

Bohnröschen

(by Uwe Rosenberg – published by AMIGO Spiele 2007)

How to play "The Sleeping Beauty" with 3-6 players**

STORYLINE

Every Bean prince in the country are hacking their way through the thick thorn hedges to wake the Sleeping beauty with a kiss. If you are rich enough, she will even marry you!

COMPONENTS

- A deck of basic **Bohnanza** or **Ladybohn** (ie. no Coffee beans or Cocoa, not even with 6 players)
- 6 tokens or cards to mark the players' "**3rd Bean Field**"
- A player token for each player (to keep track of the player's progress along the card row on the table)
- 28 Thorn Hedge cards + a Castle card

The game is played as a normal game of **Bohnanza** with a single change* and the amendments listed below. *) **It is no longer allowed to harvest your Fields between player-turns. You may still harvest during another player's turn.**

SETUP

- Shuffle the **Thorn Hedge cards** and place them in a stack face down next to the Bohnanza draw pile. Place the Castle card in the bottom of the pile. Turn over the top 4 Thorn cards and place them face up in a row next to the two decks.
- Place all participating Bean Prince tokens next to the first card.
You should now have a setup that looks like this:
[\[Empty Discard pile\]](#) [\[Draw pile\]](#) [\[Thorn Hedge pile\]](#) [\[Open card w/Princes\]](#) [\[Open card\]](#) [\[Open card\]](#) [\[Open card\]](#)

PLAY

- Players must fulfill the condition on their Player token's current Thorn Hedge card in order to move forward to the next card.
- A Player's token moves forward immediately they fulfill the condition on their Thorn Hedge card – even in the middle of someone else's turn or between turns. If the condition on the card is also fulfilled, the token immediately moves forward again; this continues until it stays on a card that cannot be fulfilled at the moment.

TRIBUTE & INTERIM PHASE

- A player may **pay Tribute: 1 gold**, to skip a condition and move onto the next card.
- **Tribute may only be paid during the player's own turn or in the Interim Phase.**
A player may pay tributes at any time during his turn – even before planting in phase 1.
- The Interim Phase is a new phase, which takes place between player turns.
During this phase all players may pay gold to skip any number of cards (1 gold per card).
- NOTE: It is not allowed to harvest fields in the Interim phase. This is an exception to the standard rules.

GAME END

- Players may only enter the Castle card if they have at least 5 gold.
- Players who fulfill the condition of the final Thorn Hedge card, but do not have 5 gold, will place their token next to the Castle card and wait there until they have gained enough gold to enter the Castle.
- The game ends as soon as a player enters the Castle card.
- Everybody will now harvest their Fields and pay gold to move forward towards the Castle card. They do not need to have 5 gold to enter the Castle.

WINNER

- The winner will be the player on the Castle card with the most gold.

A few notes:

**) The game contains rules for 1 and 2 players – which I haven't translated.

- Remember that a player can only pay tribute in his own turn or in the Interim phase between turns. This makes it possible for a player to move ahead (by paying a gold) and fulfill an order the other players cannot reach right now. If the condition was to have a particular bean in your field, you may be able to harvest them again in the same turn to prevent others from fulfilling the condition!
- “All other Player pawns must be ahead of you”. Obviously only one player – who is behind and alone on this card, can fulfill it. Everybody else will have to pay.
- You can only buy one 3rd Field, so if you have already bought one before the condition turns up – you must pay 1 gold to skip this condition.
- NOTE that the game doesn't end after the draw pile has been gone through 3 times. The deck will most likely be reshuffled many times before the game ends.