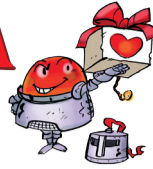




BOHNANZA THE DUEL

“ONLY ONE WILL WIN!”

from **Uwe Rosenberg** with Illustration from **Björn Pertoft**
Players: 2 persons • Age: 13 + • Length: about 45 minutes



OVERVIEW

In this exciting bean duel, the players grow various varieties of beans and harvest them to earn Gold coins. Each player can “gift” their opponent beans they do not want (and their opponent also does not?). Your goal is with any Bohnanza game is to earn more Gold coins than your opponent. Bohnza cards will help you earn additional Gold coins if you can arrange to plant specific bean varieties in a specific order in a bean field. The player who earns the most Gold coins is the winner.

CONTENTS & PREPARATION



Each player takes a bean field tableau, placing it on the table in easy reach. Throughout the game each player will always have exactly **three** bean fields available.

Shuffle the **32 Bohnus cards** and put them as a supply with the side showing Gold coins up in the middle of the table in easy reach of both players.



Place the **eight Gift Cards** (in descending order as shown to the left) face up to the right of the Bohnus card supply.

The game has **104 bean cards** of eight different varieties. How often a variety is in the game is shown by the numbers in the top corners of the respective bean card.



Shuffle all bean cards and give each player **3 cards**, which they place with the Gold coin side showing as their beginning Gold coin stack. Place the remaining bean cards as a supply with the Gold coin showing next to the eighth gift card. Now, each player draws **five beans cards, one at a time**, as their starting hand and then draws **three Bohnus cards**, placing them behind the five bean cards.



Note the most important rule of the game:

Players may never change the order of the bean cards in their hands. The first drawn card in your hand is the first card. Each additional card that you draw, put behind it. The three Bohnus cards need not heed the hand card order requirement.

PLAYING THE GAME

The players choose a starting player. That player is the first active player and takes the following four actions:

1. Plant one or two cards from your hand into bean fields.
2. Draw three bean cards and gift one bean card.
3. Plant drawn and gifted cards.
4. Draw two bean cards and possibly Bohnus cards



The two major planting rules:

- You may have different varieties of beans on each of your fields.
 - You may plant a bean card with the same number (variety) or a card with the next higher number (variety) as the previous bean card in the row.
- Plant the bean cards overlapping each other on your fields.

1st Phase: Plant one or two cards from your hand into bean fields.

You **must** plant the first bean card in your hand in one of your bean fields (see figure on the right). Plant a card to begin or add to a bean row.



Then you **may** plant a second bean (now the first bean card in your hand - see figure on the right). You may not plant a third bean card in this phase. Plant a card to begin or add to a bean row.



When you must plant a bean card, but have no legal field to plant the card, you must first harvest a field (see “The Bean Harvest”).

2nd Phase: Draw three bean cards and gift one bean card.

Draw the top 3 cards from the supply and place them in front of you.

Example 1: Uwe draws a soy bean, a red bean, and a blue bean.

The drawn cards belong to you. They are available to you for planting on your fields or to give to your opponent.

Gifting bean cards

- The active player must offer the opponent a bean card (variety) as a gift.
- You may do so by offering one of the three drawn bean cards or any bean card from your hand (see “Bluffing!”).
- To offer a bean card to your opponent, slide the Gift Bean card matching the variety you wish to offer across the table toward your opponent.



Example 2: Uwe pushes the soy bean Gift Card toward Susanne, indicating this is his gift offer.

- Your opponent now has the choice to accept or reject your gift.
- If they accept the gift, they take the offered card (not the Gift Card) and place it sideways near their bean fields.
- If they refuse, they must offer a bean card to you.

Your opponent may offer one of the bean cards from their hand or may bluff. In either case, your opponent pushes the corresponding Gift Card in your direction.

You now must choose to accept or reject your opponent’s gift.

Example 3: Susanne does not want the offered soy bean. Therefore, she chooses to offer a blue bean and pushes the blue bean Gift Card in Uwe’s direction.





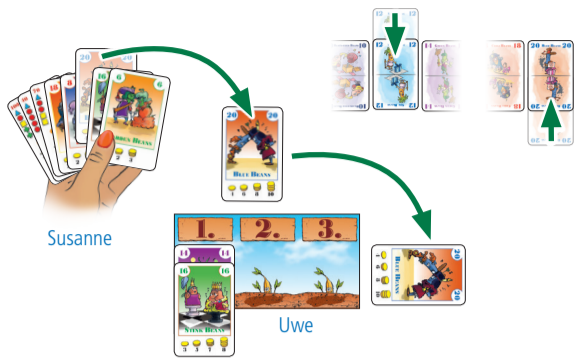
Important: Once the Gift Card of a variety has been pushed in a player's direction, this Gift Card may not be pushed again in this phase as a gift offer.

🔪 This continues until one player accepts a gift

🔪 Only with this last gift offered and accepted does a bean card change owners. The player who takes the gift, places the bean card sideways near their bean fields.

🔪 Then the players return the Gift Cards back in line with each other, completing this phase.

Example 4: Uwe accepts the gift. Susanne takes a blue bean from her hand and gives it to Uwe. Uwe places the blue bean card sideways next to his bean fields and slides both the used Gift Cards back in their row.



Bluffing!

Each player may bluff. Bluffing means that you offer a bean card as a gift that you do not have available to give your opponent. If your opponent rejects this offer, you are lucky. However, if your opponent accepts the offer, you will give them one of your Gold coins from your Gold coin stack as a compensation for your bluff. Your opponent then adds the Gold card to their Gold card stack.

3rd Phase: Plant drawn and gifted cards.

First, you, as the active player, plant the drawn and gifted cards still in your area on your bean fields. The order in which you plant the bean cards is up to you.

Note: You may discard one of the cards you drew (not one that was gifted) on the discard stack.

If your opponent has accepted a gift card, they now plant it in one of their bean fields.

Example 5: Uwe plants the two blue beans in his 2nd bean field. He plants the red bean in his 3rd bean field. He discards the soy bean.

When a player has no appropriate field to plant a bean card, the player must first harvest a field (see "The Bean Harvest"), before then planting the bean card.



4th Phase: Draw two bean cards and possibly Bohnus cards

The active player now draws two bean cards from the supply, adding them to the back of their hand, without changing the order.

Then each player may discard a Bohnus card from their hands. Then each player draws (active player first) Bohnus cards from that supply until they each have three Bohnus cards in their hands. The 4th Phase is complete and your opponent becomes the active player.

Please note: Players may immediately fulfill a drawn Bohnus card in the 4th Phase (see "The Bohnus cards"). But then the player may not draw a further Bohnus card in this phase. When the Bohnus card supply is empty, shuffle the discard stack and place it as a new supply.



THE BOHNUS CARDS

Each Bohnus card has the value of a Gold coin plus the penny amount shown on the card (10, 40, 70, 100 pennies).

At any time in the game, whether you are the active player or not, you may fulfill a Bohnus card. Each Bohnus card has 1-4 different symbols in different frequencies. Each symbol stands for any different variety of bean. The arrangement of the icons shows the order in which the varieties must lie in a field to fulfill the Bohnus.

You can fulfill a Bohnus card as soon as you match that the sequence of beans on a field with the order of the icons on this Bohnus card.

It does not matter whether it is your field or the field of your opponent.

Note: The last planted bean card in the field must be part of the match. Show your opponent the Bohnus card and the field which matches. Then put the Bohnus card on your Gold coins stack.

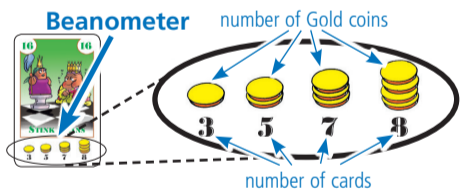


THE BEAN HARVEST

Any time in the game you may harvest your bean fields, even if you are not the active players. Each of the beans has its own "Beanometer". It shows you how many Gold coins you earn for the harvest of a certain number of bean cards in a field.

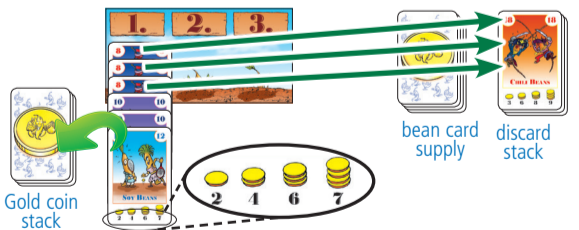
Note: For some harvests you will receive no Gold coins (if you have too few bean cards in the field).

The Beanometer for a stink bean means: For a harvest of 1 or 2 bean cards, you will earn no Gold coins. For 3 or 4 bean cards you will earn 1 Gold coin. For 5 or 6 bean cards you will receive 2 Gold coins, for 7 bean cards 3 Gold coins, and for 8 or more bean cards 4 Gold coins.



- 1 Count all the cards in the bean field that you want to harvest. It does not matter how many different varieties of beans are in the field.
- 2 Look at the Beanometer on top-most (last planted) bean card in the field. This Beanometer determines what you earn for this harvest.
- 3 Turn as many cards as this Beanometer shows you earn to the Gold coin side of the card.
- 4 Place these cards on your Gold coin stack.
- 5 Place the remaining cards on the discard stack.
- 6 After the harvest of a field, the harvested field is always empty.

Example 6: Susanne has 3 red beans, 2 black-eyed beans and 1 soy bean on a field. According to the Beanometer on the soy bean, she earns 3 Gold coins for 6 cards. Susanne turns three cards to the Gold coin side and places them on her Gold coin stack. She places the other 3 bean cards on the discard pile.



The Bean protection rule

You may not harvest a field with a single bean card if at least one of your fields has more than one bean card.

GAME END

As soon as the supply is empty the game ends after the 3rd Phase. Then both players play any Bohnus cards they can and harvest their bean fields. The bean cards in players' hands have no value. Now the players count the cards in their Gold coin stacks. Each Bohnus card is worth a Gold coin plus the penny amounts (100 pennies = 1 Gold coin). The player with the highest value is the winner. In the event of a tie, the starting player loses.



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