

BOHNANZA

Set-Up:

- Deal **5 cards** to each player.
- Place remaining cards face down as draw deck.
- Players begin with **2 empty bean fields**.

Two Things to Remember

DON'T REARRANGE YOUR HAND

However you hold your cards, the 1st card in your hand, the one that you will plant next, is the card you drew the longest time ago.

CANNOT HARVESTING ONE- BEAN FIELDS

You **can't** harvest a field that has **only one bean** in it, unless all your fields have one bean or no beans

Four Steps to Each Player's Turn

MUST PLANT, CAN PLANT

You must plant the first bean in your hand whether you want to or not. You can plant the next bean in your hand if you want but you don't have to. You can't plant any other beans in your hand no matter how much you want.

TURN UP TWO

Turn up 2 cards and keep them separate from your bean fields. The active player can trade these 2 beans and any beans in his hand for the beans in any other player's hand.

TRADE & PLANT

Everyone who traded, not just the active player, plants the beans they received in trade. If no one is willing to trade the active player for the 2 cards he turned up, he must plant them.

EVERY PLAYERS DRAW ONE

To the back of your hand, however you are holding it. Start from active player.

Game End

The game ends when the deck is exhausted for the **3rd time**. If this occurs during step 2, play through the end of that turn. If it occurs during step 4, the game ends immediately. Each player harvests his fields. The player with the **most gold wins**. Ties are determined by which player has the most cards in his hand

Variations based on number of players

3 players: Remove the **Cocoa Beans**.

Players start with **3 bean fields**; may not purchase another. The game ends when the deck is exhausted the **2nd** time.

4/5 players: Remove the **Coffee Beans** from the deck.

6/7 players: Remove the **Cocoa Beans** and **Garden Bean**.

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BOHNANZA DUEL (2P)

setup same as normal

DIFFERENT:

- REMOVE **GARDEN & COCOA BEANS**
- **ONLY CAN SELL DURING HIS TURN**
- GAME END WHEN DECK EMPTY **1ST** TIME

TURN ORDER:

1. **PLANT / DISCARD OFFERED BEAN**
2. MUST PLANT
CAN PLANT
CAN DISCARD ONE
3. TURN UP **THREE**
STACK FROM DISCARD,
CAN PLANT
OFFER
4. DRAW TWO

COCKROACH POKER (2-6P)

64 CARDS (EACH 8 CARDS: RED, BLACK EYED, SOY BEAN, GARDEN, STINK, CHILI, BLUE, WAX)

LOSE IF

- 1ST PLAYER GET 4 OF KIND **PALM OFF** or
- NOT HAVE CARD TO OFFER

SETUP

DEAL ALL CARDS TO ALL PLAYER

FLOW

STARTER, TAKE CARD HIDDEN

GIVE TO OTHER PLAYER (VICTIM)

AND SAID **STATE** OF THAT CARD (EX WAX)

(CAN **TRUE** OR **LIE**)

VICTIM CAN:

- ACCEPT BY SAID **TRUE** OR **FALSE**
IF **RIGHT**, GIVER **PALM OFF** THE CARD
IF **FALSE**, VICTIM **PALM OFF** THE CARD
- **PASS, PEAK, AND GIVE TO OTHER VICTIM**

AND GOES ON TILL LAST VICTIM

LAST PLAYER START NEW ROUND / STARTER

SKULL (4-6P)

Each player get **1 CHILI** and **3 COFFEE** (Total 4)

Each Player put 1 card then

PLACE CARD or **CHALLENGE** (with bid number)

Challenge : **RAISE** (bid number) or **PASS**

Highest Bid is Challenger, Reveal card = Bid

START WITH REVEAL ALL HIS CARD, flip one by one
THEN ANY CARD FROM TOP ANY OTHER PLAYER

If get **CHILI** = **LOSE**

LOSE get 1 his card removed (without look) by Revealed Skull Player (RSP), if he get skull from his own card, he choose the card

LOSE all card = **KO**, out from Games

Challenger / RSP be 1st Player in next Round

WINNER = Success 2 Challenge

COUP (3-6P)

3 CARD FROM EACH CHARACTER (TOTAL 15 CARDS)

LAST PLAYER, WHO STILL HAVE INFLUENCE WIN

EACH PLAYER 2 COIN, 2 CHARACTER / INFLUENCE

TAKE ONE ACTION

CHARACTER	ACTION	EFFECT	BLOCKER
-	INCOME	GET 1 COIN	X
-	F AID	GET 2 COIN	GREEN
-	COUP	<u>PAY</u> 7 COINS <i>choose player to lose influence</i>	X
GREEN / DKE	TAX	TAKE 3 COINS	CHALLENGE
CHILI / ASN	KILL	<u>PAY</u> 3 COINS <i>choose player to lose influence</i>	RED
SOY / AMBS	PROSECUTE	EXCHANGE/FORCE YOU/ANOTHER PLAYER TO <u>EXCHANGE</u> 1 CARD	CHALLENGE
BLUE / CAPT	STEAL	TAKE 2 COINS <i>from another player</i>	SOY / BLUE
RED / CON	X	X	CHALLENGE

MUST COUP IF COIN $\geq$ 10