

# AL CABOHHNE

## Two against the Bean Mafia By Uwe Rosenberg

Players: 1 – 2 persons

Duration: 30 – 60 minutes

Age: 12 +

Contents: 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 3<sup>rd</sup> Bean Field



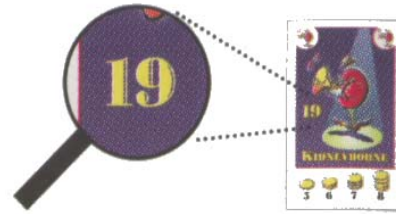
### Game Concept

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 of bean is indicated on cards of that type.



*Frequency of this type of bean in the game*

At the bottom of each card is the “Beanometer”. This 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 (thaler).

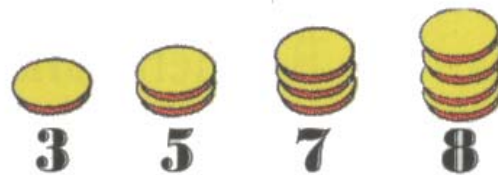
### The Bean Coins (Thaler)

When a player harvests beans, they receive the relevant number of bean-coins by turning over and keeping the correct number of cards in the harvested field. Each turned over card represents one bean-coin.



*Beanometer*

*Profits in bean-coins*



*Number of beans required for this profit.*

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

## **The Bean Fields**

Players divide the 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 type.

*1<sup>st</sup> beanfield    2<sup>nd</sup> beanfield*



## **The Bean Mafia Bosses**

The Bean Mafia also cultivates beans on it's fields. The bosses "Don Corlebohne" and "Al Cabohne" are used in the two player game. "Joe Bohnano" is used only 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.

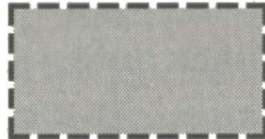
This means that the cards *must* be played in the same order as they are received. New cards are always placed behind other cards in the hand.

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”.

### *Bean Mafia's coins*

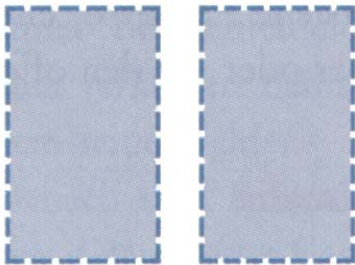


### *Draw pile*



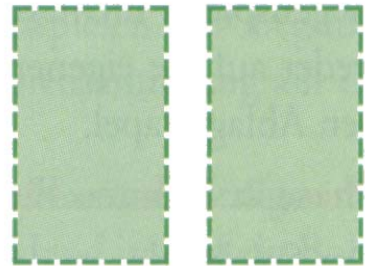
### *Player 1*

*1<sup>st</sup> beanfield    2<sup>nd</sup> beanfield*



### *Player 2*

*1<sup>st</sup> beanfield    2<sup>nd</sup> beanfield*



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



## Game Play

Each player's turn consists of six phases.

**Note:** On the first turn, player's begin at *Phase 3*.

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

### A 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 on the discard pile.

#### **Phase 2: Give beans to the Bean Mafia**

The current player examines the bean types being collected by the Bean Mafia. If one of the two Mafia bosses is collecting the same type of bean as the current player, a bean card must be given to the Bean Mafia.

A bean card must be taken from the player's field and put into the Mafia field where the same type of bean is growing.



*Player*

The 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 payment is due.

**Note:** If the beans in both the player's fields match those collected by the Mafia, the player must donate one from each field.

### **Phase 3: Plant beans from hand**

The player **must** plant the first card from their hand, i.e. the one at the front, onto one of their bean fields.

After that, the player **may** also play the second card from their hand, i.e. the one that is *now* on the front, onto a bean field. If the two bean cards are of different types, then they must be played onto two different fields.

However, if both cards are of the same type, they must be played onto 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 field (green arrow).*



If a player must play a bean type which does not match the bean types in either of their fields, then they must first harvest and sell the contents of one of their fields.

(See also page 12, “Harvests and Selling”)

If the player does not have any cards left in their hand, then this phase is omitted.

The Bean Mafia is not 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 answered in order.



### 1) Is the Bean Mafia collecting this bean type?

If so, then the newly revealed card is given to the Bean Mafia boss on whose field it fits.

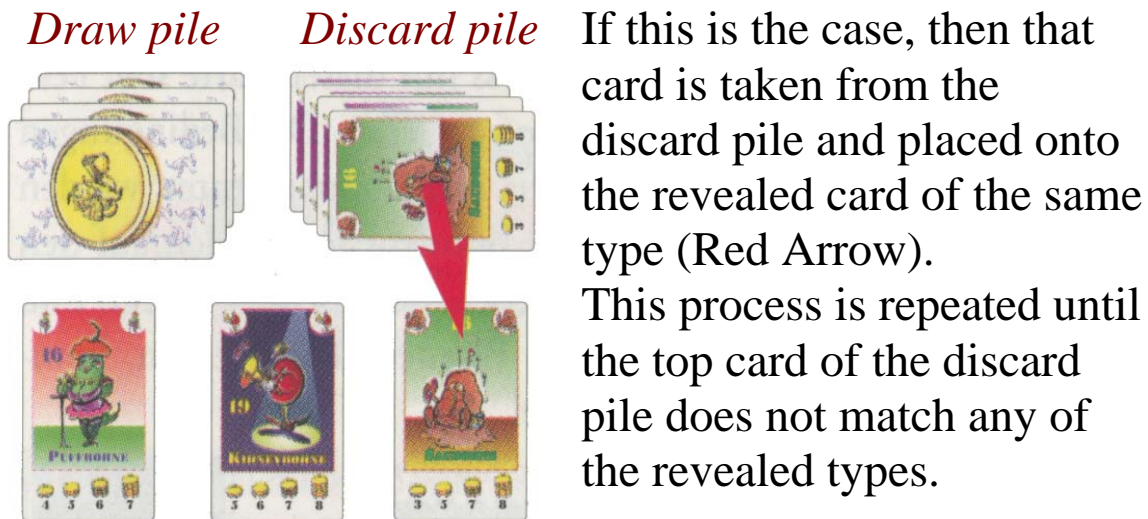
If this addition means that a Bean Mafia boss can harvest a field, then this is done immediately. The conditions that cause a Bean Mafia boss to harvest are explained on page 13.

The bean-coins earned are put onto the Bean Mafia coin pile, and the remaining cards are placed on the discard pile.



A new card is revealed to replace the one given to the Bean Mafia, and play continues with question one being asked again.


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





It is quite possible that the entire discard pile is placed onto the revealed cards.


**Note:** A flipped bean card that is of the same sort as both the top card of the discard pile and a Bean Mafioso's collection is given straight to the Bean Mafia.


### Phase 5: Cultivate Beans


 The current player may now choose a number of the revealed beans to cultivate (plant in fields).


 The player may put those bean cards onto either the bean fields of the Bean Mafia, or onto their own fields.


 All cards of the same bean type must be planted together in the same field.

 Cards that the player does not wish to plant can be left for the opponent to use or discard in their turn. (See ***Phase I***).

 The player may give cards to the Bean Mafia from their own hand.

 Beans cannot be taken from the player's own fields to give to the Bean Mafia.

 The current player may harvest and sell beans in this phase.

 Neither the Bean Mafia nor the player can grow the same bean type on two fields.

The current player now checks to see whether each Bean Mafia boss has at least one 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 such that each boss has at least one bean planted in their field.

Since the Bean Mafia never grow 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 a 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 two new bean cards**

The player draws **two bean 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 were drawn.

Afterwards, the current player's turn is over and it is now the turn of the 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 it may not be harvested.

### **Exceptions:**



If a player has two or three bean fields with a single bean card in each, then any of those fields may be harvested at the player's discretion.



If a player has one or two empty bean fields and a bean field with exactly one card, then the bean field with the card may be harvested

When a player harvests a bean field, **all** the beans in that field must be sold.

**Selling the beans:** The player counts the number of bean cards in the fields. 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 places them in the player's money pile. Excess beans from the harvest that are not used as money are placed on the discard pile bean side up.

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

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

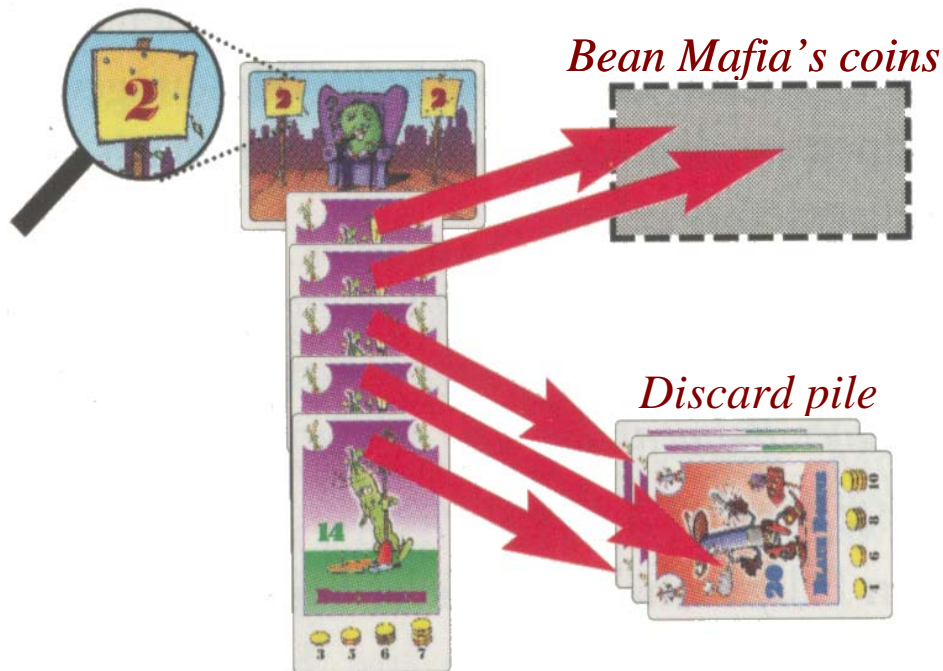
*Example: Stephanie receives no bean-coins for selling a harvest of two blue beans. She places both blue beans face up onto the discard pile.*

Players can usually freely decide when to harvest a field. The Bean Mafia harvest their fields when they can be sold for a pre-determined value.

“Al Cabohne” harvests his field as soon as it is worth three bean-coins. “Don Corlebohne” harvests his field as soon as it is worth two bean-coins. The bean-coins of the Bean Mafia are placed in a single coin pile directly between the cards of the Bean Mafia bosses.

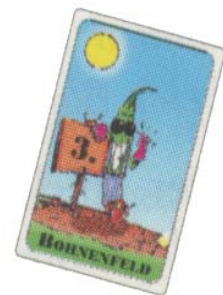


*Example: Don Corlebohne has five French beans (Brechbohne) growing in his field. These beans are harvested immediately. Two beans are kept by Don Corlebohne on the Mafia coin pile. The other three beans are discarded onto the discard pile.*



### **Buying a third bean field**

Once in the game each player can buy a “3<sup>rd</sup> 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 for the 3<sup>rd</sup> field are put aside and only brought back into play when the discard pile becomes the draw pile. The player displays the “3<sup>rd</sup> bean field” card in on the table in front on them.

## Ending the Game

If the draw pile is exhausted 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.

**Note:** The first two times the draw pile is exhausted, the discard pile is shuffled and turned over to form a new draw pile. This may affect the drawing from the discard pile in **Phase 3**.

At game end, both players may now harvest and sell their current bean fields. Cards still in player's hands are discarded. The Bean Mafia also harvest and sell their fields now.

The bean-coins of the Mafia are counted and the total is compared with that of the players. The winner is whoever has the most coins – the Mafia, or one of the players.

Other BOHNANZA games you can find at specialty stores:



**BOHNANZA**  
Cat.-Nr.: 7900



**LA ISLA BOHNITA**  
Cat.-Nr.: 8930

## Game setup for the 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.

Then, the bean cards are shuffled and placed face down in the centre of the table as the draw pile. The solo player deals a hand of **seven bean cards**. As always, the order of the cards may not be changed.

The “3<sup>rd</sup> bean field” card is also placed before the player. Therefore, the player always starts with three available bean fields.

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 as the previous one, it is also put on “Al Cabohne”. If it is a different bean type, it is placed onto “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 Mafia boss and another card is drawn.

Consequently, both “Don Corlebohne” and “Al Cabohne” may have several bean cards placed on them, whereas “Joe Bohnano” will only ever begin with one card.

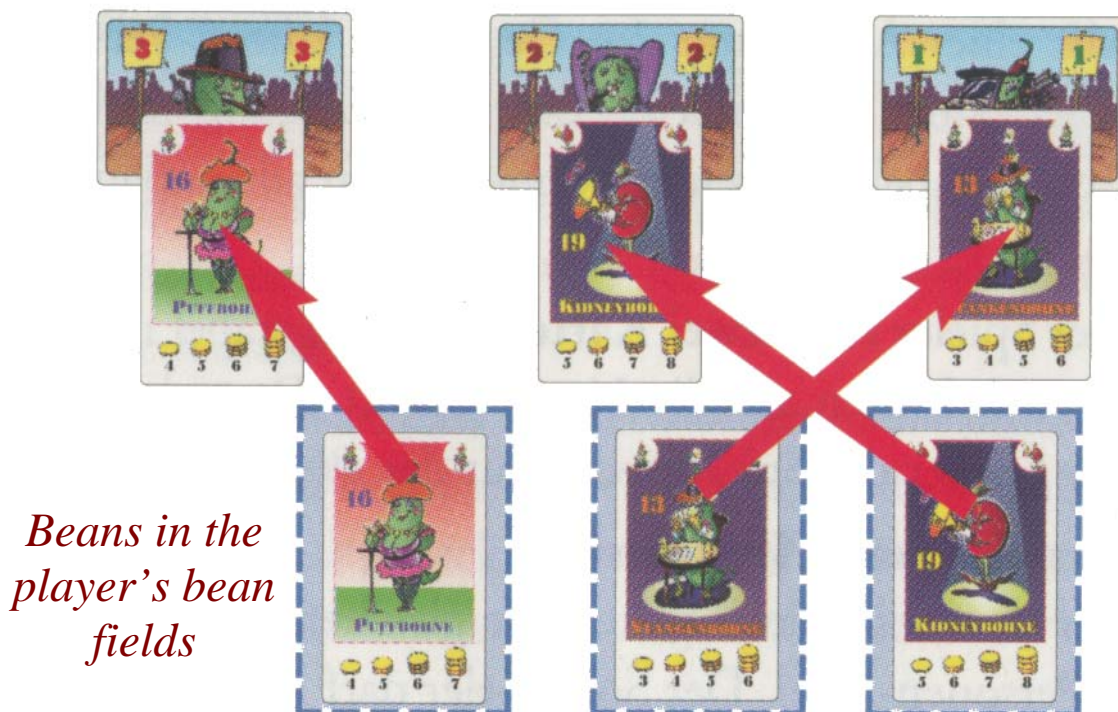
After the three Bean Mafia have received their starting beans, the game starts.

## Game play

In contrast to the two player game, there are only five phases in the solo game. The phase in which the beans left by the opponents 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 two player game. The Bean Mafia can take up to three different bean cards away from the player.



## **Phase 2: Plant beans from hand**

This phase is identical to the two player game. The first card in the player's hand must be planted in one of the player's bean fields. The second 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 two 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 two player game, with one exception:

In contrast to the two player game, the player must plant *all* the bean cards drawn and taken from the discard pile. I.e. None can be left for the opponent, because there is no opponent in the single player game.

## **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 two 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 his field is worth three bean-coins, “Don Corlebohne” harvests immediately for two bean-coins, and “Joe Bohnano” harvests immediately for one bean-coin.


## Ending the game


Unlike the two player game, the draw pile is only played through once. 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.


The player and the Bean Mafia harvest all their fields for the last time. The bean-coins of the Mafia are counted and doubled. This value is compared with the bean-coins of the player. Whoever has the largest 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 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 the 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!



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