

# HIGH BOHN

**Bean duel at high noon!**

players: 3 - 5 players	Contents:
age: 12 and up	36 building cards
length: 45 minutes	22 Cognac beans
author: Hanno Girke	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 land-owners earn bonus thalers. 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 thalers at the end is the winner. Players add together the thalers from the earnings stack, 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	number of each	building type	
4 or more buildings costs	3 players, max. two each		
• bonus thalers:	4 players, max. three each		
• 4 buildings = 1 thaler	5 players, max. four each		
• 5 buildings = 2 thalers			
• 6 buildings = 3 thalers			
• 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			

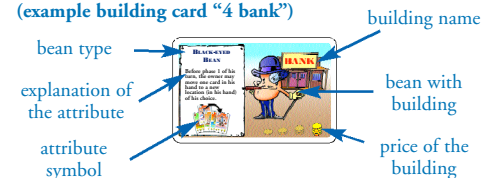
summary card

## 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 thalers. The higher the price, the better attribute the building offers its owner.

**Note:** although a player discards the thalers invested in buildings, they are not lost as the building price counts toward a player's 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 thalers of the corresponding bean type. For example, to buy one of the four Saloons, a player must spend thalers with green beans on the other side and to buy one of the banks, a player must spend thalers 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 thaler has no significance!

The price of a building is shown by the golden stack of thalers at the bottom of the card. Thus, the 3 Saloon costs 3 thalers, but each must have a green bean on the other side. Similarly, the 1 Bank costs one thaler with a black-eyed 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 thalers. 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 bean thalers 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 points for their buildings at game end (see **GAME END**).

Depending on the number of players, some building cards will be removed 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, the other two buildings of this type are removed 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, the fourth building of that type is removed 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:** only with five players will no buildings be removed 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, the more information on these cards is detailed below.



#### Garden bean ' Gold mine

The owner of the **2 Gold mine** pays only 1 thaler 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 thaler (from the discard stack), for each 8, 6, or 5 thalers 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

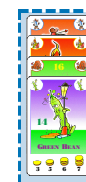
The attribute of the **2 Farm** allows a player to plant soy beans in a field that already has other beans (numbered 14 or higher). If a soy bean is already on a bean field, the player cannot use the **2 Farm** for that field. The player may continue to plant both

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 thalers from a harvest that would normally earn him **exactly** 4 thalers. 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 thalers.



#### 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



example of  
bean stew

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 thalers so earned under the saloon. Thus, he may not use such thalers to buy buildings or a 3rd bean field. At game end, these thalers 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). If any blue bean harvest results in a payment of at least one thaler, the owner of the 4 jail, takes one thaler from the discard stack as a bonus for have 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 thaler.

### 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 thalers in his earnings stack, including thalers from building like 3 or 4 saloon. Next he adds the Indian tipi thalers and the prices he paid for all his buildings. If a player owns four or more buildings, he earns bonus thalers for his buildings as shown below:

for 4 buildings = 1 bonus thalers  
for 5 buildings = 2 bonus thalers  
for 6 buildings = 3 bonus thalers  
for 7 buildings = 5 bonus thalers  
for 8 buildings = 8 bonus thalers

The player with the most thalers is the winner!

**Example:** a player has 6 thalers 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 thalers. His 4 Indian tipi earns the player an additional thaler for each thaler in his earnings stack - in this case, 1 thaler. As he has six buildings, he earns 3 bonus thalers for the buildings. Thus, his total score for the game is  $6+19+1+3 = 29$  thalers.

### 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 thalers earned to the owner of the **3 Distillery**. The player harvesting the bean stew chooses which thaler 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 thaler to the owner of the 3 distillery. At game end, the thalers 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.



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

Rio Grande Games, PO Box 45715, Rio Rancho, NM 87174  
www.riongrandegames.com, E-Mail: riogames@aol.com

© AMIGO Spiel + Freizeit GmbH, D-63128 Dietzenbach, MMI

Version 1.0

# BOHNANZA

## PLUS EXPANSION

from Uwe Rosenberg



players: 3 - 7 players	Contents:
age: 12 and up	39 order cards
length: 60 minutes	3 Field beans
	14 bean field cards

### 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.

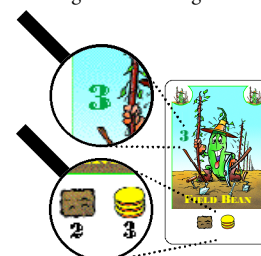
### Preparation

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.

12

### 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 thalers. 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.



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

### Number of players & bean types

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

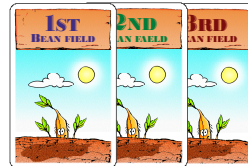
- With 6 or 7 players:** remove the Garden beans, the Cocoa beans, and the Field beans.
- The dealer deals **three cards** to the player to his left, **four cards** to the next left player, **five cards** to the next left player, and **six cards** to the other three or four players (including himself).

13

- 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.

#### 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.

14

#### The order cards

The order cards give players a way to earn additional thalers 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

15



can confirm that he has filled his order. Once confirmed, he places his order card face-down on his earnings stack as a thaler. 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.

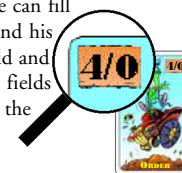
*Example: the order "3/4" is filled when a player has three beans on his 1st bean field and four beans on his 2nd bean field.*



Order

16

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



17

### Playing with order cards

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

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

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 thalers.

 **With 6 or 7 players**: the 3rd bean field costs 3 thalers.

### 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 thaler 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.

### Variants

- ♣ At the end of the game, the players may plant and sell, adding the thalers 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.

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

Rio Grande Games, PO Box 45715, Rio Rancho, NM 87174  
www.riongrandegames.com, E-Mail: riogames@aol.com

© **AMIGO** Spiel + Freizeit GmbH, D-63128 Dietzenbach, MMIVersion 1.0