

Quick Tips (use along with the original instructions)

Bohnanza (3-5 players)

Setup:

- Give each player a **bean field mat**. For 3 players, use the side with 3 fields. For 4-5 players, use the side with 2 fields.
- For your first game, **remove the expansion pack set of beans** - cocoa, wax and coffee. See Instructions p.7 to include in games or with up to 7 players.
- **Shuffle the bean cards** together and **deal 5 cards to each player face down**.
 - **Take these 5 cards into your hand as dealt. You cannot change the order in your hand. The rightmost card will be your first card to play.**
- Place all other cards face-down (coin side up) in a draw pile in the middle.

How to Play:

- Give the first player the Starting Player Card. A turn has 4 phases in order:
- 1. Plant bean cards from your hand**
 - You must plant the **1st card** from your hand in one of your fields. Each field can only have 1 bean type at a time so you may need to **harvest** a field first.
 - **Optional:** You can choose to plant **1 more card** -the next one in your hand.
 - 2. Reveal 2 cards from draw pile and trade and/or plant bean cards**
 - Turn over the top 2 cards from the draw pile and put them face-up.
 - If you don't want to plant 1 or both cards drawn, you must make a **trade(s) before planting**. See Instructions p. 4 for trading rules. Fun part, you can make up your trades as long as they follow the rules. All players involved must place traded cards sideways beside their mat, **not in their hand**.
 - 3. Plant turned-over and traded bean cards**
 - Plant any turned-over cards that weren't traded. All players with sideways cards (from trading) must plant those beans. You may need to harvest first.
 - 4. Draw 3 new cards** and put them at the back of your hand. Your turn is over.

Harvesting (see Instructions p. 5 for harvesting rules):

- **At any time during your turn**, you can remove **all** the beans from one of your fields. Each card shows at the bottom how many coins you get for harvesting different numbers of beans. Example: if you earn 2 coins, keep two cards for the two coins in your "money pile" and discard the rest.

Game End: When the draw pile runs out, harvest your fields. Most coins wins!