



PIRATES

players: 2–7 age: 13+ length: 60 minutes

Contents

82 game cards
8 harbor cards

Beans & Ships: 28 Mocha Beans, 26 Pole Beans,
14 merchant and 7 pirate ships in 7 different colors
3rd Bean field cards: 7 new 3rd Bean field cards
Harbor cards: 7 Harbor cards in 7 different colors,
1 La Isla Bohnita harbor card

Overview

With the Pirates expansion, Bohnanza goes to sea. With basic Bohnanza, when players harvested beans they immediately sold them for gold coins. With Pirates, players may load their harvested beans onto ships which will deliver them to other markets for higher profits. However, there are pirates on the sea and they lie in wait in their pirate ships to capture the cargoes of merchant ships carrying beans.

Pirates must be played with the Bohnanza basic game as this has the components necessary for up to seven players. Except for changes to the rules described herein, the game is played the same as basic Bohnanza.

Preparation

Before combining the bean cards from the basic game and Pirates, remove the cards shown below based on the number of players in the game.

# of players	Basic game with Pirates
2	Cocoa Beans, Garden Beans, Red Beans, Black-Eyed Beans, Soy Beans, Green Beans, Mocha Beans
3	Cocoa Beans, Garden Beans, Red Beans, Black-Eyed Beans, Soy Beans, Mocha Beans
4	Cocoa Beans, Garden Beans, Red Beans, Black-Eyed Beans, Soy Beans, Mocha Beans
5	Cocoa Beans, Garden Beans, Red Beans, Mocha Beans
6	Cocoa Beans, Garden Beans, Red Beans, Black-Eyed Beans
7	Cocoa Beans, Garden Beans, Red Beans

Each player takes a merchant ship and a harbor card of the same color and places these in her play area (the space before her on the table). The harbor cards are the storage places for the gold coins the players earn during the game.

For each player, place the second merchant ship in her color, the pirate ship in her color (the flag on the mast), and a 3rd bean field to the side on the table. Place all other merchant ships, pirate ships, and 3rd bean fields back in the box.





Place the La Isla Bohnita map in the middle of the table.

Shuffle the bean cards and place them as a supply near the La Isla Bohnita map. Draw 5 cards from the supply and place them face-up at the upper right of the map and draw 5 more cards, placing them face-up at the lower left of the map as shown to the right. Each set belongs to one of the two La Isla Bohnita harbors.



Choose a starting player and deal bean cards to the players. Deal 3 cards to the starting player, 4 cards to her clockwise neighbor, 5 cards to her clockwise neighbor, and 6 cards to all other players. Remember that new hand cards must always be added to the back of players' hands and players may not sort the cards in their hands at any time.

Playing the game

A player's turn (she is the active player) consists of the following four phases:

- 1st phase: plant bean cards
- 2nd phase: trade/donate, ship, and raid
- 3rd phase: plant traded and donated beans
- 4th phase: draw new bean cards

1st phase: plant bean cards

This phase is identical to the basic game and the player may not place cards from her hand on a ship.

2nd phase: trade, ship, and harvest

As in the basic game, the player draws two cards from the supply and puts them face-up on the table. The player may now trade/donate, ship, and raid in any order and any number of times.

a) **Trade/donate** is done just as in the basic game.

b) Ship Shipping to/from Isla Bohnitâ

On a player's turn, she can sail her ship (loaded or empty) from her home harbor to either La Isla Bohnita harbor (Bohnbay or Bohnaco). She can also sail from either La Isla Bohnita harbor to the other or to her home harbor. Players do not actually move their ships only declare their destinations. And, she can do these actions in any order and as often as she chooses during her turn.

In order to sail from her home harbor to La Isla Bohnitâ, the player names the ship and destination harbor to which the ship is to sail. Then she takes the top-most card of the cards from the destination harbor and places it on her ship. The player may then take more beans of the same kind she just took as long as they are the "next" top-most cards at that harbor.



Place beans cards on the ships horizontally as shown.

The beans on the two Isla Bohnitâ harbors are harvested beans. Players may not plant them on their bean fields. A ship may have only beans of one kind at the same time.

c) Raid

On her turn, a player with a pirate ship may use her pirate ship to raid merchant ships of *other* players. A pirate ship can sail to the home harbors of other players and attack the merchant ships (not pirate ships) there.





To go on a raid, the player tells her opponent which merchant ship she is attacking and where.

Her opponent may choose to immediately sell the beans on the attacked ship, thus avoiding the raid. If she does not choose to do so, the attacking player takes one bean card from the attacked ship, placing it on her pirate ship, ending the raid.

During her turn the player may attack each merchant ship of each other player only once. The player may load only beans of one kind on her pirate ship. Captured beans may be reloaded onto one of the player's merchant ships at any time.

A player may not:

- raid her own merchant ships.
- load beans from her fields onto her pirate ship
- plant a bean from her pirate ship on a field.



3rd phase: plant traded and donated beans is done just as in the basic game.

4th phase: draw new bean cards

The player draws cards, placing them in her hand as in the basic game. However, the number of cards drawn is now based on the number of players in the game:

two players = two cards
three & four players = three cards
five players = four cards
six & seven players = five cards

If either La Isla Bohnita harbor has no cards at this time, the player draws 5 cards from the supply and places them face-up on the empty harbor.

Harvest and sell beans

A player may harvest her fields at any time and then may sell them or load them onto one of her merchant ships. A player may sell her bean harvests and the loads on her merchant and pirate ships at any time. When she sells the load from a merchant or pirate ship, she must sell the entire load. However, the sale must earn at least one gold coin, otherwise she may not sell the load. She may not give the load away.

Note: a player may move the beans from her pirate ship to any of her merchant ships or from one merchant ship to the other, even if they are not worth any gold coins.

Other player actions

During the game, a player may buy one 3rd bean field, her second merchant ship, and her pirate ship at any time, including during another player's turn. Purchased ships and 3rd bean fields may be used immediately.

- The 3rd bean fields cost 3 gold coins.
- The 2nd merchant ships cost:
 - 4 gold coins with two, three, or four players,
 - 3 gold coins with five and six players.
- The pirate ships cost 2 gold coins.

End of game

The game ends as in the basic game.





THE BEAN DUEL

Pirates for two players

For the Bean Duel, the following special rules apply. During preparation, both players take 5 bean cards as starting hands.

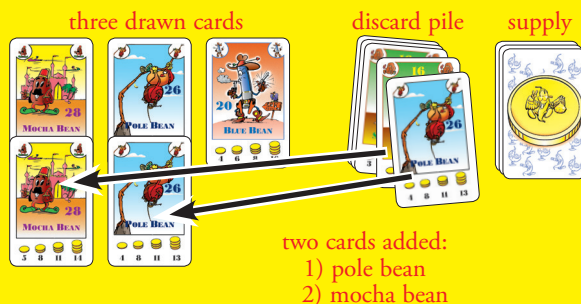
The four phases of the game are changed as follows:

1st phase: plant bean cards

Before or after planting a bean card on a bean field, a player may discard any **one** card from her hand. She may do this just once during her turn and only in the first phase.

2nd phase: ship and raid

The player draws three cards instead of two from the supply. Next, if the top-most card on the discard pile is identical to one of the just-drawn bean cards, the player adds it to the just-drawn cards. This action is repeated, until the top-most bean card does not match any of the just-drawn cards.



The player now plants these beans.

Players may only sell beans on their own turns.

Exception: when her merchant ship is attacked, she may sell its load.

3rd phase: draw cards

The player draws two cards from the supply stack.

Gold coins

The players set aside the gold coins they use to buy 3rd bean fields, second merchant ships, and pirate ships instead of discarding them. They shuffle them with the discard pile when the supply is exhausted.

The 3rd bean field costs 3 gold coins. The second merchant ship costs 5 gold coins. The pirate ship costs 2 gold coins.





PRINCES

players: 1–6 age: 13+ length: 90 minutes

Contents



28 Vine task cards



1 Castle card



4 3rd bean field cards



6 Bean figures in six colors

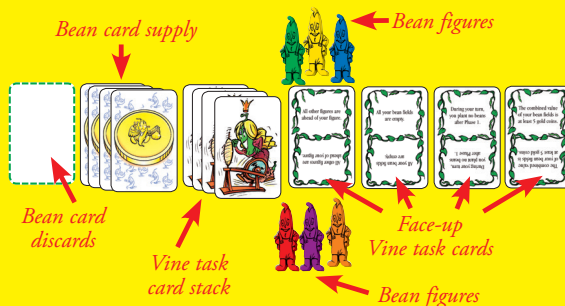
Overview

Bean princes make their way to sleeping beauty in the king's castle. They wrestle through thick, overgrown bean vines and must fulfill difficult tasks. The prince who reaches the Castle and has the most gold coins, may kiss sleeping beauty to awaken her, *and win the game*.

PRINCES must be played with **LADIES** or with **BOHNNANZA**. Players are expected to know the rules of these games to play **PRINCES**.

Preparation

Using all the cards from **LADIES** (if **BOHNNANZA** is used, remove the Coffee, Wax, and Cocoa beans) and follow the **LADIES** rules to begin the preparation for **PRINCES**. When playing with six players, use the same rules as for five and remove 8 Vine task cards (randomly) from the game. When playing with **LADIES**, use the 3rd bean field cards included with this expansion (they are not needed when playing with **BOHNNANZA**). Separate the Castle card from the Vine task cards. Shuffle the Vine task cards and place them face down as a supply in the middle of the table. Place the Castle card face down under the stack of Vine task cards. Draw the top 4 Vine task cards and place them face up in a row next to the stack in the order drawn. Each player selects a bean figure and places his figure next to the first Vine task card (see illustration). Place unused figures and cards back in the box.



Gameplay with 3-6 players

The game play of **PRINCES** has the same four well-known phases and the corresponding actions as in **LADIES** or **BOHNNANZA**. The intermediate phase and the Vine task cards with the tasks which the players must fulfill are new.

The tasks of the Vine task cards

At any time in the game, regardless of whose turn it is, a player may fulfill a task. A player can fulfill only the task on the Vine task card where his figure stands. To fulfill a task, the player calls, "Stop!", and shows the other players how he completes the task where his figure stands. When a player fulfills a task, he moves his figure forward to the next Vine task card. If the player has not actually fulfilled the task he claims, his figure remains where it was.





The Vine task cards have tasks which the players must fulfill. Some cards have tasks that can only be fulfilled in a specific phase, for example, “In Phase 1, any player plays a Stink bean.” (see also example 1). Players can fulfill other cards by planting or harvesting, for example, “You harvest a bean field worth exactly 2 gold coins.” If a player has three fields available (has bought a 3rd bean field), and chooses to fulfill the task, “You have exactly one bean in each of your bean fields.”, the player must have 1 bean in each of his **three bean fields**.

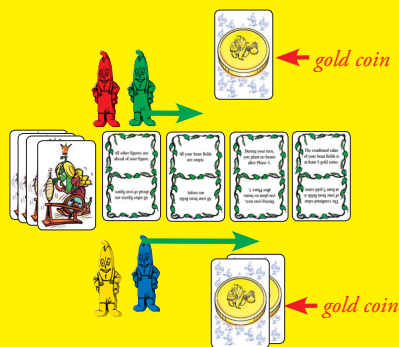
Paying tribute to “fulfill” a task

During a player's turn, he can choose to pay tribute to “fulfill” a task he cannot or chooses not to fulfill in the normal way. The player pays the top-most gold coin from his earnings stack, placing it bean-side up on the discard pile. He may choose to “fulfill” several tasks in his turn in this way by spending one gold coin per task.

The players may not change the order of the gold coins in their earnings stacks, and must always pay tribute with the top-most coin(s).

Hint: a player should consider paying tribute when the Vine task card where he stands is difficult or impossible (e.g. “Buy a 3rd Bean field.” and he already has one).

A player may pay tribute at any time during his own turn, even before planting a bean in Phase 1. The last time a player may pay tribute during his turn is just before he draws 3 cards in Phase 4. After drawing the 3 cards, his turn is completed.



Paying tribute between player turns

After the active player has completed his turn by drawing 3 cards, and before the next player begins his turn, all players (including the player who just completed his turn) may choose to pay tribute to “fulfill” a task or tasks. During this “intermediate phase”, players may not harvest bean fields.

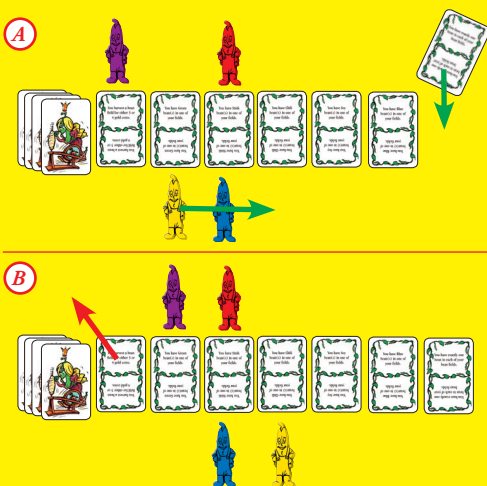
Players pay tribute in the intermediate phase without order and they may also pay tribute to “fulfill” several tasks. The intermediate phase ends after all players have paid all tributes they choose. Then the next player takes his turn.

New Bean vine cards

A) There will always be three face-up Vine task cards in front of the foremost Bean figure. Thus, whenever a player moves his Bean figure forward such that there are fewer than three Vine task cards in front of his figure, the player immediately draws cards from the supply stack and places them face-up in front of the existing Vine task cards until there are three cards in front of his figure.

B) Players also remove and discard Vine task cards which all Bean figures have passed.

Hint: to enable the players to better plan for the end of the game, we suggest that players lay out the last few cards from the supply (when there are less than 5 cards remaining in the supply) face-down at the end of the Vine task card row. The players turn these cards face-up as needed to have three face-up cards in front of the fore-most figure.





Example of fulfilling tasks

It is possible to fulfill several tasks in one turn (including paying tribute).

Example 1: the yellow (active) player has two green beans at the front of her hand. She plants them both on one of her bean fields which already has green beans. She, thus, fulfills the task, "In Phase 1, you add 2 beans to one or two existing bean fields.", she then pays tribute to fulfill the next task, "All other figures are ahead of your figure." as she shares the spot with the blue player and cannot fulfill it normally, and then can fulfill the next, "In Phase 1, you plant two beans of the same kind.", as she is still in phase 1.



The players should remember to perform the phases in order as the order can be important when fulfilling tasks.

Example 2a: now the red player takes his turn. He plants two Soy beans in an empty field, fulfilling the task, "In Phase 1, you plant two beans of the same kind." In phase 2 the red player trades for a Blue bean. In phase 3 he plants the blue bean fulfilling the task, "You have Blue bean(s) in one of your fields." and moves his figure forward. Now, he notices that the green player has two Red beans in one of his fields and he can fulfill the task, "Any player has at least 2 Red beans planted."

The same situation with an important difference.

Example 2b: now the red player takes his turn. He plants two Soy beans in an empty field, fulfilling the task, "In Phase 1, you plant two beans of the same kind." In phase 2 the red player trades for a Blue bean and the green player harvests her 2 Red beans. In phase 3 the red player plants the blue bean fulfilling the task, "You have Blue bean(s) in one of your fields." and moves his figure forward. However, as the green player harvested her Red beans in the previous phase, she no longer has them and the red player cannot now fulfill the task, "Any player has at least 2 Red beans planted."

Because the yellow player paid tribute to fulfill her second task, the blue player may fulfill this task.

Example 3: the blue player's figure is behind all other figures, and thus he fulfills the task, "All other figures are ahead of your figure."

Game end

Whenever the supply is exhausted, shuffle the discards and place them as a new supply. Before shuffling, first check to see if any player has been hoarding gold coins (in a 6-player game, this is more than 6 and in a 5-player game, this is more than 7). If this is the case, they must **immediately** reduce the number of their gold coins to 6 or 7, respectively, by discarding their top-most gold coins (they may not choose which gold coins to discard and may **not** choose to pay tribute at this time).

The game ends when a player fulfills the task on the last Vine task card **and** has in his possession at least 5 gold coins. He may harvest beans to achieve this amount of gold coins. To show that he has fulfilled the last task and has at least five gold coins, he places his figure **on** the Castle card.

If the player does not have the required five gold coins yet, he moves his figure **above** the Castle card and the game continues normally until he has the required five gold coins. Then the game ends immediately. It can happen that another player fulfills the last task **and** has the required five gold coins before the player who first reached the Castle does. In this case, the game ends when this occurs.

At game end, all players harvest their bean fields and pay as many gold coins in tribute as they need to move their figures to the Castle card. They do not need to have five gold coins to move onto the Castle card.

The winner is player who has the most gold coins at the end. Players tied with the most rejoice in their shared victory.

Example 4: the green player fulfilled the last task and moves her figure to the space above the Castle card. She has 4 gold coins and harvests a bean field for another 2, giving her 6 gold coins. The 6 gold coins is enough for her to move her figure onto the Castle card and end the game. Now the other players harvest their fields.



The red player pays 4 gold coins tribute to move his figure to the Castle and has 4 gold coins remaining. The yellow player has just 5 gold coins which is not enough to reach the Castle. The green player wins the game!





The game for 2 players

Remove all Garden beans from the deck.

- A player may only harvest bean fields during the player's own turn.
- A player may only buy a 3rd bean field during the player's own turn.
- A player may only pay tribute during the player's own turn.
- When players pay tribute and buy 3rd bean fields, they place the gold coins they pay with back in the box, instead of being discarded.
- The players may choose to lay out all Vine task cards face down at the start of the game, turning them face-up when they would add to the row of face-up cards.
- The game consists of the following phases:

Phase 0: the active player looks at the beans his opponent placed in the middle of the table (see phase 3) and chooses (in any order) which beans to plant on his own fields and which to discard. If the player chooses to plant a type of bean from the middle of the table, he must plant all of that type. If his opponent did not leave beans in the middle of the table, this phase is bypassed.

Phase 1: the player plants the first card in his hand and may, but need not, then plant his second card. Before or after planting a bean card, he may put any card from his hand on the discard pile.

Phase 2: the player draws the top-most three cards from the supply and places them face-up in the middle of the table. He places beans of the same type in a stack. Next, he takes the top-most cards from the discard pile if they match any of the bean cards in the middle of the table, stacking them with their matching types.

Phase 3: the player chooses which of these beans (in the middle of the table) he will plant and which he will leave for his opponent. If he chooses a bean to plant, he **must** plant **all** beans of that type.

Phase 4: the player draws the top-most two cards from the supply, placing them at the back of his hand in the order drawn. Once he draws these two cards, he may no longer pay tribute as his turn is over.

Special case: if the supply is exhausted in phase two and the player was able to draw all three cards, he adds cards from the discard pile and then shuffles the discard pile as a new supply.

- When the first player reaches the Castle with 5 gold coins both players harvest and sell the beans in their fields, his opponent pays tribute until he reaches the Castle and the player with the most gold coins is the winner!

Solitaire game

There is no phase 0. Otherwise all rules from the two-player game are used. The Vine task cards and the bean figures are prepared as shown in the accompanying illustration. The violet and the red bean figures are neutral. The player only turns face-up the first 4 Vine task cards. Place the Castle card as shown. Place the figures on the Vine task cards. Thus, the player figure always stands on the task which he last fulfilled.

Before phase 1, the player moves the violet figure forward to the right. When it arrives at the end of a row, it begins again at the left of the next row. When it is in the first row, the player moves it one card forward; in the second row he moves it two cards forward; in the third and fourth rows, he moves it three cards forward. The red figure begins in front of the fourth row. The player moves it forward one space when the violet figure (after moving) is **in front of the player's figure**. Otherwise the red figure is not moved. At the end of phase 3, the player discards the cards from the middle of the table which he did not plant. The player turns face-up the Vine task cards such that there are always four face-up cards in front of the player's figure. The positions of the red and violet figures play no role here. A player wins if his figure reaches the Castle card before both the red and violet figures reach the Castle card **and** he has at least five gold coins.



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

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