



NICHT DIE BOHNE!

Overview

Each player lays a card open and must take a fellow player's card each round. He thus collects cards during the game and sorts them into colors. At game end, cards of each color are scored. A color can have a positive or negative point or no value if it has the "Nicht die Bohne". Who has highest score at the end, is winner.

The cards

There are 4 colors: blue, red, green, and yellow. There are bean cards from 1 to 10 and three kinds of special cards in each color.



This card nullifies all bean cards and specials of this color. The bean cards of this give 0 points.



This card doubles the score of this color, no matter positive / negative.



The number of this card decides whether the score of this color is positive or negative. The 1st one gives negative; the 2nd one positive and the 3rd one negative again.

Preparation

Find a pencil to write down scores on the score sheets. The oldest player receives pencil and score sheets and shuffles all cards.

- 3 players, deals 20 cards to each player
- 4 players, deals 15 cards to each player
- 5 players, deals 12 cards to each player
- 6 players, deals 10 cards to each player

All players take their cards and sort them by colors. The player left to the deal takes the Bean chip.

Game Play

1. Player one card

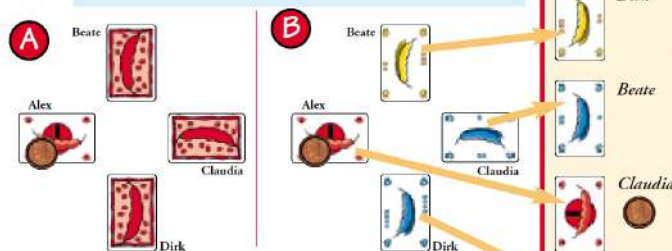
The player with the Bean chip starts playing a card. He selects one card from his hand and places it **face-up** in front of him on the table with the Bean chip. Afterwards, all other players place likewise one card **face-down** in front of them. The cards are revealed after all players have played a card.

2. Take one card

Each player must take a card on the table. The selection of cards follows this sequence:

- The player, with the Bean chip, selects first. He takes a card of fellow players, except the one with the Bean chip. **No player may take his own card.**
- The player, whose card is selected, selects next. He selects the rest cards, except the one with the Bean chip.
- The last player takes the card with the Bean chip.
- The round ends when each player takes a card.

Example: A Alex has the Bean chip (●). He places the red "Plus/Minus" card face-up with the Bean chip. Beate places a yellow-5 face-down, Claudia blue-3 face-down, and Dirk blue-8 face-down.



B All cards are revealed. Alex selects the first card. He picks blue-8 from Dirk. Dirk now selects and he picks yellow-5 from Beate. Beate must pick blue-3 because it's the only card available - red "Plus/Minus" is covered the Bean chip. Finally, Claudia picks the red "Plus/Minus" and the Bean chip.



3 - 6 players
Age 10+
Approx. 30 mins

Contents

60 cards in 4 colors
(from 1 to 10 and 5 special cards)
1 Bean chip
1 Game rule
Score sheets



There are beans in 4 colors with value from 1 to 10

Sort the cards into colors.

Player left to the dealer takes the Bean chip.

Only the player with the Bean chip places his card face-up. All other players place their card face-down.



Players cannot take their own card.



The card with the Bean chip is selected last.

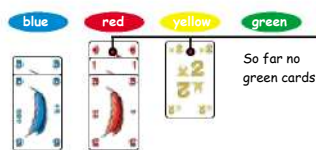
Cards collected by each player:

- Dirk: 1 yellow-5
- Beate: 1 blue-3
- Claudia: 1 red Plus/Minus, 1 Bean chip
- Alex: 1 blue-8

3. Place cards

After players select a card, they put it sorted by colors face-up in front of them. All collected cards must be always visible for each player.

Example for
Claudius Reihen



Special cards are always at top end

The special cards are always put at the top end of the color. They are resolved at game end (see "Game End - Scoring"). Whether the player takes the special card as the first, last or middle one of a round, Special card only affects its color.

4. New round

The player who takes the Bean chip begins the next card play, in the same away as described in "1. Play a card".

Game End

The round ends when the last card is played, each player takes their last card and places the selected card in front of them according to colors. The player calculates the score of their individual color. The totals of positive and negative points are written on the score sheets under their names.

A round ends when all players have no more cards in hand.

Afterwards, starts a new round. All cards are shuffled and dealt. The player who takes the Bean chip the very last of the previous round starts the new round.

After **three rounds**, who has the most points is the winner.

Scoring

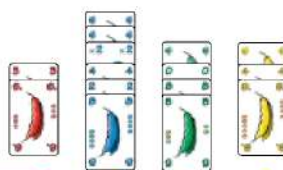
Each player adds the value of individual color. **Note:** The special cards modify the value of the color.

- If there is no special card, only add the value of all cards in that color.
- If the color has "Nicht die Bohne", its score is 0.
- If the color has **no** or **two** "Plus/Minus"-card, its total is positive.
- If the color has **one** or **three**-"Plus/Minus" card, its total is negative.
- Finally, if color has "double"-card, its value is doubled, no matter it is positive or negative.

The special cards affect the score of individual color.

Players first sum all positive points of each color; then all negative points of each color. Write these two sums on the score sheet.

Example of scoring:



- Red color is $3 + 6 = 9$ points
- Blue color is positive due to **two** "Plus/Minus"-card. With the double card, the value is $(4 + 2 + 8) \times 2 = 28$ points.
- Green card is **0** point due to the "Nicht die Bohne" card.
- Yellow card is negative point due to the **single** "Plus/Minus"-card. The value is $-4 + -9 = -13$ points.

Finally, $28+9 = 37$ positive points

Finally, 13 negative points

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Name:	Alex
Spiel +	37
Spiel -	13
Summe =	24
Gesamt	

Scoresheet

So, in total, the score of the first round is $37 - 13 = 24$ positive points.

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