



# WORKSHOP 3

## BOHNANZA

The power of negotiation

### Intro

Here, we are going to play Bohnanza, which will last about 45 minutes. We will play in teams with 4 people, by following the rules we are going to explain to you.

## ACTIVITIES

### A1

#### Bohnanza

Before starting the game, the preparation that we have to make is:

- Each player starts with 5 cards, whose sequence can't be changed.
- In front of each player there will be 2 cards that indicate both starter beans fields.

And please, remember the following information:

- The cards are played in the order they are received.
- The players CAN NEVER change the order of their cards.
- When a player steals cards, he/she will do it one by one and will put it behind the last card in his hand.
- In each field, it can only be one type of bean.



### RULES

For the development of the game, we will follow the turns' order with the 4 actions which correspond to each player.

The aim of the game is to get the maximum possible gold by planting and selling beans.

#### During a turn it is made the following:

- **To plant beans card.** It must be planted the first card in one of the fields. The second card can be planted, in the same or in another field.
- **To steal, negotiate and give beans.** 2 cards are stolen and they are put face up. It can be planted or negotiated with them and with the others from the hand with the rest of players. The active player is the only one that can negotiate with the others, not the rest between them. The stolen cards can be donated too.

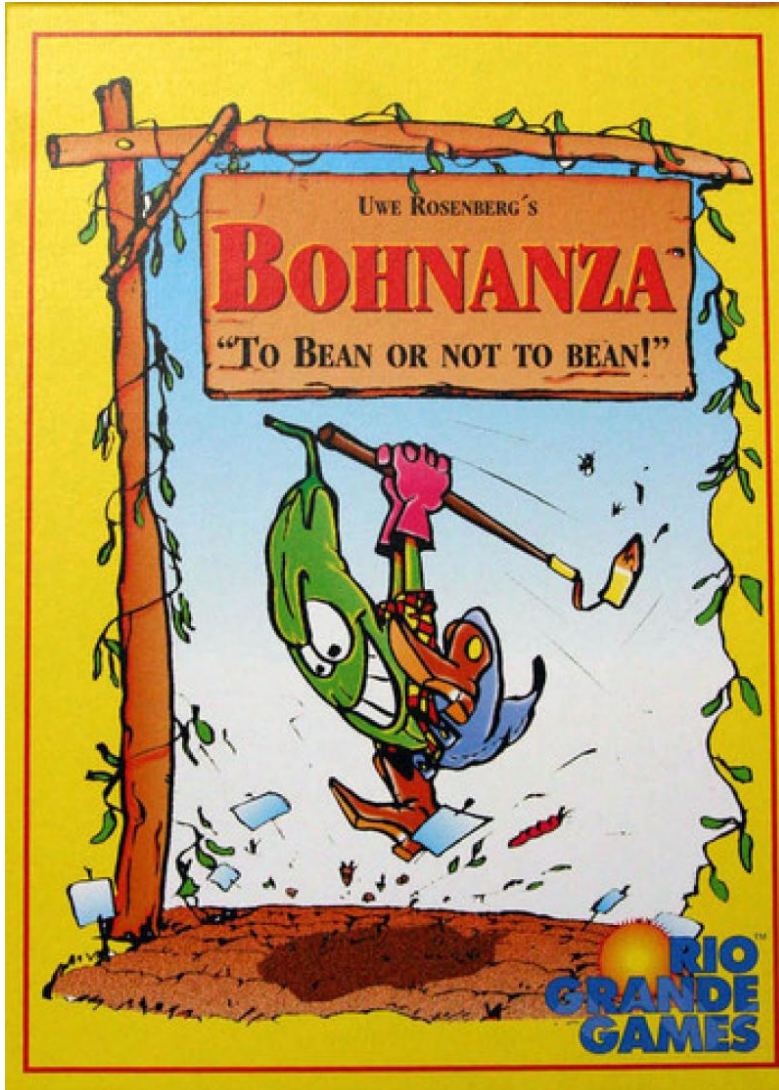


- **To plant the obtained beans.** The plants which are obtained after a negotiation must be planted; they are NEVER returned to the hand. To plant, it will be possible to collect the fields. If the number of cards in both fields doesn't achieve the minimum to be exchanged for golden, the player decides what field he/she will discard to plant the obtained beans.
- **To steal new beans cards.** The active player steals 3 cards one by one and puts them at the end of his/her hand's cards.

The turn passes to the left player, in a clockwise direction.

- When the deck is spent, it is shuffled and it turns around again to make a new theft deck.





In the lower part of each card it appears how many gold coins are obtained by selling the number of equal cards of the variety of beans. A player can harvest beans or buy a new beans field (3 golden coins) at any time.

The game ends when the deck of cards ends by a third time. In that moment, the hand cards are set aside and the players collect and sell their fields of beans. **The player with the most number of coins is the winner.** In case of a tie, the player with most cards in the hand is the winner.

You can put the following questions for debriefing and conclusions:

# A2

## Conclusions

REFLECT

CONCLUDE

CHOOSE

IMPLEMENT

- What kind of arguments did you used to negotiate with the others? (emotional, rational)
- What was your purpose in this game? (to have fun, to win, to confront the others, to achieve more coins/camps, etc.)
- How was it for you to ask for a card and how it was when the others asked you? When more people asked, how did you decide the one to collaborate with?