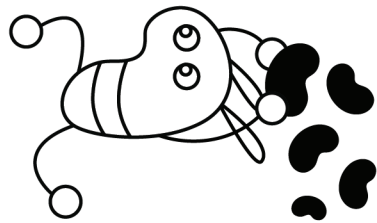


Bean Caravan



REQUIRES:



- 1:** Each player begins in the CITY with 5 BEANS and the TOOL of their choice. (Place a coin on each "5" and whatever tool)
- 2:** Players take turns as outlined below, keeping track of their resources with the BEAN COUNTER and the TOOLS TABLE

OBJECTIVE:

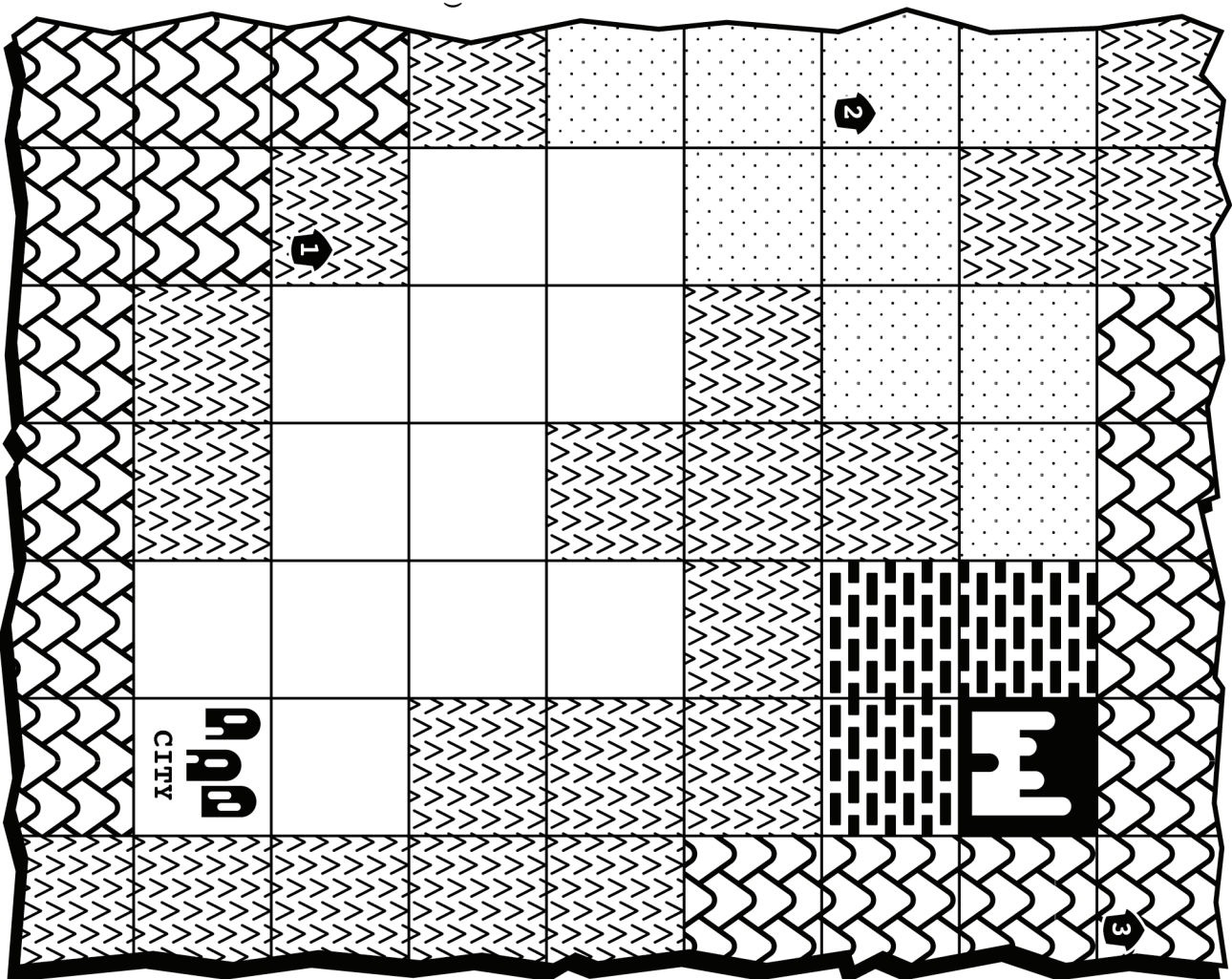
- Either 1) Find true happiness
- 2) Visit all the huts (in order.)

TAKING A TURN

The player consumes (spends) one bean, then...

- 1:** MOVES one space in any direction if desired
- 2:** ROLLS the dice for the reward/hazard outlined on the EXPLORE table
- 3:** CHANGES TOOL if desired

IF YOU RUN OUT OF BEANS, YOU LOSE



EXPLORE TABLE

CITY:
1-4 Collect 2 ☪
5-6 Collect 3 ☪

PRAIRIE:
1-2 Collect 2 ☪
3-4 Collect 3 ☪ If ☪
5-6 MONSTER! Lose 1 ☪

FOREST:
1-2 Collect 2 ☪
3-5 MONSTER! Lose 2 ☪
6 Collect 3 ☪ If ☪

MOUNTAIN:
1-2 Collect 2 ☪ If ☪
3-6 MONSTER! Lose 1 ☪

DESERT:
1-4 Nothing...
5-6 MONSTER! Lose 1 ☪

RUIN:
1-3 MONSTER! Lose 2 ☪
4-6 Collect 2 ☪ If ☪

LOST CASTLE:
1-5 MONSTER! Lose 1 ☪
6 True happiness!

TOOLS TABLE

1 Ignore "MONSTER!" hazards

2 Collect "If ☪" bonuses

3 Move two spaces, not one

BEAN COUNTER

