

Space Beans

Author: Uwe Rosenberg

Number of Players: 2-6

Length of Play: 45 minutes

Overview

Space: *The Final Beanfield*. These are the voyages of the galactic Beantraders. They are on a mission to find SpaceBeans - extra-terrestrial life forms in the shape of beans. Collections of these SpaceBeans bring the Beantraders valuable trophies. The trader with the most valuable Spacebean-Trophies will be hailed "Ruler of the Beaniverse."

Contents

- 105 Cards, divided into seven types of SpaceBeans: Klingbohns, Dark Beans, Beanliens, Centauribohnen, Bohrion, Moonbohnen, Bluebeans. Within each type, there is 1 card each of values 1 through 3, and 2 cards each of values 4 through 9.
- Rules sheet

Preparation

Shuffle all the cards. Each player is dealt a hand of 3 cards face-down, except for the dealer himself, who receives none. The rest of the cards are placed face-down in the middle of the table to form the draw-pile.

Gameplay

The player to the left of the dealer begins the game. In the first round, players on their turn take the following three actions, in order:

1. Draw two cards (optional)
2. Start one collection
3. Pass all cards remaining in your hand

Turns pass clockwise. After each player has had a turn completing his three actions, the first round ends. In the second and following rounds, each player will take 4 actions on his turn, in order:

1. Draw two cards (optional)
2. Close out your collections (optional)
3. Add to an existing collection, or start a new collection
4. Pass all cards remaining in your hand

The First Round

1. Draw two cards (optional).

For the first action, a player may draw two cards from the draw pile. Players may choose not to draw cards, however it is not allowed to draw just one.

2. Start one collection.

For the second action, a player must begin a collection of SpaceBeans. A collection consists of a set of one or more beans of the same type (the same

color and picture). The collection is placed face-up in a column in front of the player.

3. Pass all cards remaining in your hand.

For the third action, a player passes all the remaining cards in his hand to the player on his right, who places the cards in his hand. It is then the turn of the player to the left.

The Second and Following Rounds

1. Draw 2 cards (optional).

The same as above, however a player is required to draw two cards if there are none in his hand at the start of his turn. When the last card of the draw pile is taken, the discard pile is shuffled to form a new one.

2. Close out your collections (optional).

For the second action, a player may close out his collections of SpaceBeans. A player can have two collections of SpaceBeans: one open collection (face-up) and one collection kept secret from all players. (see next section). The secret collection is placed face-down, however a player may refer to his secret collection at any time.

A player may close out only his open collection of SpaceBeans. Once the open collection is closed out, the player's secret collection (if he has one) is immediately turned face-up and

becomes the player's new open collection. The player may now sell this new open collection as well, or leave it face-up in front of him.

When a collection is closed out, a player counts the number of cards in the collection. If any of the cards in the collection has a value matching exactly the number of cards in the collection, that card is kept as a Trophy and is placed in the player's Trophy pile. This card is worth the number of Trophy points as the value on the card. The rest of the cards in the closed-out collection are placed in the discard pile in the middle of the table. Players may examine the contents of all players' Trophy piles at any time.

If more than one card matches the number of cards in the collection (i.e. there are two 5's in a collection containing 1,9,7,5,5), only one of the cards may be kept as a Trophy, the other matching card is discarded with the others. If there are no cards with value matching the number of cards in the collection when the collection is sold, then the entire collection is placed in the discard pile and no Trophy is kept.

- A player is not required to close out a collection if there is a card with value matching the number of cards in the collection, the player may keep the collection if so desired.

- The open collection must be closed out if there are no cards in the player's hand that matches either of his current collections. If the player has only one (open) collection, then he is not required to close it out.

3. Add to an existing collection, or start a new collection.

In this action, the player has the following possibilities:

- The player must either: A) Add from his hand one or more SpaceBeans to one (and only one) of his collections of the same type, or B) start one new collection with one or more cards of the same type.
 - Additions to the open collection are placed face-up; additions to the secret collection are placed face-down.
 - If a player has one (open) collection, the second collection must be his secret collection, and is placed in a column face-down and to the left of the first collection. Cards should be placed so that the other players are able to see the number of cards in the secret collection. A player may have no more than two collections at any time.
 - It is allowed to collect the same type of bean in both collections.
4. Pass all cards remaining in your hand.
- Same as above. If a player has no cards to pass, then this action is skipped.

End of Game

- The game ends at the end of the turn of the player when a player ends his turn with at least 30 Trophy points. This player receives a bonus (Bohnus) of 3 points to add to his total.
- All players then discard their hands to the discard pile. All secret collections are flipped over. The collections of all players are now closed out and converted to their appropriate amount of Trophy-points.
- The player with the most total Trophy points is the winner.

Example:

Allister has ended the game. His Trophies are worth 31 points. He receives the 3 point Bohnus for ending the game. He now examines his two collections. His six "Klingbohnen" have the values 1,4,4,5,7, and 9, his two "Darth Beans" have the values 2 and 8. He receives a total of $31 + 3 + 0 + 2 = 36$ points.