

EXCALIBOHN

“THE BEANS OF THE ROUND TABLE”

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With art by
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amigo-spiele.de/02051

Players: 3–5

Ages: 12 and up

Playing Time: about 60 minutes



THE AIM OF THE GAME

Plant beans, harvest dollars—and do some magic, while you’re at it! Magic? Yes, but take good care which beans in your fields you want to use: Some of them have special abilities. In addition, spells help you prove to the other players who has the best bean mojo. But in the end, there’s only one thing that counts: The best bean trader wins the game.

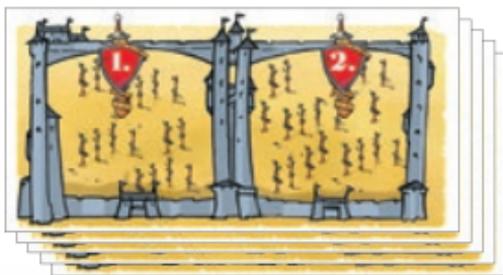


Are you familiar with the game *Bohnanza* already? If so, here's a quick look at what's new in *Excalibohn*:

- After planting one or two cards from their hand, the active player gets an additional phase 1b: The **Magic Phase**.
- Most types of beans have special **bean abilities**. In phase 1b, the active player can use these if they've planted the beans in question.
- Each player starts the game with one **magic card** and may earn more of them over the course of the game. Activate these cards in phase 1b if you want to use them on your turn.

COMPONENTS & SETUP

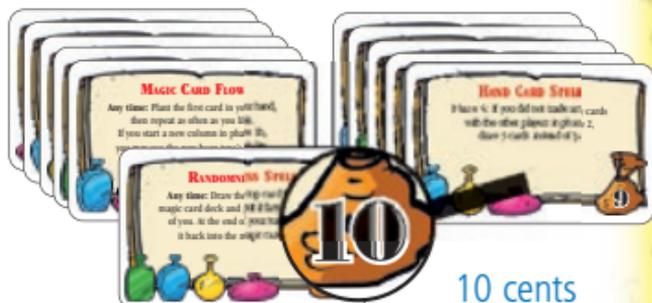
Each player takes one of the five **bean field mats** and places them in front of them. It shows the two bean fields they have available for this game. Put any remaining bean field mats back in the box.



Shuffle the **magic cards** face-down and deal **one** of them to each player. Find out whose magic card has the highest cent value printed in the bottom right corner by asking if anyone has 10 cents, then 9 cents, then 8, and so on until a player answers yes. They become the **starting player** for the game. Then, put your magic card in front of you, face down.



Card back



10 cents

Place the remaining magic cards within easy reach of all players in a face-down magic card deck.

There are **98 bean cards** with seven different types of beans in the game. The large number on each bean card tells you how many beans of that type there are.



9x

11x

13x

14x

15x

17x

19x

Shuffle all the bean cards and deal five cards to each player.



Attention! This is the most important rule of the whole game!

You **cannot** change the order of the cards in your hand at any point during the game! The first card you are dealt is the first card in your hand. It's completely visible

to you. Put all other cards you receive behind it. You may never sort your cards for any reason.

Put the remaining bean cards in the center of the table as a draw deck, dollar side up, and slide the **round marker card** halfway under the deck so the  is visible. This card shows you that you're currently playing through the draw deck for the first time.



Draw deck

During the game, you'll create a discard pile next to the draw deck and a dollar pile in front of each player (see the illustration below).

Finally, give each player a **player aid card** showing *"The Phases of the Game"* and *"The Bean Abilities."*

Layout at the start of a four-player game



PLAYING THE GAME

The starting player will be the first active player, then you all take turns in a clockwise direction. When you are the active player, play through these phases in order:

Phase 1a: Plant Bean Cards from Your Hand

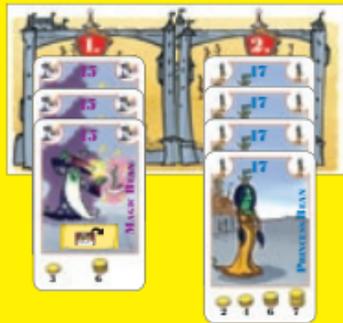
Phase 1b: Use Bean Abilities and Activate Magic Cards

Phase 2: Reveal and Trade Bean Cards

Phase 3: Plant Revealed and Traded Bean Cards

Phase 4: Draw Bean Cards

Important Rules for Planting Beans:



- You can only plant **one kind** of bean in each field at a time.
- However, you are allowed to plant the same kind of bean in more than one field at the same time.
- Place bean cards in your fields on top of each other as shown to the left. The last card you've played is the **top-most**, completely visible one.

Phase 1a: Plant Bean Cards from Your Hand

- I. You **must** plant the first bean card in your hand (i.e., the one that is completely visible) in one of your fields.



- II. After that, you may **choose** to plant one more bean card—the one that is now completely visible—in one of your fields.



You can't plant a third bean.



By planting beans, you **start** or **extend** columns of cards in your fields.



If you must plant a kind of bean you don't have any space for, you **must** harvest a field first (see page 13: "*Harvesting Beans*").



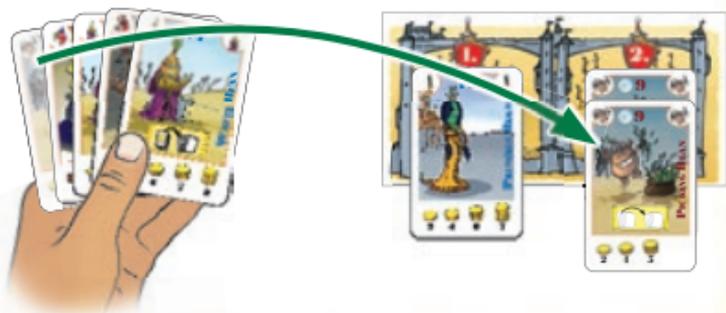
If you don't have any cards in your hand at the start of phase 1a, skip it and go straight to phase 1b.

Phase 1b: Use Bean Abilities and Activate Magic Cards

You may now use the special **bean abilities** of the **types of beans** you have planted in your fields.

- 🌱 You can use these abilities in any order.
- 🌱 If you have planted the same type of bean in more than one field, you may use its ability once for each field you have planted it in.
- 🌱 If you start a new column of cards in phase 1b, you may use the ability from the newly planted beans immediately.
- 🌱 You **don't** have to harvest the beans whose ability you want to use.

Example 1: Timon has planted a Princess Bean and a Picking Bean in his fields. He uses the Picking Bean's ability to take the last card from another player's hand. Since it's another Picking Bean, he immediately plants it in his existing field. However, since this Picking Bean extends a column instead of starting a new one, he cannot use the Picking Bean's ability again.



You'll find a detailed list of all bean abilities below, in the section *"The Bean Abilities"* on page 17.

You may **discard** Magic Beans from your hand to **activate your magic cards** (i.e., turn them face up). For each magic card you want to activate, put one Magic Bean on the discard pile, no matter where it is in your hand.

You'll find a detailed list of all magic cards below in the section *"The Magic Cards"* on page 20.

Phase 2: Reveal and Trade Bean Cards

Turn over the top **two cards** from the **draw deck** and put them face up next to it for all players to see.

The revealed cards belong to you. You can either plant them in your fields or trade them to other players.

Example 2: Timon has revealed a Mean Bean and a Princess Bean. He keeps the Princess Bean, but there is no space for the Mean Bean in his fields. So, he offers it to the other players, asking them: "Would anyone like a Mean Bean? I'd like to trade it for a Picking Bean."



Rules for Trading Beans:

- Only the active player can trade with other players. The other players can't trade with each other.
- You can all trade using your hand cards, no matter where they are in your hands.
- The active player can also trade the two revealed cards.
- You **cannot trade** cards you've received in a trade.
- You **cannot** trade cards in your fields, either.
- You can trade any number of beans for any number of other beans (e.g., two Sword Beans for one Cape Bean).
- You **cannot** trade magic cards.

Example 3: No one wants to trade with Timon, so he ups his offer: "I'll give you my revealed Mean Bean and a Sword Bean from my hand for a Picking Bean."





Note: Only remove beans from your hand once the trade has been agreed on. Both players must agree to the trade. This way, you can avoid discussion about the card's position in your hand after you've taken it out too soon.

Put any bean cards you receive in trade next to your bean fields horizontally for the moment. **Do not add them to your hand!**

Example 4: Nina accepts Timon's offer of the Mean Bean and the Sword Bean and gives him the requested Picking Bean. Timon puts it next to his fields horizontally. Nina does the same with her Mean Bean and Sword Bean.



Timon's Bean Fields



Nina's Bean Fields

Note: As a special form of trade, you can also give bean cards to other players. However, they don't have to accept your gifts. If they refuse, the trade is off.

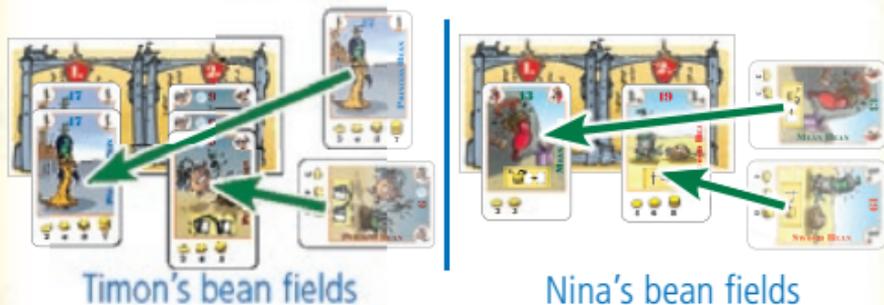
You may continue trading even after your revealed cards are both gone, using your hand cards. When you want to stop, tell the other players, and officially end the phase.

Phase 3: Plant Revealed and Traded Bean Cards

All players who have horizontal cards next to their bean fields **must** plant them now. As the active player, you also must plant any revealed cards you have not traded away.

Each player gets to choose the order in which they want to plant their new bean cards. The active player goes first, and the other players follow in a clockwise direction.

Example 5: Timon plants the Picking Bean he has received in trade and the revealed Princess Bean in his two fields. Nina plants the Mean Bean and the Sword Bean in her two fields.



If you have to plant a type of bean, but you have no space for it in your fields, you must harvest the beans from a field first (see page 13: *"Harvesting Beans"*) then continue planting.

Phase 4: Draw Bean Cards

Draw **three cards one after the other** from the draw deck. Put them in the back of your hand without changing their order.

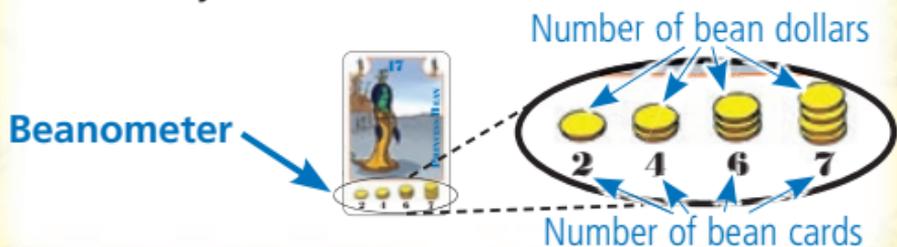


Next, turn all your face-up magic cards over so they're face down again. Then, the player to your left becomes the new active player.

HARVESTING BEANS

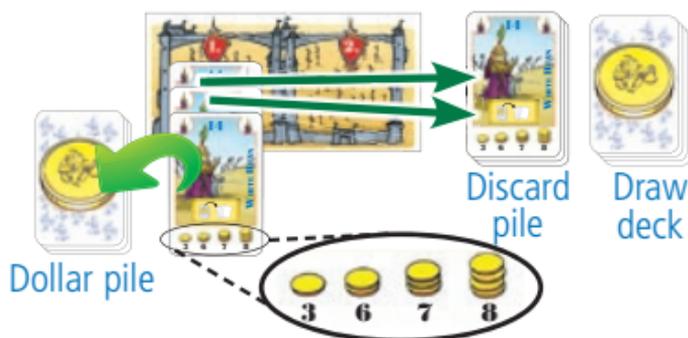
You can harvest beans at **any time** during the game, even when you're not the active player. Each type of bean has its own "**Beanometer**," which tells you how many bean dollars you get based on the number of beans of this type you harvest.

Note: Some harvests don't earn you any bean dollars. For example, the Princess Bean's Beanometer tells you: If you harvest 1 Princess Bean, you don't get any dollars. For 2 or 3 Princess Beans, you earn one dollar. 4 or 5 Princess Beans earn you two dollars, 6 Princess Beans bring three dollars, and 7 or more Princess Beans earn you four bean dollars.



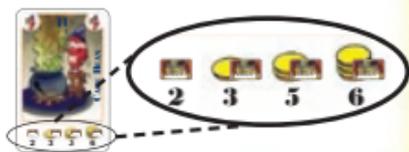
1 Count the number of cards in the bean field you want to harvest. **2** Check the **top** card's Beanometer **3** Turn over as many of those cards as you get bean dollars according to the Beanometer, so their dollar side is showing. **4** Put these cards on your dollar pile. **5** Put the remaining cards from your field on the face-up discard pile. **6** After your harvest, the field must be empty — you cannot harvest only part of a field.

Example 6: Keno has 3 White Beans in one of his fields. The White Bean's Beanometer tells him that these 3 beans are worth one bean dollar. Keno turns one card to its dollar side and puts it on his dollar pile. The remaining 2 White Beans go on the discard pile.



The Cape Bean's Special Beanometer:

If you harvest a field with 3 or more Cape Beans, you earn one to three bean dollars as usual.



In addition, you get a new magic card from the magic card pile if you harvest at least 2 Cape Beans. Look at your new card and put it in front of you, face down. When you're the active player, you can activate it in phase 1b of your turn.

If the magic card pile is empty, you don't get any new magic cards when you harvest Cape Beans.

The Bean Protection Rule

If there is only one bean card in one of your fields, you cannot harvest it, as long as you have another field containing more than one bean card.



WHEN THE DRAW DECK RUNS OUT

When you draw the last card from the draw deck, re-shuffle the discard pile and turn it into a new draw deck. Turn over the round marker card and slide it back under the draw deck so the next highest number is visible. It helps you remember how many times you have already played through the draw deck.

THE END OF THE GAME

If there are three players, the game ends after the draw deck runs out for the third time, if there are four or five players, it's after the fourth time. At this point, don't create a new draw deck, but the active player still completes their full turn. This may mean that they won't be able to reveal or draw the normal number of cards.

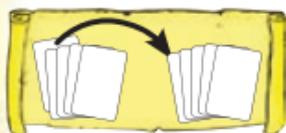
Harvest all your bean fields and give yourself the appropriate number of bean dollars. Cards in your hand are worthless at this point.

Count the cards in your dollar pile. Each card is worth one dollar. The player with the most dollars wins the game. If there is a tie, the player involved who has the most cents on their magic cards wins. If there is still a tie, you have more than one winner.



THE BEAN ABILITIES

Five of the seven types of beans have special abilities that the active player may use in phase 1b:



Picking Bean



Steal the bean from the very back of another player's hand and either place it in the back of your hand or plant it in one of your fields. If you plant it and by doing so **start** a new column of cards in phase 1b, you may use the new bean's ability immediately during the same phase 1b.



Mean Bean



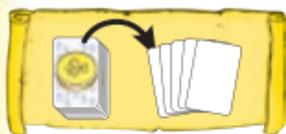
Note: You can only use this ability if you have **at least 4 Mean Beans** planted in one of your fields.

All of the other players shuffle their dollar piles and reveal their top card. The player who has revealed the **highest** number puts their card back in their dollar pile. It's possible that there will be more than one player who gets to do this.

The other players must put their cards on the discard pile, starting with one to the active player's left and going clockwise from there.

Example: Eiko has planted 4 Mean Beans in one of his fields and uses its ability in his phase 1b as active

player. Nina reveals a Princess Bean (17), Timon has a Picking Bean (9), and Keno shows a White Bean (14). Nina has revealed the highest number and puts the card back in her dollar pile. Timon and Keno put their revealed cards on the discard pile.



White Bean



Draw 1 card from the draw deck and put it in your hand at the back. If you have **4 or more White Beans** in your field, you may immediately plant the bean you've drawn instead.



Magic Bean



Activate one of your magic cards by turning it face up. If you have **4 or more Magic Beans** in your field, you may activate up to two magic cards.



Sword Bean



Pick another player, who has to shuffle their dollar pile. Take the pile from them and reveal the top card. Carry out the following action, depending on the type of bean revealed:

 **Princess Bean:** Take the revealed Princess Bean and put it on your own dollar pile.

 **Magic Bean:** Activate one of your magic cards and put the revealed Magic Bean back in the other player's dollar pile.

 **Picking Bean:** The other player steals the card from the very back of your hand and either puts it in the back of their hand or plants it in their fields. Put the revealed Picking Bean back in the other player's dollar pile.

 **Sword Bean:** The other player gets to counterattack—First, put the revealed Sword Bean back in the other player's dollar pile. Then, shuffle your own dollar pile, hand it to them and have them reveal the top card. Depending on the type of bean that comes up, they carry out the action described above.

If you reveal a Cape Bean, a Mean Bean, or a White Bean, nothing happens. Simply put the revealed bean card back in the other player's dollar pile.

After resolving the bean card, return the other player's dollar pile to them.

Note: While the Sword Bean's ability is being used in phase 1b, **no player** may harvest any of their fields.

The Cape Bean doesn't have a special ability, but it can earn you new magic cards when you harvest it. The Princess Bean has an especially lucrative Beanometer.

THE MAGIC CARDS

There are eleven different magic cards. You can find the following information on them:



-  You can activate your magic cards in phase 1b by using Magic Beans and turning them over to reveal their front side.
-  **As the active player,** use the spell(s) on your activated magic card(s) in the phase it specifies. You don't have to use an activated magic card, you may pass on it if you choose.
-  Once you've used the spell, turn that magic card back over so it's face down again.
-  At the end of your turn, turn your active magic cards back over so they are face down again.



Attack Spell (1 cent)

Use this card in phase 1b to cast **one** of its two spells:

-  Use the ability of a Mean Bean, even if you've planted only 1 – 3 of them.

 If you use a Sword Bean, draw two dollars from the other player's dollar pile. Use one of them and return the other without effect by putting it back on the other player's pile.



Bean Field Spell (1 cent)

Use this card in phase 1b. You get a temporary third bean field next to the other two. Once you harvest any of your three bean fields, you return to having only two.



Magic Card Swap (2 cents)

You may use this card at any time during your turn. Swap it with another player's face-down magic card. Look at the card you get and choose whether you want to put it in front of you face up (activated) or face down. The other player places their new magic card in front of them, face down.



Trading Spell (3 cents)

Use this card at the start of phase 2. Then, after you have revealed the usual two cards from the draw deck, reveal a third card and put it next to the other two. In addition, you don't have to plant any revealed beans left over after trading in phase 3. Instead you may put them on the discard pile.



Magic Card Flow (4 cents)

You may use this card at any time during your turn. Plant the first card in your hand, then repeat as often as you like. If you do this in phase 1b and **start** a new column, you may immediately use the new bean type's ability.

Note: While using this spell, you may harvest beans and use the abilities of newly planted beans (if in phase 1b) if you start a new column while planting them.



Stack Spell (5 cents)

Use this card at the **start** of phase 2. First, reveal two cards from the draw deck as usual. Then, decide if you want to use this spell to add the top card of the discard pile to them.



Enchantment of the Beans (6 cents)

Use this card in phase 3. Put **any** bean you have to plant at this time in a field where you have **exactly one** bean card of any type. The first bean in this field now counts as the same type as the second one.



Enchantment of the Other Players (7 cents)

You may use this card at any time during your turn. All players must **immediately** plant the first card in their hand. If they don't have space for it in their bean fields, they must harvest. You yourself may plant the first card in your hand, but you don't have to.



Rearrangement Spell (8 cents)

You may use this card at any time during your turn. Move **one** of your hand cards to any new position in your hand.



Hand Card Spell (9 cents)

Use this card in phase 4. If you have decided not to trade with the other players in phase 2, draw two additional cards—i.e., five cards instead of just three.

Note: You're free to talk to the other players about potential trades in phase 2. However, if you want to use this spell, you can't complete any trades.



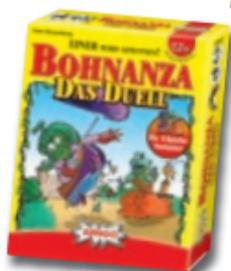
Randomness Spell (10 cents)

You may use this card at any time during your turn. Draw the top card from the magic card deck and put it in front of you face up (activated). At the end of your turn, shuffle it back into the magic card deck. If the magic card deck has run out, you can't use this spell anymore.

Special case: If you draw the "Magic Card Swap" card and use it, shuffle the card you swapped it for into the magic card deck at the end of your turn.

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