

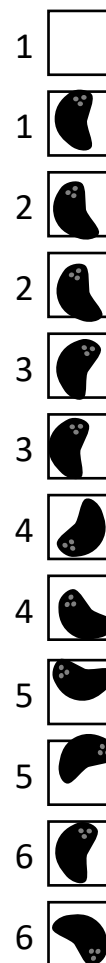
The Market Cellar Bean-Off

Beans are in demand. You are all farmers. Prepare for Market, and may the best beaner win!

1. *Materials*

- a. Requires 3 colors of 6-sided dice, 1 die of each color per player. Assign each color one of the following roles:
 - i. Sow Die
 - ii. Reap Die
 - iii. Compost Die
- b. Requires 1 “Time Slot” per player: a card, straw, or similar object (even a die always set to once face). All players should have the same object. All cards should be of different ranks, straws of different lengths, or an analogous differentiation for a similar object.
- c. Requires 11 “Beans” per player (dry pinto beans, tic-tacs, or similar objects.)
- d. Requires 1 small sheet of paper per player.

Fig 1.



2. *Setup:*

- a. On each sheet of paper, draw 12 ordered spaces. Do *not* number them 1-12.
- b. Mark the rows from 1 to 6 on the outside of the spaces, incrementing every other row and leaving the inside of each space blank. See *Fig 1.* on the right.
- c. Place the 11 Beans on the spaces, covering all but one ‘1’ space on each player’s track.
- d. All players randomly draw a Time Slot. The player who draws the lowest Time Slot may immediately score a 6 in their uncovered space by writing 6 inside the space.

3. *Gameplay*

- a. **Night:** Each round represents 24 hours, starting with night. During Night, players act simultaneously.
 - i. Each player chooses and rolls a color of dice. Some or all of the players can choose the same color.
 - ii. All players pair their rolled die with their Time Slot, and move all the pairs into a pool in the center of the table.
- b. **Morning:** During Morning, players take turns in the order of their Time Slots, from highest to lowest.
 - i. On a turn, a player drafts one of the pairs from the pool constructed during Night.
 - ii. As the drafting begins, make sure you remember which Time Slot you put into the pool so you know when your turn is.
 - iii. The Time Slot they draft determines their place in the order the next Morning.
- c. **Afternoon:** During Afternoon, players return to acting simultaneously. Each player uses the value on the die they drafted from the center. If they cannot or do not want to use the value, they do not have to.
 - i. With a **Sow Die**, you remove a Bean from your track from a row marked with the number on the die.
 - ii. With a **Compost Die**, you may remove a Bean from your track from a row marked with the number on the die, and additionally write in a score of 0 in that space. When you roll a Compost Die, you can choose to use either the number on the top or the bottom of the die.
 1. *Example:* If you draft a 6 Compost Die, you can remove a bean and write a 0 on either the 1 space or the 6 space.

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- iii. With a **Reap Die**, you can write the number on the die for score in the highest empty space on your track. (A space is empty if it is not covered by a Bean or a previous score.) You cannot score with a Reap Die on a space lower than your highest Bean.

1. *Example:* Looking at Fig. 2 on the left, the only legal space to write in a number is the 2nd from the top, just below the 4. After writing a number in that space, the Bean on the highest 2 space must be Sowed or Composted to write in another space.

- d. **Market (Game End):** When any player has written a score in all 12 spaces, the game ends, and the player with the highest total score wins. Your total score is the sum of the spaces you have written numbers in.

4. *Strategy Tips*

- a. **Sow, then Reap:** In the early game, Sow dice are generally advantageous. Removing all of the beans will take a significant amount of time.
- b. **Composting:** Taking a score of 0 is a heavy price, but the flexibility of being twice as likely to remove your highest Bean is where the value in this lies. Composting is especially useful if you have Sowed many of your slots other than your highest Bean, and it is preventing you from Reaping any of the spots you cleared.
- c. **Quality versus Quantity:** If you are the closest to filling out your track, slow down. It is better to waste a turn (remember—you are never obligated to use the value you drafted) than to take a score of 1 or 2. If, on the other hand, you are farther behind, and someone is close to ending the game.... every point matters.
- d. **Institutionalized Poverty:**
 - i. If you have the lowest Time-Slot, you may often get stuck drawing the lowest Time-Slot next round, unless you roll something that is appealing enough for the other players to take.
 - ii. Therefore, if you do not have the lowest Time-Slot, you should only take that Time-Slot if the die paired with it is especially appealing to you. It is a trap that can last for several rounds.
 - iii. Being in the lowest Time-Slot only becomes more painful as the game goes on, as your choices begin to matter more and being stuck with the worst choice becomes worse.
- e. **Organization:** During Night, keeping the pair you are adding to the pool close-ish to you can help you remember your Time-Slot during Morning. You still may have to remember your number if your pair is drafted before your turn, but this makes things easier.

Fig 2.

