

SPACE BEANS



Beans rule the galaxy!



OVERVIEW

The Universe is filled with an infinite number of bean fields. Join the voyages of the galactic bean traders in their search for valuable SpaceBeans. SpaceBeans are extra-terrestrial life-forms in the shape of beans. Lightyears from the earth the traders travel among the stars to bean fields where no man has gone before. A collection of SpaceBeans can bring high profits for bean traders. The trader who finishes with the most valuable SpaceBeans is crowned the "Lord ruler of the Beaniverse".



PREPARATION

Choose the most alien player to be the dealer. That player shuffles all cards and deals three cards face-down to each **other** player and places the remaining cards face-down in the middle of the table as a draw stack. The **other** players take their cards in their hands.



PLAYING THE GAME

The player to the left of the dealer begins the first round. Play follows clockwise around the table. During a player's turn in the first round a player does the following three things in the order specified:

1. Draw two cards
2. Start a collection
3. Give away all cards in hand

When every player, including the dealer has taken **one** turn, the first round is over. The game continues with players taking turns in clockwise order, but all subsequent rounds give players four things to do, which are done in the order shown below:

1. Draw two cards
2. Convert collection(s)
3. Expand a collection or start a new one
4. Give away all cards in hand

The first two are optional; the last two are required.

The first round

1. Draw two cards

The player **may** draw exactly two cards from the draw stack and put them in his hand. The player may not draw just one card, but the player may choose to draw no cards.



2. Start a collection

The player **must** begin a collection with one or more SpaceBeans of the same variety (cards of the same color). A collection is a set of one or more cards of the same variety (color) of SpaceBeans. The player places the cards face-up on the table.



Example 1: Leia has five cards in her hand: two yellow beans valued 8 and 9, a violet 3 bean and two red beans valued 3 and 6. Leia chooses to play the two red beans on the table before herself.

3. Give away all cards in hand

The player now gives all cards remaining in his hand, face-down, to the player on his **right**. This player adds the cards to his the hand. Afterwards, play continues clockwise around the table.

The second and all following rounds

1. Draw two cards

This is the same as in the first round, with one exception: if the player does not have any cards in his hand at the beginning of his turn, he **must** draw two cards. When the last card is drawn from the draw stack, the player shuffles the cards in the discard pile and places them face-down to form a new draw stack.

2. Convert collection(s)

The player **may** convert collections of SpaceBeans. A player may have two collections of SpaceBeans on the table: one open (face-up) and one secret (face-down) (see 3. Expand a collection or start a new one). Only the player who played the secret collection may know its contents. The player may look at his secret cards at any time to remind himself of its contents.



The player may convert only his open collection. When he does this, he must immediately open a secret collection if he has one. Thus, the secret collection becomes the open collection. He may now choose to resolve this new open collection immediately or leave it as his open collection.

from Uwe Rosenberg

2-6 players
aged 10 and up
length: about 45 min.

CONTENTS:

105 cards with seven different varieties of SpaceBeans. One each of the values 1-3 in each variety and two each of the values 4-9 in each variety.

1 rule booklet



A player may draw exactly two cards from the draw stack.

Any number of SpaceBeans of the same variety must be played as a collection.



When playing with two, the player gives the cards to his opponent face-up.

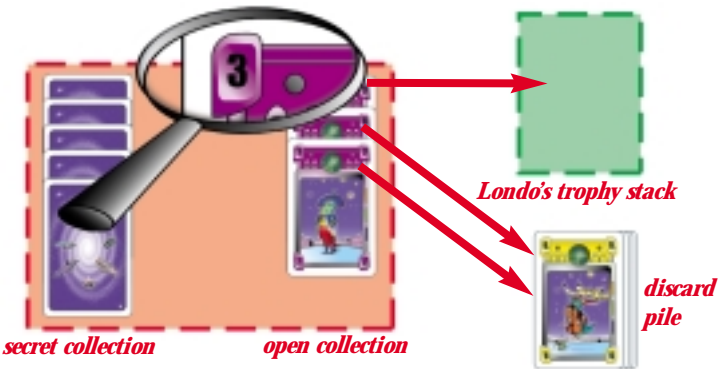


When a player converts a collection, he must convert his open collection. After the conversion, the secret collection becomes open and then may be converted.



How is a collection converted?

A collection may have value when it is converted. Its value is the number of cards in the collection **if** the collection contains a card whose value is equal to the number of cards in the collection. Otherwise, the collection is worthless and all cards are discarded. If the collection has value, the player places the appropriate card face up in his trophy stack. He puts all other cards face up on the discard pile.



Example 2a: Londo has two collections. The open collection of three violet beans is worth 3 trophy points because the collection includes a card with the value 3. Londo converts the violet collection. He places the card with the value 3 face-up in his trophy stack and puts the violet cards valued 6 and 7 face-up in the discard pile.



Example 2b: Londo's secret collection immediately becomes his open collection. It is a grey bean collection with five cards. It is worth five trophy points because the collection includes a card with the value 5. Londo also converts this collection. Although in the grey bean collection has two cards with the value 5, Londo only puts one of them face-up on his trophy stack (on top of the violet 3). Londo puts the other four grey bean cards face-up on the discard pile.

- A collection **does not** have to be converted if the number of cards contained in it is equal to one of the card values.
- The open collection **must** be converted if the player does not have a card in his hand that can be played on one of his two collections. If the player does not have a secret collection, the open collection does not have to be converted.

If the open collection must be resolved, and it has no value, all cards from this collection are put face-up on the discard pile.

Example 3: Jean Luc's open collection with four yellow beans has no value because it has no card with the value 4. Since Jean Luc must convert this collection, he puts all four cards of this yellow bean collection face-up on the discard pile.

3. Expand a collection or start a new one

The player has the following options:

- The player **must** add one or more SpaceBeans of the same variety (cards of the same color) to an existing collection **or** begin a new collection with at least one card.



- If the player has an open collection and decides to start a new one, he must create the second collection as his secret collection (**face-down**).
- If the player has two collections, he may put new SpaceBeans into either the open (face-up) or the secret collection (face-down).
- If a player has no collection, he must begin an open collection. Only if a player already has an open collection, may he begin a secret collection.
- A player may have the same SpaceBean variety (color) in both of his collections.

4. Give away all cards in hand

This is the same as in the first round, with one exception: if a player has no cards in his hand, he, naturally, need not give any cards. Afterwards, play continues clockwise around the table.

GAME END

The game ends when, at the end of a player's turn, a player has accumulated at least 30 trophy points. This player receives a bonus of 3 trophy points. All players immediately put all cards in their hands on the discard pile. All secret collections are then turned face-up. The collections of all players are converted and the players add any trophy cards to their trophy stacks. Now each player totals his trophy points. The player with the most points wins.

Scoring example: Allister ended the game. His trophy cards are worth 31 points and he receives a bonus 3 points, giving him 34 points. Now he resolves his two collections. His six violet beans have the values 1, 4, 4, 5, 7 and ; his two red beans have the values 2 and 8. Thus, he adds 2 points for the red bean collection and his final score is 36 trophy points.



A player's trophy stack may be examined by other players at any time.



A collection which consists only of a card with the value 1, is worth one trophy point. If such a collection is resolved this card is put into the trophy stack.



Collections of SpaceBeans may be converted only before the playing of the cards. If a player converts both of his collections, he must then start a new open collection.



From the cards in the player's hand, he can either add a blue card to the open collection or begin a secret collection with two green cards.

When you add SpaceBeans to the open collection, play them face-up so they overlap the previous cards. When you add SpaceBeans to the secret collection, play them face-down so they overlap the previous cards.

