

# BOHNAPARTE

**Liberté Egalité Bohnnité!**  
from Hanno Girke / Uwe Rosenberg

players: 3-6 players    age: 12 and up    length: 90 minutes

## Contents:

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

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 part of the kingdom. They use the profits from their bean sales to finance their attacks. At the end of the game, bean thalers 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.

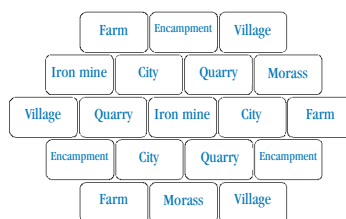
## Preparation

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.

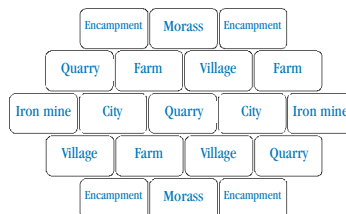
In this expansion, there are horizontal landscape cards (e.g. **Farm** and **Iron mine**) and vertical player cards (e.g. **Munitions depot/Trader** and **Cannon/Cavalry**). Depending on the number of players, the players place the landscape cards, with the exception of the **Fortress**, in the middle 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.

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## Setup for 3 players

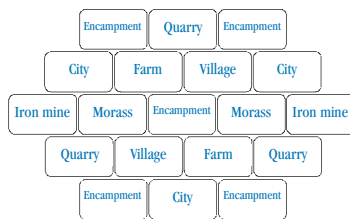


## Setup for 4 players

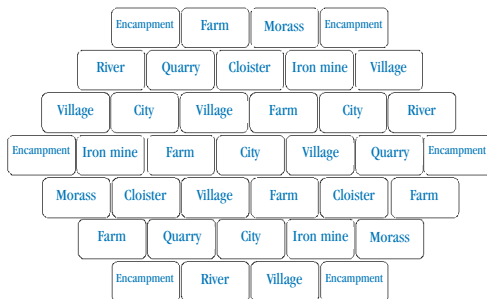


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### Setup for 5 players



### Setup for 6 players



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### 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:

- Phase 1: Plant bean cards
- Phase 2: Draw, trade & donate beans
- Phase 3: Plant traded & donated beans
- Phase 4: Attack
- Phase 5: Draw new bean cards

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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 bean thaler. As players do not start the game with bean thalers, there will be no attacks in the early game rounds. **Each attack costs one bean thaler.** 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.

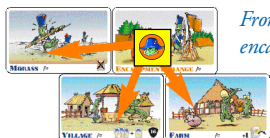
 **Depot:** if the player has a Munitions depot, he can use a card of his choice from his munitions depot.

 **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 bean thaler. He takes the thaler 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 discardstack.

#### **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:** Uwe wants to attack Hanno's Farm from his encampment. Uwe takes a bean thaler from his earnings stack and places it face-up on the discard stack to pay for the attack. Then, he takes a chili bean, battle value 18, from his hand and places it face down in his play area. Hanno owns a Munitions depot and takes a card from there, also a chili bean, placing it face down in his play area. Now the players simultaneously turn over their bean cards. As the battle values are equal, Uwe's attack fails. The players place the two beans cards face-up on the discard stack.*

*Uwe does not want to give up and chooses to attack Hannos' Farm a second time. He pays another bean thaler from his earnings stack, takes another chili bean from his hand, and places it face-down in his play area. Hanno has no more cards in his depot and no high cards in his hand. Therefore,*

*he tries his luck at the draw stack, placing the top-most card face-down in his play area. Now the players simultaneously turn over their bean cards. Hanno's card is a green bean with battle value 14, so he loses the battle to Uwe's chili bean. The players place the two bean cards face-up on the discard stack. Uwe places one of his markers on the Farm and Hanno takes back his marker from the Farm to his 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 bean thalers**, 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 bean thalers**. 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.

## Land scape 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.

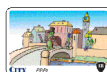
### Village



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 player 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 defensive 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.

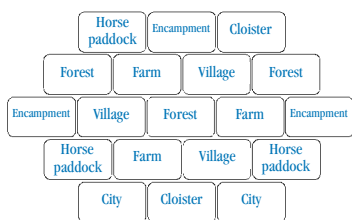
**Note:** if the draw stack is exhausted for the fourth time during an attack and a player involved in the attack wants to draw a card, the discard stack is shuffled and placed as a new draw stack, so the player may draw a card from it. The game ends after the attack is resolved. The attacking player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

#### The Cavalry variant

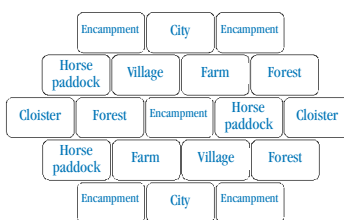
For the Cavalry variant, players use the same rules as above, but with some different sides of some cards. Players use the **Horse Paddock** and the **Forest** instead of the Iron mine and the Fortress. Depending on the number of players, the players place the landscape cards, in the middle of the table 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** and **Cavalry** sides and place them near the game board in easy reach of all players. Place unused markers and cards back in the box.



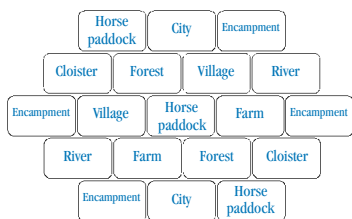
### Setup for 3 players



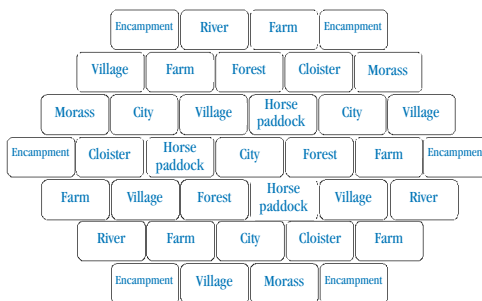
### Setup for 5 players



### Setup for 4 players



### Setup for 6 players



### Buy a trader



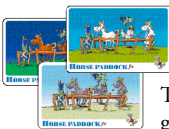
When a player owns a forest, he can, once in the game, at any time, buy one **Trader** for **three thalers**. If the player later loses the Forest, he keeps the trader. Each player may only have one Trader.

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.

### Land scape 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

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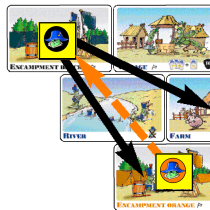
horses' colors match on the corresponding cards. When a player loses a Horse paddock, he loses the Cavalry. At game end a Horse paddock is worth one victory point.

### 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 attacker. In this case, the attack may run up to two battle rounds.

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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 thaler, 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 the 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 thalers to buy a Fortress

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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 thalers for a Trader



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

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The author of this Bohnaparte expansion, including the Cavalry variant, is Hanno Girke. The author of the basic Bohnanza game is Uwe Rosenberg.  
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If you have questions, comments, or suggestions, please write:

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