



# HIGH BOHN

players: 3–7    age: 13+    length: 60 minutes

## Contents

36 building cards  
22 Cognac beans  
5 summary cards

## Overview

In this Bohnanza expansion, the players can invest the profits from their harvests in buildings in Virginia City, near the Bohnderosa Ranch. The buildings have special attributes, which they offer their owners during the game and at game end. Also, at game end, the largest landowners earn bonuses. With the buildings and the new Cognac beans in this expansion, players will find new ways to play and new tactics for winning. As before, the player with the most gold coins at the end is the winner. Players add together the gold coins from their earnings stacks, the bonus, and those invested in the buildings.

*Note: High Bohn is not a stand-alone game and may only be played with the basic Bohnanza game. The rules are the same as the basic game, except as described herein.*

## Preparation

For High Bohn, the players use all the bean types, except cocoa, coffee, and wax, and the “3rd bean field” cards from the basic game. From this expansion, use the building cards that match the bean types found in the basic game. Leave the Cognac bean cards and the four distillery building cards in the box. They are used in the **COGNAC VARIANT** (see page 11).

The game preparation is the same as with the basic game. Players sort the building cards by type and price and place them aside. Each player takes a summary card.

SUMMARY CARD FOR HIGH BOHN	
at game end, the owner of 4 or more buildings earns bonus thalers:	number of each building type:
4 buildings = 1 thaler	3 players, max. two each
5 buildings = 2 thalers	4 players, max. three each
6 buildings = 3 thalers	5 players, max. four each
7 buildings = 4 thalers	
8 buildings = 5 thalers	at game end, score:
	* building purchase prices
	* thalers in earnings stacks
	* bonus thalers for four or more buildings

summary card

## The building cards

For each bean type, there is a corresponding building. For example, the Saloon belongs with green beans and the bank with black-eyed beans. For each building there are four cards, one each with the price of one, two, three, and four gold coins. The higher the price, the better attribute the building offers its owner.

*Note: although a player discards the gold coins invested in buildings, they are not lost as the building price counts toward a players total score at game end.*

## Legend for building cards: (example building card “4 bank”)



## Buying building cards

A player may only buy a building by spending gold coins of the corresponding bean type. For example, to buy one of the four Saloons, a player must spend gold coins with green beans on the other side and to buy one of the banks, a player must spend gold coins with black-eyed beans on the other side.

*Note: this is contrary to the basic game where the bean shown on the other side of a gold coin has no significance!*

The price of a building is shown by the golden stack of gold coins at the bottom of the card. Thus, the 3 Saloon costs 3 gold coins, but each must have a green bean on the other side. Similarly, the 1 Bank costs one gold coin with a blackeyed bean on the other side.

A player may only buy one building of each building type. Thus, for example, a player may buy only one saloon or one bank. A player may buy several buildings at once when he has the necessary gold coins. There is no restriction as to which building of a type is bought first, second, etc. The price of a building does not direct the buying order of the buildings.

Basically, a player can buy buildings at any time, even when he is not taking his turn. If several players want to buy the same building at the same time, the player currently taking his turn has priority. If he does not want the building, the other players have priority in clockwise order from the player taking his turn. Players place the gold coins they pay for buildings on the discard stack. A player may immediately begin using the attribute of a building as soon as he buys it.

### Playing with building cards

On a player's turn, the game is played, as in the basic game, with four phases:

- 1st phase:** plant bean card(s)
- 2nd phase:** draw, trade, & donate bean cards
- 3rd phase:** plant drawn, traded, & donated beans
- 4th phase:** draw new bean cards

The play of the phases can be altered by the attributes offered by the various buildings that players have acquired. These attributes can change or nullify the normal rules as written for the basic game. These attributes apply only to the player who owns the building.

The 1 buildings offer their owners no special attributes during the game. However, they do offer their owners something at game end. Like all other building cards, players may earn bonus gold coins for their buildings at game end (see **GAME END**).

Depending on the number of players, players will remove some building cards at specific times during the game. When and which cards are removed is described below, based on the number of players:

**With three players:** when two players each have a building of the same type, for example, the 2 farm and the 4 farm, players remove the other two building of this type from the game. In this case, the 1 farm and the 3 farm. The third player cannot buy a farm building.

**With four players:** when three players each have a building of the same type, for example, the 1, 3, and 4 bank, players remove the fourth building of this type from the game. In this case, the 2 bank is removed from the game. The fourth player cannot buy a bank building.

**With five players:** players remove no buildings from the game. So players may buy buildings of a type until all are gone. Of course, this means that after the fourth building of a type is bought, the fifth player cannot buy a building of that type.

## The buildings

The attributes of 2, 3, and 4 **buildings** allow players to change the rules during play. These rules are described on the cards. In addition, this information on these cards is detailed below.

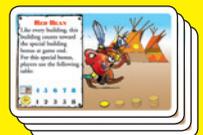
### Garden bean → Gold mine

The owner of the **2 Gold mine** pays only 1 gold coin for a “3rd bean field”. The owner of the **3 Gold mine** uses the beanometer on the gold mine card instead of that on the garden bean cards when harvesting garden beans. In addition, he can harvest a single garden bean even when other fields have more beans. This only works for garden beans. The **4 Gold mine** is an additional bean field. If the owner buys a “3rd bean field”, he has four bean fields.



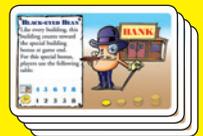
### Red bean → Indian tipi

At game end, the owner of a **Indian tipi** earns an additional gold coin (from the discard stack), for each 8, 6, or 5 gold coins in his earnings stack, depending on which Indian tipi the player owns.



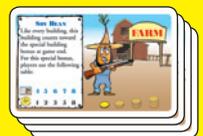
### Black-eyed bean → Bank

The attribute of the **Bank** must be taken at the exact time indicated on the card. If the player does not use the attribute at that time, he may not take it later.



### Soy bean → Farm

The attribute of the **2 Farm** allows a player to plant soy  in a field that already has other beans (numbered 14 or higher). If  bean is already on a bean field, the player cannot use the **2 Farm** for that field. The player may continue to plant both kinds of beans in the field until he harvests it. The owner of a 2 Farm may also not use that attribute with a bean stew field (see also 3 and 4 Saloon). The owner of the **3 Farm** must always, like others, plant at least one bean card in phase 1. He may also plant two or **three** bean cards in phase 1, instead of only two. With the attribute of the **4 Farm**, the owner earns 5 gold coins from a harvest that would normally earn him **exactly** 4 gold coins. The attribute of the 4 Farm works very well with some other buildings. For example, the 3 Saloon, the 4 Saloon, and the 3 Jail. For example, if a player owns the 4 Farm and the 3 Jail, he can harvest eight blue beans for a total of 5 gold coins.



## Green bean → Saloon

The **2 Saloon** is like a “3rd bean field”, but only green beans may be planted there. For this “field”, the normal harvesting rules apply. This means that a player may not harvest a single bean from the 2 saloon when other field(s) have 2 or more beans. Also, a player may not harvest a single bean from another field when the 2 saloon has 2 or more beans on it. And, the saloon allows a player to break the rule and have two fields with green beans, as long as the 2 saloon is one of the fields with green beans. The owner of a **3 or 4 Saloon** may choose to plant **one** bean each of different types in one or **more** of his fields. In such a field, the player may not have 2 beans of the same type. **This planting is called bean stew.**



When a player harvests a bean stew field, he uses the beanometer on the 2 or 3 saloon card he owns. He places the gold coins so earned under the saloon. Thus, he may not use such gold coins to buy buildings or a 3rd bean field. At game end, these gold coins are added to the player’s earnings stack (before applying **Indian tipi**). When a player buys a 3 or 4 saloon, he may immediately use its attribute in a normal field with just one bean planted, converting the field to a bean stew field.



## Stink bean → General store

The owner of a 2, 3, or 4 **General Store**, may store one, two, or three beans (depending on which general store he owns) directly on the general store card. The General Store can act as a store house for beans played in phase 1, drawn from the draw deck in phase 2, or received in trades or donations in phase 3, that the player does not want to plant. Such stored beans may only be traded or donated to other players. The player may never plant beans stored in his general store on any of his bean fields. Also, a player who receives a bean (either in trade or donated) from another player’s general store, must plant it and may not place it in his general store.



## Chili bean → Blacksmith

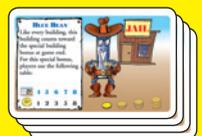
The **2 Blacksmith** is like a “3rd bean field”, but only chili beans may be planted there. For this “field”, the normal harvesting rules apply. This means that a player may not harvest a single bean from the 2 blacksmith when other field(s) have 2 or more beans. Also, a player may not harvest a single bean from another field when the 2 blacksmith has 2 or more beans on it. And, the blacksmith allows a player to break the rule and have two fields with chili beans, as long as the 2 blacksmith is one of the fields with chili beans.



The owner of the **3 Blacksmith** uses the beanometer on the 3 blacksmith card when harvesting chili beans instead of the beanometer on the chili bean cards. The owner of the **4 Blacksmith** may harvest a field with only one bean. The field harvest may be any bean type.

## Blue bean → Jail

The owner of the **2 or 3 Jail** uses the beanometer on his 2 or 3 jail card when harvesting blue beans instead of the beanometer on the blue bean cards. The owner of the **4 Jail** must watch for any harvest of blue beans by **any** player (including himself). When any blue bean harvest results in a payment of at least one gold coin, the owner of the 4 jail, takes one gold coin from the discard stack as a bonus for having the **4 Jail**. He also gets this bonus when blue beans are harvested at game end, if such a harvest results in a payment of at least one gold coin.



## Game End

With three and four players, the game ends when the draw deck is exhausted for the third time. With five players, the game ends when the draw deck is exhausted for the fourth time. Now, players can buy more buildings. This begins with the player who was taking his turn when the game ended and continues clockwise until all players have had their chance to buy buildings. Now, the game is scored. Each player counts the gold coins in his earnings stack, including gold coins from building like 3 or 4 saloon. Next he adds the Indian tipi gold coins and the prices he paid for all his buildings. If a player owns four or more buildings, he earns bonus gold coins for his buildings as shown below:

for 4 buildings = 1 bonus gold coin  
for 5 buildings = 2 bonus gold coins  
for 6 buildings = 3 bonus gold coins  
for 7 buildings = 5 bonus gold coins  
for 8 buildings = 8 bonus gold coins

The player with the most gold coins is the winner!

*Example: a player has 6 gold coins in his earnings stack. He owns the following buildings: the 2 Saloon, the 2 Blacksmith, the 4 Jail, the 3 Goldmine, the 4 Indian tipi, and the 4 Farm. His six buildings have a combined value of 19 gold coins. His 4 Indian tipi earns the player an additional gold coin for each gold coin in his earnings stack - in this case, 1 gold coin. As he has six buildings, he earns 3 bonus gold coins for the buildings. Thus, his total score for the game is  $6+19+1+3 = 29$  gold coins.*

## Cognac Variant



For this variant, add the **Cognac beans** and their associated buildings, the **Distilleries**. Thus, there are nine types of beans and nine types of buildings in the game. The High Bohn rules are unchanged, except for the special attributes of the Distillery building cards.

### Cognac bean → Distillery

The player buying the **2 Distillery** must use the attribute immediately after buying the building. When a player harvests a field of bean stew, he must give one of the gold coins earned to the owner of the **3 Distillery**. The player harvesting the bean stew chooses which gold coin to give to the owner of the **3 Distillery**. At game end, when a player harvests a bean stew field, he must also give one gold coin to the owner of the **3 Distillery**. At game end, the gold coins collected under the **3 distillery** are added to that player's earnings stack (before applying the Indian tipi).

The owner of the **4 Distillery** uses the beanometer on the 4 distillery card instead of the cognac beans when harvesting cognac beans.



# BOHNANZA

## PLUS EXPANSION

players: 3–7    age: 13+    length: 60 minutes

### Overview

New bean type: Field bean, 1st and 2nd bean fields, and variants using the order cards expand the tactical possibilities.

*Note: the Plus expansion is not a complete game. It must be played with the Bohnanza basic game, sold separately. Thus, these rules only describe differences from the basic rules that enable players to use the new cards.*

### Preparation

With the basic Bohnanza game and the new Plus expansion bean type: the Field bean, players have a total of 12 bean types to use in the game.

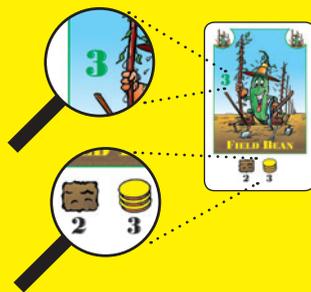
#### The Field beans

The Field beans are a bit different from the other beans as they have a special ability. If a player has 2 Field beans in one of his fields and must or chooses to harvest them, he earns no gold coins. However, he may take a 3rd bean field, if he has not already gotten one. He discards both Field beans as normal. If the player already has a 3rd bean field, he gets nothing for harvesting the two Field beans.

#### Number of players & bean types

Depending on the number of players, remove certain beans from the game:

- **With 6 or 7 players:** remove the Garden beans, the Cocoa beans, and the Field beans.
- The dealer deals **three cards** to the player to his left, **four cards** to the next left player, **five cards** to the next left player, and **six cards** to the other three or four players (including himself).
- **With 4 or 5 players:** remove the Coffee beans from the game. The players may choose whether to also remove either the Cocoa beans or the Field beans. As in the basic game, the dealer deals each player **five cards**.
- **With 3 players:** remove the Cocoa and the Field beans. As in the basic game, the dealer deals each player **five cards**.



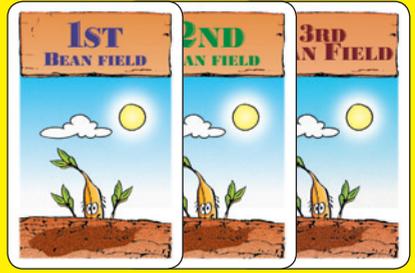
*Depending on the number of players, the dealer deals starting hand cards of different numbers to each player.*

## The bean field cards

New with the Plus expansion are the 1st bean fields and the 2nd bean fields. They are used with order cards. Players may also use them for the normal bean fields in the game.

- **With 4 to 7 players:** each player takes one 1st bean field and one 2nd bean field. The players place these cards in their play areas on the table. Each player starts with two bean fields that he uses for planting beans during the game.
- **With 3 players:** each player takes one 1st bean field, one 2nd bean field, and one 3rd bean field, placing them in his play area. Thus, each player starts the game with three bean fields.

A player may play only one type of bean on each bean field card. After a player harvests the beans from a bean field, he may plant any bean type in the empty field, including the same type again, if he chooses.



## The order cards

The order cards give players a way to earn additional gold coins during the game. Shuffle the order cards and place them face-down in a stack next to the draw stack. After each player has his starting hand of bean cards, he draws one card from the order stack and places it as the last card in his hand. Of course, during the game, a player's order card will migrate to different positions in his hand.



Each player always has only **one** order card in his hand. An order card does not mention any bean types, but only describes a combination that could be any two bean types in a player's bean fields.



**A player may fill an order in his hand at any time during his turn.** When a player sees that he can fill his order, he must wait until it is his turn. When a player wants to fill his order, he shows his order card to his opponents so they can confirm that he has filled his order. Once confirmed, he places his order card face-down on his earnings stack as a gold coin. To fill an order, the player must have the exact number of bean cards on his 1st bean field as the first number on his order card and the exact number of bean cards on his 2nd bean field as the second number on his order card.

A player need not harvest beans when he fills an order.

*Example:  
the order "3/4" is  
filled when a player  
has three beans on  
his 1st bean field  
and four beans on  
his 2nd bean field.*



*Order filled*

*Order not filled*

If a player has three bean fields, he can fill an order using his 1st bean field and his 2nd bean field or his 2nd bean field and his 3rd bean field.



*Order filled*

*Order filled*

The two bean fields must be adjacent and must match the order card numbers left to right. Players may not trade order cards.

### Playing with order cards

A player's turn, as in the basic game, consists of four phases as shown in the table below:

- |                   |  |
|-------------------|--|
| <b>1st phase:</b> | <b>plant bean card</b>                   |
| <b>2nd phase:</b> | <b>draw, trade, &amp; donate beans</b>   |
| <b>3rd phase:</b> | <b>plant traded, &amp; donated beans</b> |
| <b>4th phase:</b> | <b>draw new bean cards</b>               |

The phases change for the order cards as described below.

#### **1st phase: plant bean cards**

This phase is just like in the basic rules **with the following exceptions**: if the first card in a player's hand is his order card, he **must** place it face-up in his play area. Then, he plants one bean in his bean fields. In this case, he may **not** plant a **second** bean.

#### **2nd phase: draw, trade, & donate bean cards**

This phase is identical as in the basic game. The phase ends when the active player no longer wishes to trade or donate cards.

### 3rd phase: plant traded & donated bean cards

This phase is just like in the basic rules **with the following exception**: when the player has a face-up order card in his play area and it cannot be filled by the end of the 3rd phase because the player does not have two adjacent bean fields that match the order card, he must place the order card, unfilled, face-down under the order card stack.

### 4th phase: draw new bean cards

With three to five players, the player draws **three** cards, just as in the basic game, adding them to the back of his hand. However, with six or seven players, the player draws **four** cards, a difference from the basic game, adding them to the back of his hand. If, after drawing bean cards, the player has no order card in his hand, he draws one, adding it to the back of his hand.

## Further actions of the players

### Harvest and selling beans

A player can harvest and sell the beans from a field at any time. The player may even do this on another player's turn.

*Note: on these bean fields, single beans are still protected. A player may not harvest a field with a single bean unless he has no field with more than one bean.*

### Buy a 3rd bean field

A player may buy a 3rd bean field at any time in the game, placing it to the right of the 2nd bean field. The player may even do this on another player's turn. With three players, the players never buy 3rd bean fields as each starts with a 3rd bean field.

- **With 4 or 5 players**: the 3rd bean field costs 4 gold coins.
- **With 6 or 7 players**: the 3rd bean field costs 3 gold coins.

### Fill an order

A player may fill his order at any time during his turn by showing the card to his opponents, who verify that it has been filled. When the player fills an order, he places the order card face-down on his earnings stack, showing the gold coin side of the card (see also **The order cards**).

## End of the game

The game ends, as in the basic game. Except with three players, the game ends when the draw stack is exhausted for the second time rather than the third time.

## End of the game

- At the end of the game, the players may plant and sell, adding the gold coins to their totals, all bean cards in their hands, regardless of order. The players may not trade at this time. To plant them, the players assume they have as many fields as necessary. Players may not fill orders.
- When trading beans, the active may further trade beans he has received in trade. All other players are still restricted to trading cards from their hands. This variant can lead to some nasty situations, so players should use care when playing with this variant.





# BOHNAPARTE

players: 3–6    age: 13+    length: 90 minutes

## Contents

72 markers, 12 each in six different colors	3 rivers
6 encampments, 1 each in six different colors	6 villages
6 munitions depots / traders	4 cloisters
6 farms	3 quarries/empty quarries
4 cities	3 cannons/cavalry
3 fortresses/forests	3 morass
3 iron mines/horse paddocks	

Some cards have different pictures on the two sides. The **traders, forests, horse paddocks, and cavalries** are used only in the Cavalry variant and are used with these sides down in this game. Only the **quarry / empty quarry** cards are used with both sides used in this game.

*Note: Bohnaparte is not a stand-alone game, but an expansion for Bohnanza. It must be played with the basic game. These rules describe only the differences this expansion offers to the basic game. Otherwise, the rules for the basic game are used when playing.*

## Overview

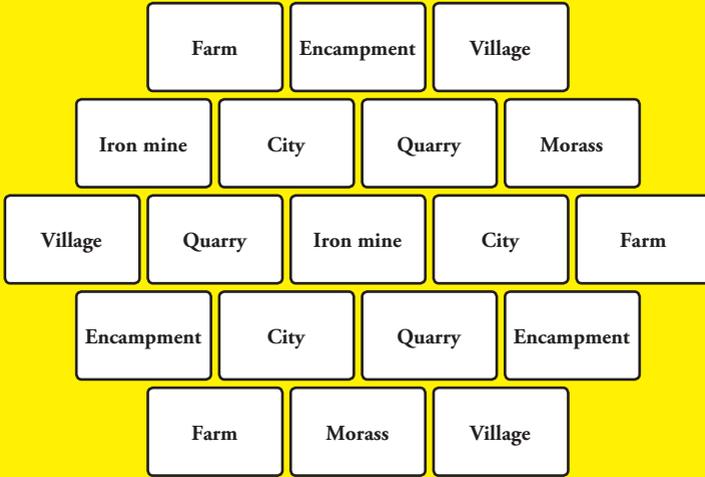
Unrest in Beanland. The kingdom has fallen apart. Bean princes in all parts of the land are trying to conquer foreign villages and cities, in order to increase the size of their parts of the kingdom. They use the profits from their bean sales to finance their attacks. At the end of the game, gold coins have no value. Instead, players only score the lands they control as victory points. Thus, the most powerful bean prince is crowned Bohnaparte of Beanland.

## Preparation

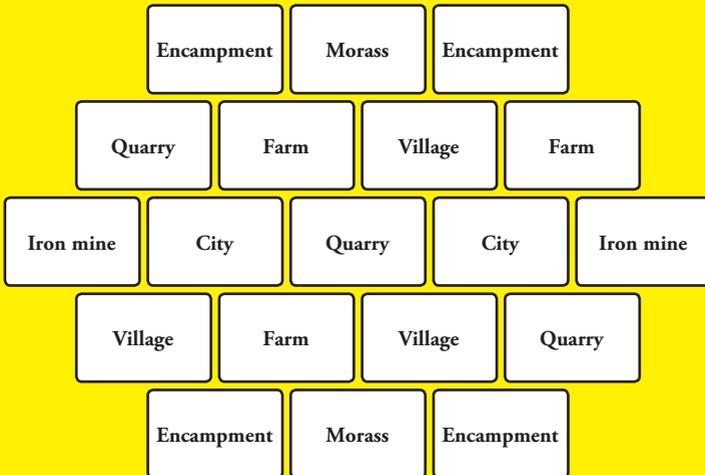
Preparation is similar to the basic game. All the cards from the basic game are used except the seven 3rd bean field cards, the wax, coffee, and cocoa beans.

In this expansion, there are horizontal landscape cards (e.g. **Farm** and **Iron mine**) and vertical player cards (e.g. **Munitions depot/Trader** and **Cannon/Cavalry**). Depending on the number of players, the players place the landscape cards, with the exception of the **Fortress**, in the middle of the table in the manner shown in the figures on pages 3 and 4, creating the game board. The players place the **Fortress** cards and the player cards (with the **Munitions depot** and **Cannon** sides face-up) near the game board in easy reach of all players.

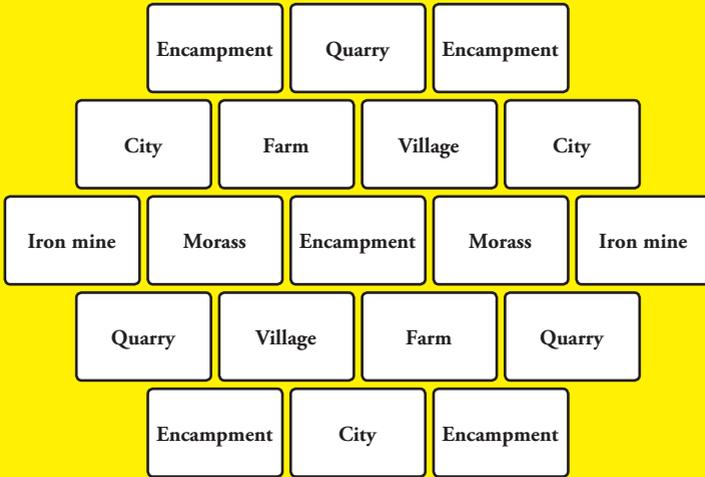
### Setup for 3 players



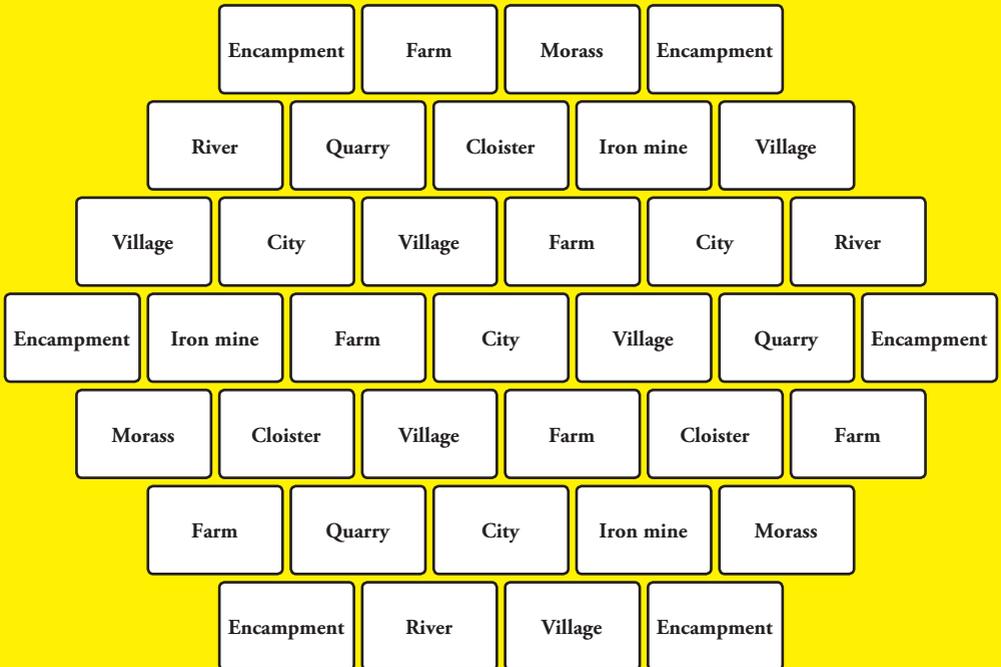
### Setup for 4 players



Setup for 5 players



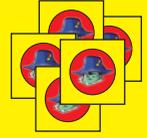
Setup for 6 players



## Encampment

The encampments come in six different colors. The players choose which colors to use when creating the game board.

After the players create the game board, they select a player and then, in clockwise order, starting with that player, each selects an encampment and takes the 12 markers matching the encampment color. Each player places one of his markers on his encampment and the rest in his play area (the area before him on the table). The encampments are the starting spaces for the players. Place unused cards and markers back in the box.



## Playing the game

The last player to select an encampment becomes the starting player for the game. The other players follow in clockwise order. On a player's turn, he does the following in the order shown:

- 1st phase: plant bean cards
- 2nd phase: draw, trade, & donate beans
- 3rd phase: plant traded, & donated beans
- 4th phase: attack
- 5th phase: draw new bean cards

The following describe the changes in the phases of the game. The known rules from the basic game are not reiterated here.

### Phase 1: Plant bean cards

This phase is the same as in the basic game with the following exception: if the player owns a Munitions depot, he can plant one or two bean cards from his hand, **as normal**, on his fields, but may **also** place them on his Munitions depot.

### Phase 2: Draw, trade & donate beans

This phase is identical to that in the basic game.

### Phase 3: Plant traded & donated beans

This phase is the same as in the basic game with the following exception: if the player owns a Munitions depot, he can plant the bean cards drawn or received in trades or as donations in phase 2, **as normal**, on his fields, but may **also** place them on his Munitions depot.

### Phase 4: Attack

This phase is new. A player may only execute an attack if he has at least one gold coin. As players do not start the game with gold coins, there will be no attacks in the early game rounds. **Each attack costs one gold coin.** A player may execute an attack **only** on his turn.

The attacker attacks with a bean card and the defender tries to repel the attack with a bean card. The players have three possibilities for the players for choosing the attack bean card and the defense bean card.

- **Hand:** the player can use a bean card from his hand for the attack or defense. The player can take a card from any position in his hand.
- **Depot:** if the player has a Munitions depot, he can use a card of his choice from his munitions depot.

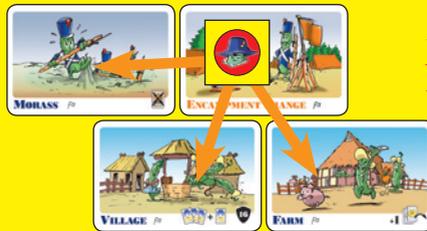
- **Stack:** the player can choose to use the top-most card from the draw stack. Of course, as it is a blind draw, the player will not know what card it is until he draws it.

*Note: neutral landscape cards (those without markers), always defend with a draw from the draw stack. The attacker's left neighbor takes the role of the defender and draws the card from the draw stack to defend the attack.*

## The attack

1) The attacker pays one gold coin. He takes the gold coin from his earnings stack and places it face-up (bean side up) on the discard stack.

2) The attacker indicates which landscape card he is attacking. He must attack a landscape card that is adjacent to one of his landscape cards (one with one of his markers).



*From the Orange encampment, Al can attack the adjacent Morass, Farm, and Village.*

3) The attacker takes a bean card from his hand, depot, or the stack and puts it face-down in his play area.

4) The defender takes a bean card from his hand, depot or the stack and puts it face-down in his play area.

5) Both combatants turn over their bean cards. The numbers on the bean cards (not beanometers) are the battle values (e.g. green bean has a battle value of 14), that can be adjusted by specific landscape cards.

6) After the attack, place both cards face-up on the discard stack.

## Result:

If the attacker's battle value is higher than the battle value of the defender, the attacker has won the battle. The attacker places one of his markers on the won landscape card. If there is already a marker there, the defender takes it back into his marker supply.

If the attacker's battle value is equal to or less than the battle value of the defender, the defender has won the battle and no markers are added or removed.

Regardless of the outcome, the attacker may pursue further attacks. The attacker may attack the same landscape card (if he lost the previous battle) or a different landscape card, as he chooses.

When the player, whose turn it is, wants no more attacks, the phase ends.

*Note: when a player loses his encampment to an opponent in a battle, he remains in the game as long as he has at least one of his markers on a landscape card on the game board (see also GAME END)*



*Example: Nathalie wants to attack Anna's Farm from her encampment. Nathalie takes a gold coin from her earnings stack and places it face-up on the discard stack to pay for the attack. Then, she takes a chili bean, battle value 18, from her hand and places it face down in her play area. Anna owns a Munitions depot and takes a card from there, also a chili bean, placing it face down in her play area. Now the players simultaneously turn over their bean cards. As the*

*battle values are equal, Nathalie's attack fails. The players place the two beans cards face-up on the discard stack.*

*Nathalie does not want to give up and chooses to attack Anna's Farm a second time. She pays another gold coin from her earnings stack, takes another chili bean from her hand, and places it face-down in her play area. Anna has no more cards in her depot and no high cards in her hand. Therefore, she tries her luck at the draw stack, placing the top-most card face-down in her play area. Now the players simultaneously turn over their bean cards. Anna's card is a green bean with battle value 14, so she loses the battle to Nathalie's chili bean. The players place the two beans cards face-up on the discard stack. Nathalie places one of her markers on the Farm and Anna takes back her marker from the Farm to her supply.*

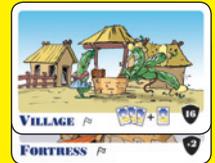
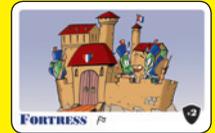
## Phase 5: Draw new bean cards

This phase is identical to that in the basic game.

### Further actions of the players

#### Build a fortress

At any time during his turn, a player who owns (occupies) a Quarry (not empty Quarry) may build a **Fortress**. He pays **two gold coins**, turns the Quarry card over to the empty Quarry side and takes a Fortress card. He places the Fortress card under any landscape card where he has one of his markers. He places the Fortress so that the information lines of the chosen landscape card and the underlying Fortress can both be easily seen. A player can have only **one** Fortress card under each landscape card. A Fortress increases the defense value of the above landscape card by two points and adds to the normal attributes of the chosen landscape card. Once chosen, the fortress location cannot be changed, even when the owner of the cards changes. The Fortress scores the owning player one additional victory point at game end.



#### Buy a Munitions depot

A player can buy a Munitions depot at any time in the game. He may even buy it during another player's turn. The depot costs **three gold coins**. Each player may only own one Munitions depot.

The Munitions depot is a storage place, where a player may store as many bean cards as there are players in the game. With five players, each can store up to five beans cards on his Munitions depot, with three players, each can store up to three bean cards, and so on.

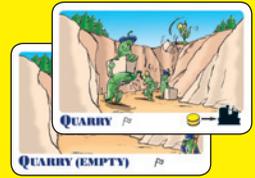


Bean cards, that according to the basic rules must be planted in phases 1 and 3, can be stored on the player's Munitions depot instead if the player wants (see also page 6). The player places them **face-down** on the depot. Beans stored on a depot may not be planted by the player, but only used for attacks. A player may choose to plant some beans and store others.

## Landscape cards

### Quarry

Each **Quarry** contains just enough stones to build a Fortress. If a player owns a full (not empty) Quarry, he can build a Fortress any time during his turn. Afterwards, the player must turn the Quarry card over to the Quarry (empty) side. A Quarry is worth one victory point at game end, whether empty or full.



### Village

A **Village** provides for better harvests. For each Village that a player owns, he draws once card more, adding it to his hand in phase 5. For example, if a players owns two Villages, he draws five cards in phase 5.



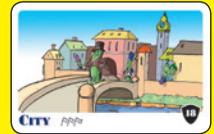
When a Village is attacked, its defensive battle value is automatically 16 if the battle value of the defensive bean card is lower (e.g. a green bean with value 14). When a Village with a Fortress is attacked, the Fortress adds 2 points to the battle value of the defensive bean card used.

If the battle value, including the Fortress bonus of 2 points is still under 16, the battle value for the Village is 16. At game end, a Village is worth one victory point.

### City

When a **City** is attacked, its defensive battle value is automatically 18 if the battle value of the its bean card is lower.

When a City with a Fortress is attacked, the Fortress adds 2 points to the battle value of the bean card used. If the battle value with the bonus is less than 18, it becomes 18. At game end, a City is worth three victory points.



### Farm

Farms provide for richer harvests. For each **Farm** that a player owns, he draws one card more from the draw stack in phase 2. For example, if a player owns two Farms, he must draw four cards in phase 2. At game end, a Farm is worth one victory point.



### Morass

Fighting in a **Morass** is difficult. Therefore, neither the attacker nor the defender may use cards from their Munitions depots in the battle. At game end, a Morass is worth one victory point.



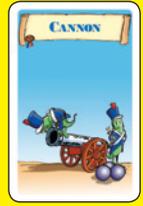
### Iron mine

If a player owns at least one **Iron mine**, he takes one Cannon card.



Cannons can be used by players attacking Cities, Villages, and other landscape cards that are protected by a Fortress. When attacking with a cannon, the attacker wins if the battle values are equal.

*Exception: however, if the attacker and defender both have a battle value of 20, the defender wins. At game end, an Iron mine is worth one victory point.*



## River

A River card cannot be crossed nor conquered. Thus, at game end, a River is worth no victory points. The **River** is just a hindrance to attacks.



## Cloister

For each **Cloister** that a player owns, at the beginning of his turn (before phase 1), the player draws the one card from the top of the draw stack. If he draws a card with a value of 6 (Garden bean) to 12 (Soy bean), he places the card directly on his earnings stack. If the value is from 14 to 20, he discards the card on the discard stack. At game end, a Cloister is worth one victory point.



## Game End

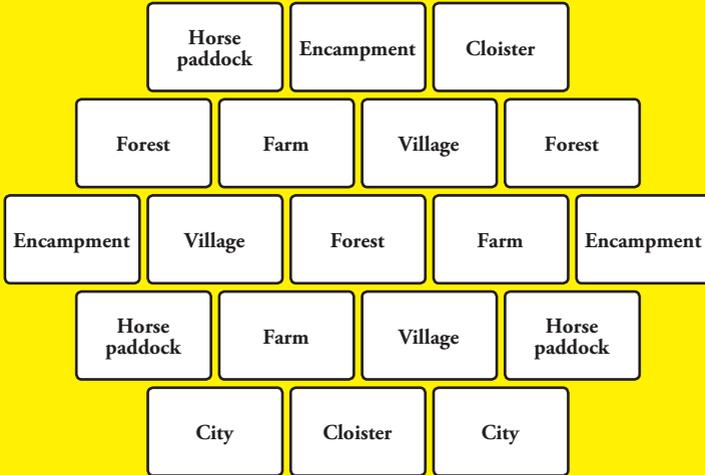
As a difference from the basic game, the game ends when the draw stack is exhausted for the fourth time. The game also ends when a player owns twelve landscape cards or when a player owns no landscape cards. In all cases, the winner is the player with the most victory points. Victory points are shown as small flags along the bottom of the landscape cards.

*Note: if the draw stack is exhausted for the fourth time during an attack and a player involved in the attack wants to draw a card, the discard stack is shuffled and placed as a new draw stack, so the player may draw a card from it. The game ends after the attack is resolved, The attacking player may not attempt a further attack - the game is now over!*

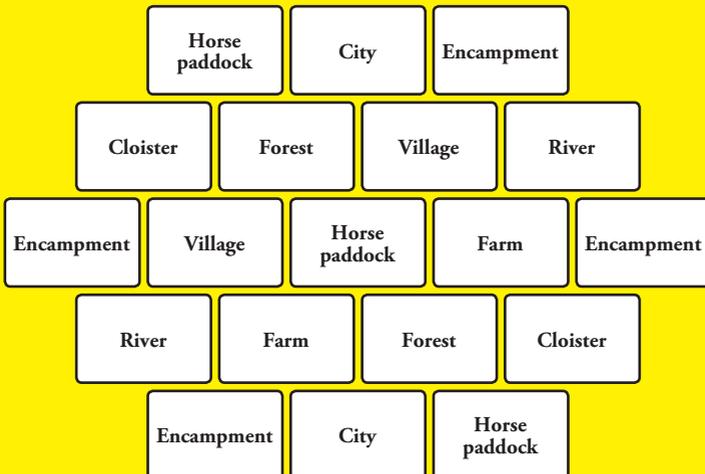
## The Cavalry variant

For the Cavalry variant, players use the same rules as above, but with some different sides of some cards. Players use the **Horse Paddock** and the **Forest** instead of the Iron mine and the Fortress. Depending on the number of players, the players place the landscape cards, in the middle of the table in a specific manner (see the figures on pages 16 and 17), creating the game board. Turn the Munitions depot and Cannon player cards to the **Trader** und **Cavalry** sides and place them near the game board in easy reach of all players. Place unused markers and cards back in the box.

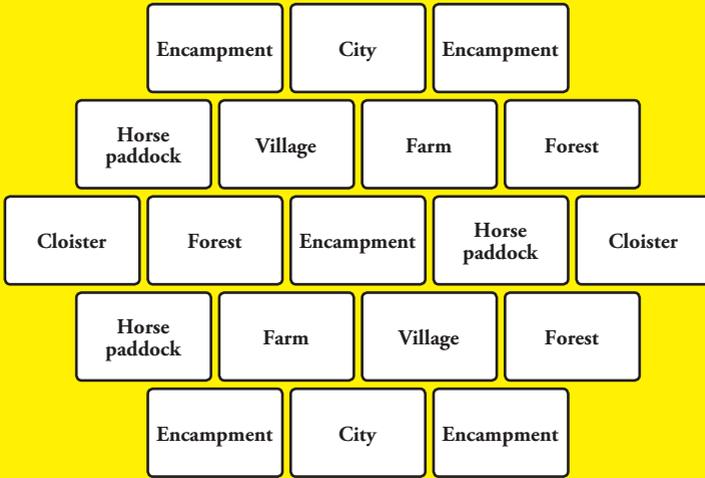
### Setup for 3 players



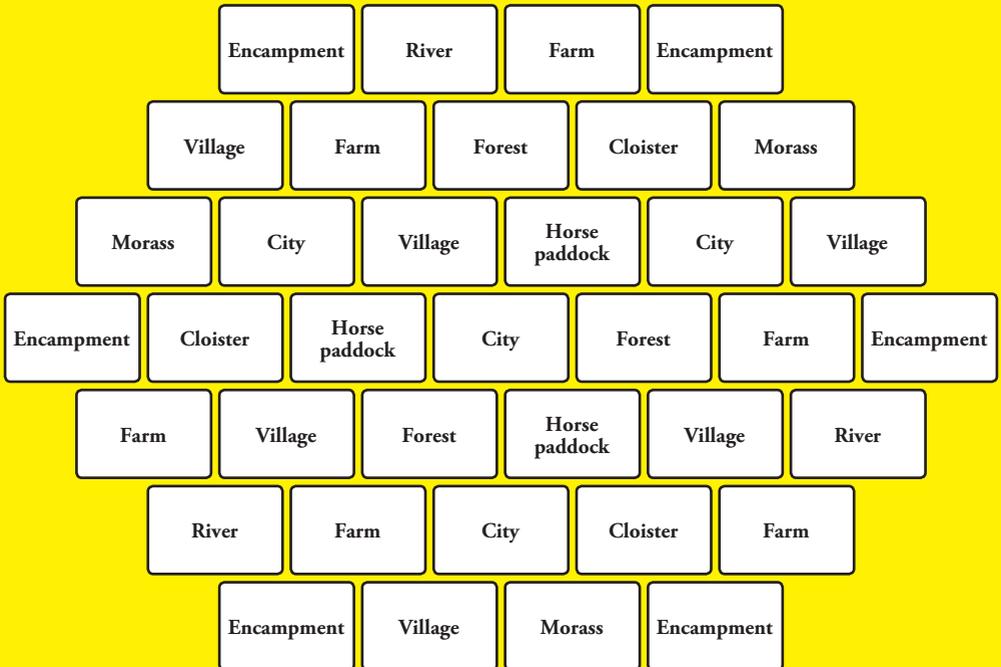
### Setup for 4 players



### Setup for 5 players



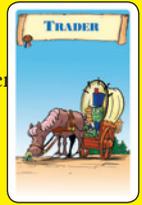
### Setup for 6 players



## Buy a trader

When a player owns a forest, he can, once in the game, at any time, buy one **Trader** for **three gold coins**. If the player later loses the Forest, he keeps the trader. Each player may only have one Trader.

The Trader provides for a somewhat regulated harvest. When a player buys a Trader, he immediately draws two cards from the draw stack and places them face-up on the Trader card.



In phase 5 of his turn the own of a Trader first places cards drawn on the Trader card, **not** in his hand. Then, he looks at **all** the cards on the Trader card and chooses as many cards to add to his hand from the Trader as he drew in phase 5. He places them at the back of his hand in the order he wants. Afterwards, there will remain always two cards on the Trader. Thus, the player has some control of the cards he adds to his hand.

## Landscape cards

### Horse paddock

When a player owns a **Horse paddock**, he immediately takes the corresponding **Cavalry** card.

To make clear which Cavalry card goes with which Horse paddock, the horses' colors match on the corresponding cards. When a player loses a Horse paddock, he loses the Cavalry. At game end a Horse paddock is worth one victory point.

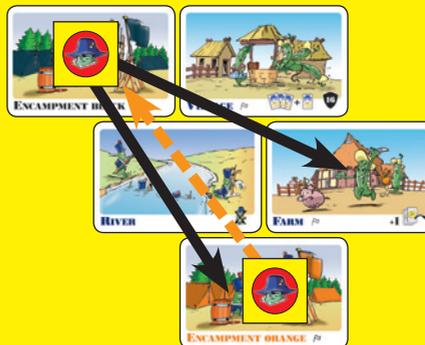


### Forest

Only when a player owns a **Forest**, can he buy a trader. When a Forest is attacked, its defensive battle value is automatically 17 if the battle value of the its bean card is lower. If a player owns a Forest, he can cross an adjacent River to attack a landscape card adjacent to the River. At game end, a Forest is worth one victory point.



*Example: from the Black encampment, Kevin can attack the Farm or the Orange encampment when he owns a Forest. Similarly, Orange can attack black if it has a forest.*



### Phase 4: Attack (with Cavalry)

If a player owns a Horse paddock and the corresponding Cavalry, he **may** choose to send his Cavalry in an attack. In this case, the attack may run up to two battle rounds.

In the first battle round, the attacker uses his Cavalry as his battle card. The Cavalry have a battle value of 17. The defender chooses his battle card as normal.



If the attacker wins the battle with his Cavalry, he leaves the Cavalry card in his play area as normal. There will be no second battle round. If the Cavalry is defeated, the player turns the Cavalry card “on its head” in his play area and the battle goes to a second battle round.

The second battle round is run as normal as described on pages 7-10.

Defeated Cavalry remain “on their heads” until just before phase 1 of the next game round when players turn them back “on their feet”. They can then be used for attacks in the new game round.

If a player has more than one Cavalry unit, he must indicate which Cavalry unit he sends into battle. He may only use one Cavalry unit per attack. If a Cavalry unit is defeated, he can use a different Cavalry unit in a subsequent attack. An undefeated Cavalry unit can be used in several attacks during a player’s turn, as long as they remain victorious. Each attack costs always one gold coin, whether it is conducted with or without Cavalry, and independent of the number of battle rounds.

*Note: a player need not use his Cavalry in an attack. When a player attacks a City or a Forest, for example, using Cavalry makes no sense, as the City has a battle value of 18 and the Forest has a battle value of 17. However, a player may choose to send his Cavalry to certain defeat if he believes an opponent will conquer the corresponding Horse paddock. Thus, he “robs” his opponent of the immediate use of the conquered Cavalry. When a player conquers a Horse paddock from an opponent, he takes the corresponding Cavalry in the same orientation as they are: either “on their head” or “on their feet”. Depending on this orientation, the player may use his new Cavalry immediately or not until his next turn.*

### Variants

- For a shorter game, end the game when the draw stack is exhausted for the third time. If players want a longer game with more attacks, they should play until the draw stack is exhausted for the fifth time. This is especially good with six players.
- Players may choose to use different game board setups as long as players use the board shapes shown in the examples. With three players, the players could create a pyramid-shaped game board with 5 or 6 steps and the encampments in the corners of the pyramids.
- The players can also place the cards unstaggered as a chess board. In this case, players may not attack diagonal landscapes.
- The players may also use landscapes from Bohnaparte when playing the Cavalry variant. With these, the Beanland can be larger and players will have greater opportunities for play.

## Meaning of symbols on the cards



victory points



minimum defense  
value of 16



minimum defense  
value of 17



minimum defense  
value of 18



defense value  
increased by 2



attacker wins ties  
against Villages, Cities,  
and landscapes protected  
by Fortresses



two gold coins to buy  
a Fortress



use of Munitions  
depot is not allowed



draw one extra card  
in phase 5



draw one more card  
in phase 2



battle value of 17



player takes the  
corresponding  
Cavalry



River cannot be  
crossed or conquered



River can be crossed



pay three gold coins  
for a Trader



draw a card, if it has  
value of 6-12, take it  
as a gold coin

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

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