

Fagioli

Player Count: **2~4**
 Ages: **10** and up
 Play Time: **15~30** min

Game Overview

Fagioli means "beans" in Italian. In this game, you are a bean farmer, traveling back and forth between your farm and the market while growing your crops. As you move closer to the market, you can acquire cards that work as seeds. As you move farther away from the market, your beans grow. However, if you rush toward the market or try to grow too many beans at once, you risk triggering a penalty called a "burst." Be careful not to overextend yourself. The player who earns the most money (Thalers) wins the game!

Components

52 Bean Cards (1-3, 5-9)



Front



Back

2 Start Cards
(3 and 7)



4 Farm Cards



7 Burst Tokens

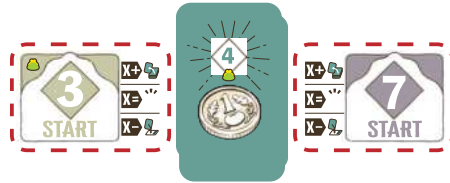


Game Setup

Shuffle the 52 Bean Cards and deal 4 cards face down to each player. Each player may look at their own cards and keeps them as their hand, ensuring they are not visible to other players.

Place the remaining Bean Cards in a draw pile within reach of all players. **Players may not look at the cards in the draw pile, but may check the number of cards remaining at any time.**

Prepare spaces on both sides of the draw pile to serve as **discard piles**. Place one Start Card in each of the discard piles on either side of the draw pile.



Deal 1 Farm Card to each player. Do not add it to their hand, and instead place it in front of them. Then, use the appropriate Burst Tokens based on the player count.

2 players: -2, -3, -3, -3, -4
3 players: -2, -3, -3, -3, -4, -4
4 players: -2, -2, -3, -3, -3, -4, -4

Place the Burst Tokens being used within reach of all players. Return any unused Burst Tokens to the box. The area where these unclaimed tokens are placed is called the **Token Supply**.

Choose a starting player using any method. The game is now ready to begin.

Example setup for 3 players



Game Flow

Beginning with the starting player, players take turns in clockwise order.

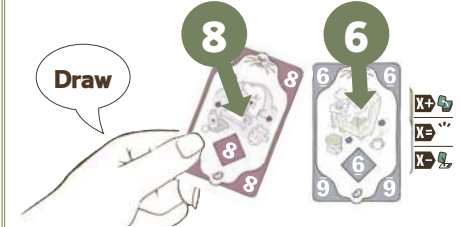
On your turn, choose 1 Bean Card from your hand and play it to a discard pile. You may play the card to either of the two discard piles. After choosing a discard pile, compare the number on the card you played with the number shown on the top card of that pile.

If the top card of the discard pile is a Start Card, compare with the number shown on the Start Card.

Depending on the result of the comparison, draw a Bean Card from the draw pile or plant beans in your Farm. Then the next player takes their turn. Continue until the end-of-game condition is met.

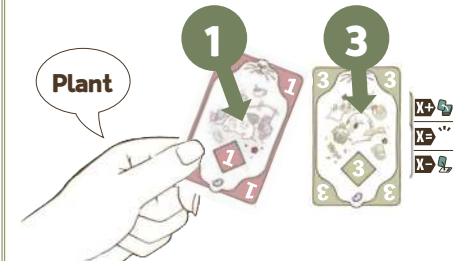
If the number you played is higher

If the number on the Bean Card you played is higher than the number on the top card of the discard pile, draw Bean Cards and add them to your hand.



If the number you played is lower

If the number on the Bean Card you played is lower than the number on the top card of the discard pile, place Bean Cards from your hand face down on your Farm Card. Placing a Bean Card face down on your Farm Card is called "planting beans."

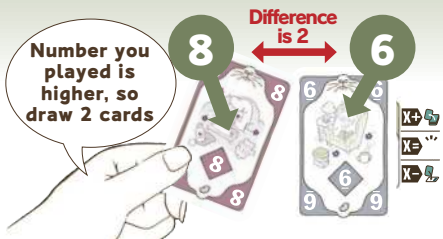


When planting beans in your Farm, choose any Bean Card from your hand and place it face down on your Farm Card. Keep the total number of cards on it secret from the other players.

Number of Cards to Draw or Plant

The number of Bean Cards you draw or plant is equal to the difference between the number on the Bean Card

you played and the number on the top card of the discard pile.

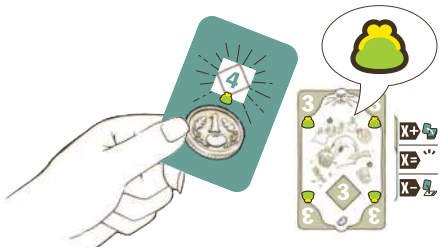


If the numbers are the same

If the number on the Bean Card you played is the same as the number on the top card of the discard pile, do not draw or plant any Bean Cards. Continue to the next player's turn.

Playing a card face-down

You may play a Bean Card face down only when playing onto a Start Card with a wallet icon or onto a face-up Bean Card with a wallet icon. In this case, the face-down card is treated as having a value of 4, regardless of its actual number.



Burst

During your turn, if you meet any of the following three conditions, a Burst occurs.

- Your hand would have 6 or more cards
- Your hand would have fewer than 0 cards
- Your hand has 0 cards at the end of your turn

If a Burst occurs, the player who triggered it resolves the Burst before the next player's turn.

Your hand would have 6 or more cards

Players may have up to 5 cards in their hand. If playing a Bean Card would require you to draw cards that would increase your hand to 6 or more cards, **do not draw any Bean Cards. Instead, resolve a Burst.**

Your hand would have fewer than 0 cards

When planting beans in your Farm, if you have fewer cards in your hand than the number you must plant, **you cannot plant any Bean Cards. Instead, resolve a Burst.**

If the number of Bean Cards you must plant equals the number of cards in your hand, place all Bean Cards from your hand onto your Farm.

If you have 0 cards at the end of your turn

If you have 0 cards **at the end of your turn, resolve a Burst.**

This can occur after planting beans in your Farm, or when you have 1 card and play a Bean Card with the same number as the top card of the discard pile.

Notes:

If you play a Bean Card while you have 1 card, your hand becomes 0. However, if that card causes you to draw Bean Cards, your hand will not be 0 at the end of your turn, so a Burst does not occur.

However, if drawing would increase your hand to 6 or more cards, do not draw any Bean Cards. Instead, a Burst occurs.

Resolving a Burst

When a Burst occurs, take 1 Burst Token from the Token Supply. When taking a token, choose the one with the lowest penalty value.

Penalty



If there are no Burst Tokens left in the Token Supply after you take one, the game ends immediately. Do not perform any further steps.

If the player who took a Burst Token has any cards in their hand, discard all of them face down. Set them aside so they do not mix with the discard piles or the draw pile.

Then draw Bean Cards from the draw pile until you have 4 cards in your hand. After resolving the Burst, the next player takes their turn.

Cards set aside due to a Burst cannot be used or added to on later turns. They are shuffled back into the draw pile when the draw pile runs out, as described later.

When the Draw Pile Runs Out

If the draw pile runs out while drawing Bean Cards, take all Bean Cards from the discard piles and all cards set aside due to Bursts, turn them face down, and shuffle them to form a new draw pile.

If the draw pile runs out while you are drawing cards, create the new draw pile and then continue drawing the remaining cards.

Leave the Start Cards in the discard piles and do not shuffle them into the draw pile.

After creating a new draw pile, return 1 unclaimed Burst Token with the lowest penalty value from the Token Supply to the box.

End of the Game

If the last Burst Token in the Token Supply is either taken by a player or returned to the box due to the draw pile running out, the game ends immediately.

When the game ends, the player with the

lowest total penalty value on their Burst Tokens gains 1 Thaler. If a player has taken no Burst Tokens, their total penalty is 0. That player gains 1 Thaler.

If there is a tie, all tied players gain 1 Thaler.

In addition, all players who have taken no Burst Tokens gain 1 Thaler as a bonus.

Finally, each player gains 1 Thaler for each Bean Card on their Farm.

Then, each player loses Thalers equal to the total penalty value on their Burst Tokens. **If this would reduce a player's Thalers below 0, keep the negative amount.**

The player with the most Thalers wins. If multiple players are tied for the most Thalers, the player who is later in turn order from the start of the game wins.

Note:

For easier counting, treat each face-down Bean Card as 1 Thaler.

Credits

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