

AL CABOHNNE

Two against the Bean-Mafia

by Uwe Rosenberg

(Translation and reproduction by Trev Clarke – Trev_Clarke@bigfoot.com)

Players: 1-2 Age: 12+ Duration: 30-60 mins
Contents (cards): 20 blue beans 19 kidney beans 18 fire beans
16 puff beans 16 broad beans 14 french beans
13 runner beans 3 Bean-Mafia bosses
1 3rd bean field.



Game concept

Each player trades in beans, which he cultivates on his fields and then sells as profitably as possible. At the same time the players play against the Bean-Mafia. The Bean-Mafia is a fictitious player with his/her own bean fields. The aim is to trade beans and become rich – at least richer than the Bean-Mafia.

Game parts

The bean-cards

There are seven different types of bean in the game. There are differing numbers of each type. The number of cards there are of a particular type are indicated on cards of that type.

At the bottom of each bean card is the “Beanometer”. It shows how many coins a player receives when selling (harvesting) a collection of beans. The numbers indicate how many bean cards of that type a player must sell in order to earn one, two, three or four bean-coins.



Frequency of this bean type in the game

The bean-coins

When a player harvests beans, they receive the relevant number of bean-coins by turning over some of the bean-cards. A bean-coin is printed on the back of each bean-card and so each bean-card can instead be used to represent one bean-coin.



Beanometer

Profits in bean-coins



Number of these beans needed for this profit

Example: One and two broad beans (Saubohne) do not earn any bean-coins when harvested. Three and four broad beans earn one coin, five and six broad beans earn two coins, seven broad beans three coins, and for eight or more broad beans the player receives four bean-coins.

The bean-fields

Players divide the table space in front of them into bean-fields to cultivate their beans. Each player begins the game with two bean-fields. A single bean-field may hold as many bean-cards as desired, but only of a single bean type.

1st beanfield 2nd beanfield



The Bean-Mafia bosses

The Bean-Mafia also cultivates beans on its fields. The bosses “Don Corlebohne” and “Al Cabohne” are used in the two-player game. “Joe Bohnano” is also used in the solo game. The Bean-Mafia cards show the respective bosses and also represent their bean-fields. Each Bean-Mafia boss has a single bean-field. Bean-cards are therefore “planted” on the Bean-Mafia boss cards.



Setup for two players

The Bean-Mafia bosses “Al Cabohne” and “Don Corlebohne” are placed in the middle of the table. Bean-Mafia boss “Joe Bohnano” is not needed in the two-player game. On the reverse of “Joe Bohnano” is a “3rd bean-field”. Thus the “Joe Bohnano” card is used as a “3rd bean-field” card. Both “3rd bean-field” cards are put aside for the moment.

The bean-cards are shuffled and both players are dealt a hand of **five bean-cards**.

Important basic rule: Players must not change the order of cards in their hand at any time during play. Sorting of cards, as done in other card games, is not allowed.

This means that the cards must be played in the same order as they are received. New cards are always placed **behind** other cards in the hand.

The remaining cards are placed, coin side upwards, to the middle of the table to form a draw pile.

Next, the two Bean-Mafia bosses receive bean-cards. The dealer takes a bean-card from the draw pile and places it overlapping the “Al Cabohne” card. The next card is taken from the draw pile. If this is the same type of bean as the previous one, it is also placed on “Al Cabohne”. This continues until a card is drawn of a different bean-type. This bean-card is then placed overlapping the “Don Corlebohne” card.

So several bean-cards can be placed on “Al Cabohne”, but only one on “Don Corlebohne”.

The dealer’s opponent now takes the first turn and play alternates between the two players.



Game play

Each turn for a player consists of six phases. **Note:** on the first turn, the first player begins with phase 3.

- | | |
|-----------------|-------------------------------------|
| Phase 1: | Use beans from previous turn |
| Phase 2: | Give beans to the Bean-Mafia |
| Phase 3: | Plant beans from hand |
| Phase 4: | Reveal beans from draw pile |
| Phase 5: | Cultivate beans |
| Phase 6: | Draw new bean-cards |

One player’s turn

Phase 1: Use beans from previous turn

Any cards that the opposing player revealed in phase 4 but did not use in phase 5, are now placed by the current player either onto their own bean-fields or onto the discard pile.

Phase 2: Give beans to the Bean-Mafia

The current player examines the beans being collected by both Mafia bosses. If one of the two Mafia bosses is collecting the same bean type as the current player, a bean-card must be given to the Mafia. A bean-card is taken from the player’s field and put into the Mafia field where the same type is growing.

This bean card is given to the Mafia even if it is the only card in that field.

The player can avoid giving a card to the Mafia by harvesting the appropriate field before the payment is due.

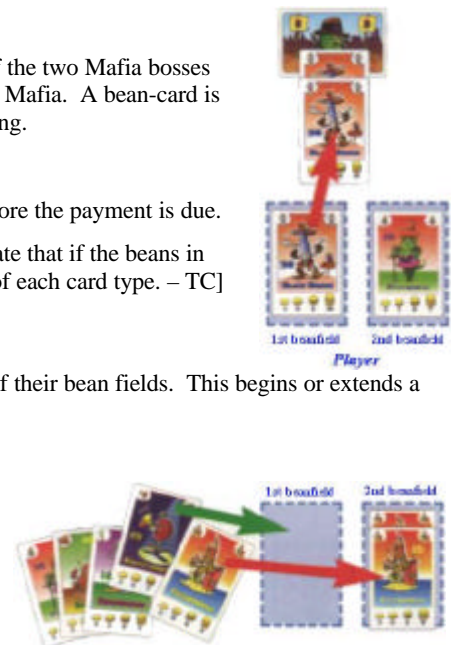
[Translator’s note: It is not clear in this part of the rules, but the one-player rules indicate that if the beans in both of your bean-fields match those collected by the Mafia, you must give them one of each card type. – TC]

Phase 3: Plant beans from hand

The player **must** play the first card from their hand, i.e. the one at the front, onto one of their bean fields. This begins or extends a collection of beans on one of those fields.

After that, the player **may** also play the second card from their hand, i.e. the one that is now at the front, onto a bean field. If the two bean-cards are of different types, they must be played onto two different fields. However, if both cards are of the same type, they must be played to the same field.

*Example: The player **must** play the fire bean-card to the bean-field with the other fire beans (shown by the red arrow). The player **may** also play the kidney bean onto the other bean-field (green arrow).*



If a player must play a bean type which does not match the types in either of their fields, then they must first harvest and sell the contents of one of their fields. If the player does not have any cards left in their hand, this phase is omitted [Translator’s note: I can’t see how this can happen, as you have drawn cards in **Phase 6** and had no chance to get rid of them yet – TC]. The Bean-Mafia may not be given anything in this phase.

Phase 4: Reveal beans from draw pile

The player reveals **three bean-cards** from the draw pile one at a time. After each card is revealed, two questions are asked in order.

1.) Is the Bean-Mafia collecting this bean type?

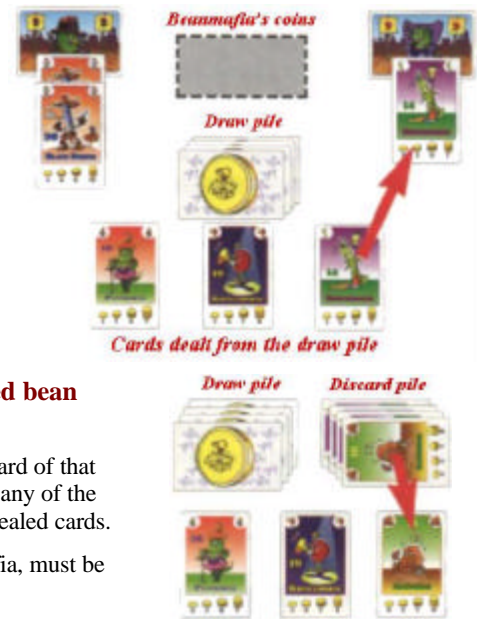
If so, the newly revealed card is given to the Bean-Mafia boss on whose field it fits. If this addition means that a Bean-Mafia boss can harvest a field, this is done immediately. The conditions which cause the Bean-Mafia to harvest are explained later. The bean-coins earned are put onto the Bean-Mafia coin pile between the bosses, and the remaining cards are placed on the discard pile.

A new card is revealed to replace the one given to the Bean-Mafia. [Translator's note: I presume this process is iterative, i.e. the new card will be given to the Mafia if it also matches their fields – TC].

2.) Does the top card of the discard pile match one of the three revealed bean types?

If this is the case, that card is taken from the discard and placed onto the revealed card of that type. This process is repeated, until the top card of the discard pile does not match any of the revealed types. It is quite possible that the entire discard pile is placed onto the revealed cards.

Note: A bean-card on the discard pile of a type which is collected by the Bean-Mafia, must be given to the relevant Bean-Mafia boss.



Phase 5: Cultivate beans

- The current player may now choose a number of the revealed beans to cultivate (place in fields).
- The player may put those bean-cards either on the bean-fields of the Bean-Mafia or on their own bean-fields.
- All cards of the same bean type must be cultivated together in the same field.
- Cards that the current player does not wish to cultivate may be left for the opponent to use or discard in their turn (see *phase 1*).
- The player may give cards to the Bean-Mafia from their own hand.
- Beans may not be taken from the player's own fields to give to the Bean-Mafia.
- The current player may harvest and sell their fields in this phase.
- Neither the player nor the Bean-Mafia may collect the same bean type on two fields.

The current player now checks whether each Bean-Mafia boss has at least one bean card planted. If this is not the case and the player still has cards in their hand, they must choose and give the Bean-Mafia cards so that each boss always has at least one bean planted in his field.

Since the Bean-Mafia never collect the same bean type in both fields, the player may be lucky enough not to have to give away a card. If the player only has beans of the type that are already planted in the other Bean-Mafia field, they show their hand to the opponent and leave the other Bean-Mafia field empty.

Phase 6: Draw new bean-cards

The player draws **two cards** from the draw pile and places them in their hand. The new cards are put behind the existing cards in the hand in the same order that they are drawn. Afterwards the current player's turn is over and it is now the turn of their opponent.

Harvesting and selling

A player may harvest a field at any time during their turn, except in *phase 4*, and sell all the beans in that field. The player chooses which field to harvest, whether the harvest is forced or voluntary.

A bean field with only one card in, may not be harvested.

Exceptions:

- If a player has two or three bean-fields with a single bean card in each, any of those fields may be harvested at the player's choice.
- If a player has one or two empty bean-fields and a bean-field with exactly one card, the bean-field with the card may be harvested.

When a player harvests a bean-field, all the beans in the field must always be sold.

Selling the beans: The player counts the number of bean-cards in the field. The Beanometer of the bean-cards show how many coins the player receives for this number of beans. The player turns the appropriate number of bean-cards to the coin side and stores them in their separate money pile on the table in front of themselves. The beans not converted into coins are placed onto the discard pile with the bean side up.

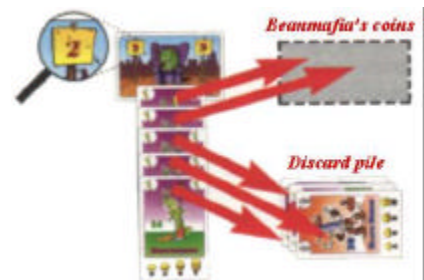
Example: Five puff beans earn two bean-coins. Mark turns over two of the five puff bean cards and so has two bean coins. He places the three remaining puff bean cards onto the discard pile.

In some cases a player sells beans that earn no bean-coins.

Example: Chris receives no bean-coins for selling a harvest of two blue beans. He lays both blue bean cards onto the discard pile.

Players can usually freely decide when to harvest a field. The Bean-Mafia harvest their fields when they can be sold for a determined value. "Al Cabohne" harvests his field as soon as it is worth three coins. "Don Corlebohne" harvests his field as soon as it is worth two coins. The Bean-coins of the Bean-Mafia are placed on a coin pile directly between the cards of the Bean-Mafia bosses.

Example: Don Corlebohne has five french beans (Brechtbohne) placed in his field. These beans are harvested immediately. Two beans are kept by Don Corlebohne as coins on the Mafia coin pile, the other three beans are placed onto the discard pile.



Buying a third bean-field

Once in the game each player can buy a "3rd bean-field" card. This can only be done on that player's turn. The third bean-field costs **four bean-coins**. The player then has three bean-fields available for planting, instead of the usual two. The coins that the player pays, are put aside and only brought back into play when the discard pile becomes the draw pile. The player displays the "3rd bean-field" card on the table in front of themselves.



Game end

If the draw pile is used up for the third time during *phase 4 (reveal beans)*, *phase 5 (cultivate beans)* is still played before the game ends. If the draw pile is used up for the third time during *phase 6 (draw new cards)*, the game ends immediately. [Translator's note: the obvious implication here is that, the first two times the draw pile is exhausted, the discard pile is shuffled and turned over to form a new draw pile – although this affects drawing from the discard pile in *phase 3 – TC*]. Both players may now harvest and sell their current bean-fields. Cards still in players' hands are put on the discard pile. The Bean-Mafia also harvest and sell their fields now. The bean-coins of the Bean-Mafia are counted and the total is compared with those of the players. The winner is whoever has the most coins – the Bean-Mafia or one of the players.

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Setup for a solo player

The solo player lays out the three Bean-Mafia bosses – "Al Cabohne", "Don Corlebohne" and "Joe Bohnano" – in the middle of the table.

Afterwards the bean-cards are shuffled and placed face-down in the centre of the table as the draw pile. The solo player deals themselves a hand of **seven bean-cards**. As always, the order of the cards may not be changed. The "3rd bean-field" card is also placed before the player. The player always starts, therefore, with three fields for bean cultivation.

Now the Bean-Mafia receive bean-cards. A bean-card is drawn from the draw pile and placed onto "Al Cabohne". The next card is drawn. If it is the same bean type as the previous one, it is also put on "Al Cabohne". If it is a second bean type, the card is put on "Don Corlebohne". After "Al Cabohne" and "Don Corlebohne" have received beans "Joe Bohnano" is given a bean type.

If a bean card intended for "Joe Bohnano" is of the same type as those already on "Don Corlebohne" or "Al Cabohne", then the new card is placed with the appropriate one of these two and another card is drawn. Thus "Al Cabohne" and "Don Corlebohne" may have several bean-cards placed on them, whereas "Joe Bohnano" will only ever begin with one card.

After the three Bean-Mafia bosses have received their starting beans, the game starts.

Game play

In contrast to the 2-player game, there are only five phases. The phase in which the beans left by the opponent are used, is omitted since there is no opponent.

Phase 1: Give beans to the Bean-Mafia

This phase is played the same as in the 2-Player game. The Bean-Mafia take up to three different bean-cards away from the solo player.

Phase 2: Plant beans from hand

This phase is identical to the 2-Player game. The front card must be planted to one of the player's bean-fields, and the second to front card may also be planted. Note: The Bean-Mafia may not be given cards in this phase.



Phase 3: Reveal beans from draw pile

This phase is played the same as in the 2-Player game. The player draws and lays out three cards from the draw pile. After each card is drawn the same two questions are asked in order.

- 1) Are the Bean-Mafia collecting the drawn card?
- 2) Does the top card of the discard pile match one of the drawn cards?

Phase 4: Cultivate beans

This phase is played the same as in the 2-Player game. With one exception: in contrast to the 2-Player game, the player must cultivate (plant in fields) all the bean-cards drawn and taken from the discard pile. [Translator's note: i.e. none can be left for the next player – TC].

Phase 5: Draw new bean-cards

The player draws **two cards** from the draw pile, and places them at the rear of their hand. Afterwards the player begins again with *phase 1*.

Harvesting and selling

The same rules apply to the solo player as in the 2-Player game. The solo player may not harvest and sell beans in *phase 3*. As for the Bean-Mafia, "Al Cabohne" immediately harvests and sells if it is worth three bean-coins, "Don Corlebohne" harvests immediately it is worth two bean-coins and "Joe Bohnano" harvests immediately it is worth one bean-coin.

Game end

If the last bean-card is drawn from the draw pile, the solo player still plays to the end of the *phase 5*, when the game ends. [Translator's note: It seems the pack is only played through once, rather than the three times of the 2-Player game – TC]. The player and the Bean-Mafia harvest all fields for the last time. The bean-coins of the Bean-Mafia are counted and doubled. This value is compared with the number of bean-coins of the solo player. Whoever has the larger fortune, wins. A longer term target is to achieve as many victories against the Bean-Mafia as possible in succession.

Playing tips for the solo player

- Try to avoid the situation where the top card of the discard pile is a bean type collected by the Bean-Mafia!
- It is also important that you give the Bean-Mafia beans from your hand at the right moment. Suppose a bean type which you do not want to cultivate on your own fields is revealed from the draw pile. In *phase 4*, give the Bean-Mafia as many beans as they need in order to harvest. You can then place the unwanted beans on the free Bean-Mafia field!
- If you give the Bean-Mafia a bean, so that they can harvest, you should remember that you will have to start a new collection for them.
- Suppose you have a single bean in your first field and several beans in your second field and you know you are going to be forced to sell the contents of the second field in *phase 2* of the next turn. To prevent this, in *phase 4* you start a collection for the Bean-Mafia of the same bean type as you have in your field with a single bean. In *phase 1* of the next turn the Bean-Mafia will take the one bean away from you. In *phase 2* you will then have a free bean-field.
- It is important to harvest bean fields at the correct moment. A large collection can be recovered in phase 3, directly after it was resolved in phase 2. So, if possible, sell large collections of beans in phase 2 of your turn!

