He draws three bean cards from the supply stack, one at a time, and checks the following after each draw.

1) Does a mafia boss have this type in his field?

If this is the case, the player immediately plants this bean on that mafia boss' field. He then immediately draws another card to replace the one given to the mafia boss.



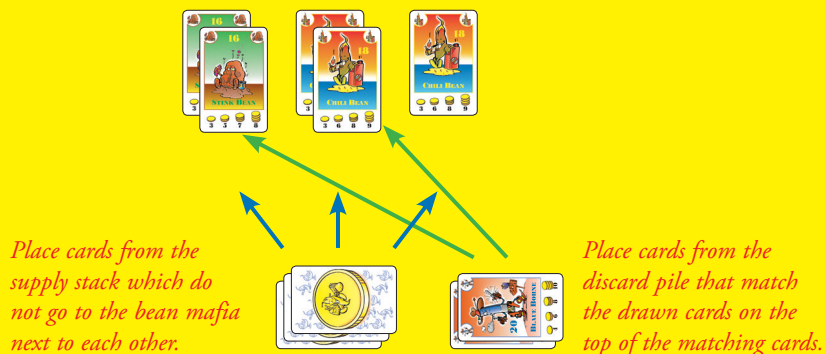
2) Does this type match the top-most card on the discard pile?

If this is the case (and it does not match any mafia boss' bean type), the player puts the top-most card from the discard pile on top of the matching drawn card. The player repeats this action until the top-most bean card from the discard pile does not match any of the just-drawn beans. It is easily possible that the entire discard pile is put on the just-drawn cards.



Note: if a drawn bean card is given to one of the mafia bosses and the same type is the top-most card on the discard pile, the player does *not* put the top-most card of the discard pile on the mafia boss' bean field.

Place like bean types next to each other when drawn from the supply stack. Beans moved from the discard pile will be stacked on top of the like drawn bean cards.





Phase 5: Plant beans

- Now the player may plant any or all of the three sets of beans cards remaining face-up in the row of just-drawn cards in his fields. When a player chooses a bean card to plant, he must plant all cards of that type in the same field.
- The player may put the just-drawn bean cards alternatively on the bean fields of the bean mafia or on own bean fields.
- The player leaves any bean cards he chooses not to plant on the table (see phase 1).
- The player may plant cards from his hand on mafia bean fields if they match the bean types there. He may plant cards from any place in his hand. He may not move cards from his fields to the mafia fields. This is the only time a player may plant cards from his hand on mafia bean fields.
- Just like the players, the bean mafia may not have the same type of beans on more than one of their fields.

At the end of this phase, the player must check if each mafia boss has at least one bean card planted in his field. If this is not the case, he must plant cards from his hand or from any remaining just-drawn face up cards on the table so that each mafia boss has at least one bean card in his field. The player may choose which to plant and where, keeping the normal planting rules. If there are no just-drawn cards left and the player only has cards in his hand that would break the rule requiring the mafia fields to be of different types, he shows his hand to the other player and leaves that mafia field empty. Also, if he has no cards in his hand and there are no cards left from those just-drawn, he leaves the empty mafia field(s) empty.

Phase 6: Add bean cards to hand

The player draws two cards from the supply stack, placing each at the back of his hand one-at-a-time, in the order drawn. Now, the player's turn ends and the next player takes his turn.

Harvesting and selling

A player may harvest and sell beans from his fields any time during his turn except during phase 4. He may even harvest and sell beans that were planted in this turn.

The player may choose which beans to harvest even when he is in a situation where he must harvest and sell beans from one (or more) of his fields.

Note: a player may not harvest a bean field with only one bean card on it unless all his bean fields have just one card. Then, only if he must harvest a bean field, may he choose a field with one bean card to harvest. When a player harvests a bean field, he must always harvest and sell all beans on the field.

When a player sells beans, he counts the bean cards on the field. The Beanometer on the card shows how many gold coins the player earns for these beans. The player turns that number of bean cards to the gold coin side and puts them with the gold coin showing in a separate stack for earnings in his play area. He places the remaining sold beans face-up in the discard pile.

Example: according to the Beanometer, selling five Fava beans earns a player two gold coins. Maria sells five Fava beans, keeps two and turns them gold coin side up, placing them on her earnings stack in her play area. She discards the other three on the discard pile.

In some cases a player does not receive gold coins when selling beans.

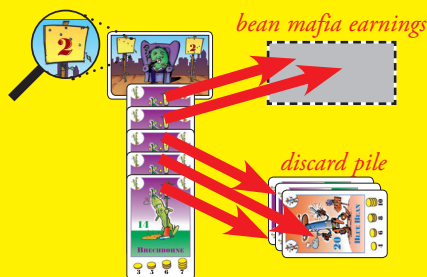




Example: Natalie sells two Blue Beans. The Beanometer shows that a player must harvest and sell at least 4 Blue Beans to earn a gold coin. Thus, Natalie discards both Blue Beans face-up on the discard pile and earns no gold coins.

A player may usually decide when to harvest a field. However, bean mafia bosses must harvest and sell their beans immediately (and not sooner) when they reach a certain value. Al Cabohne harvests and sells the beans from his field when it reaches a value of three gold coins and Don Corlebohne harvests and sells his field when it reaches a value of two gold coins. The players put gold coins earned by the mafia bosses on a common pile directly behind the bosses' cards.

Example: Don Corlebohne has five Green Beans on his field. As five Green Beans earns a player (or mafia boss) two gold coins, he must harvest them now. Don Corlebohne keeps two for himself, placing the gold coins on the common mafia earnings pile. He discards the other three Green Beans on the discard pile.



Buy a 3rd Bean Field

Once in the game each player can buy one 3rd Bean Field card. A player may only buy a 3rd Bean Field card during his turn. The 3rd Bean Field costs four gold coins. To buy the 3rd Bean Field, the player takes four gold coins from his earnings stack in his play area and places them bean side up on the discard pile. He then takes a 3rd Bean Field card and places it in his play area next to his other two bean fields. The 3rd Bean Field allows a player to have three bean fields instead of two.



When a player has a 3rd Bean Field, the player may also have to give the bean mafia a bean from this field in Phase 2.

Game End

Whenever the supply stack is exhausted, shuffle the discard pile and place it face down as a new supply stack.

When the supply stack is exhausted for the third time, the game will end. If it is exhausted for the third time in the 4th phase, continue playing until the end of phase 5 (plant beans) and then end the game. If it is exhausted for the third time in phase 6 (add bean cards to hand), the game ends immediately. Each player may now harvest and sell all the beans in his fields. The players now discard their hands on the discard pile. Also, the bean mafia bosses now harvest and sell the beans in their fields. The players count their gold coins and those of the bean mafia. The winner is the player (not the bean mafia) with the most gold coins. Of course, the best result is for that player to also have more than the bean mafia, but a player wins by merely having more gold coins than the other player.

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Preparation for the Solitaire Game

The solo player places all three bean mafia bosses: Al Cabohne, Don Corlebohne, and Joe Bohnano in the middle of the table.

Next he shuffles all the bean cards and places them as a face-down supply stack near the three mafia bosses. Then, the solo player draws seven bean cards from the supply stack, placing them in his hand, keeping the sequence unchanged as in the normal game. He also places the 3rd Bean Field card in his play area as he starts with three bean fields instead of two.

Now the player gives the bean mafia their bean cards. The player draws a bean card from the supply and plants it on Al Cabohne's bean field. The player continues drawing cards from the supply. When a card is the same type as Al Cabohne already has, he adds it to Al Cabohne's bean field. When it is a second type, he plants it in Don Corlebohne's bean field. When he draws a card of the third type, he plants it on Joe Bohnano's bean field.

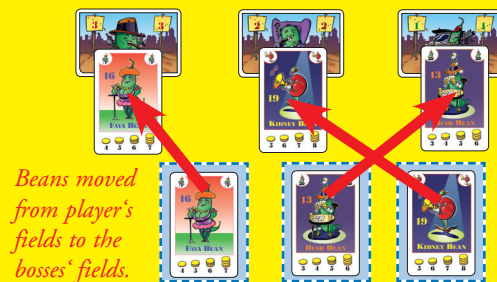
Once Joe Bohnano has one bean card in his field, the player stops drawing cards for the bean mafia. At this point, each boss will have at least one bean card in his bean field. Both Al Cabohne and Don Corlebohne may have more than one bean card in their fields. Now that all three bosses have bean(s) in their fields, the game begins.

Playing the game

In contrast to the game for 2 players, the solitaire game has only five phases. There is no "use or discard offer" phase offer phase as there is only one player.

Phase 1: beans for the bean mafia

This phase is played as in the 2-player game. The bean mafia can take up to three different types of beans from the solitaire player.



Phase 2: plant beans

This phase is played as in the 2-player game. The player must plant the first bean card in his hand. He may then plant the new first bean card in his hand. Note: in this phase, players may not give cards from their hands to the bean mafia.

Phase 3: draw bean cards

This phase is played as in the 2-player game. The player draws three bean cards from the supply stack, one at a time, and checks the following after each draw.

- if the bean mafia has the card, they get it.
- if the bean matches the top-most card on the discard pile, add the bean from the discard pile to it.





Phase 4: plant beans

This phase is played as in the 2-player game, with one exception: contrary to the 2-player game, the player must plant all the beans drawn (not given to the mafia) and the beans taken from the discard pile.

Phase 5: add beans to hand

The player draws two cards from the supply stack, placing each at the back of his hand one-at-a-time, in the order drawn. Now, the player's turn ends and he takes his next turn.

Exception: if the player has less than two cards in his hand, he draws cards from the supply as normal until he has four cards in his hand.

Harvesting and selling

Harvesting and selling is played as in the 2-player game. The solitaire player may not harvest and sell in phase 3. Bean mafia bosses must harvest and sell their beans immediately when they reach the indicated value. Al sells when his field reaches a value of three gold coins, Don sells when his field reaches a value of two gold coins, and Joe sells when his field reaches a value of one gold coin.

Game End

When he draws the last card from the supply stack, the solitaire player plays until the end of phase 5 and then the game ends. The player and the bean mafia sell the beans in their fields. The player counts his gold coins and the bean mafia count their gold coins and double the amount. This value is compared with the count of the solitaire player and the player wins if his total is higher. The player's goals is to win many games in order against the bean mafia.

Tips

- Players may take advantage of the rule allowing them to plant beans from their hands on mafia fields. If a player plants enough beans to harvest the mafia field, he can then plant a bean drawn that he does not want to plant on the empty mafia field. Thus, he now need not harvest a field to plant the unwanted bean that he had drawn.
- A player has one field with only one bean and the other field with several beans he does not want to sell on his next turn. However, the first card in his hand does not match either field and he will have to harvest the second field. In order to prevent this, he can plant a bean of the same type as the first field on a mafia field. On his next turn, the bean mafia will take the one bean and will leave the player an empty field for the first card in his hand.
- It is important to time harvests to maximize profit. Thus, players should plan their harvests carefully to make certain they could not have earned more by planting just one more bean.
- Variant: in this variant, a player can trade beans from his hand with his opponent (from his opponent's hand) in either phase 2 or phase 4 following the trading rules from the base game. It can happen that a player trades away all cards in his hand and, thus, has no cards to plant in phase 3.

If you have comments, questions, or suggestions, please contact us at:

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