

Honey Bee

2 Players;

20-30 mins

Honey Bee is a buzzy exploration of colourful flower fields, tiny adorable work machines and of course, the business of honey. This colourful worker placement game might seem too sweet, but you will need all you cunning to outwit, outsource and outwork your opponent.

Honey Bee has nearly 200 different pieces, but do not worry - all it takes are 3 sheets of A4 colour printing and a pair of scissors to get the full effect of the game. Simply download the file from the 'Game Pieces' section for Honey Bee on our website, print the 3 pages in colour (you can print them in black and white if you prefer, but the effect won't be quite as good and the gameplay will be slightly harder as you will have to rely on tone rather than colour). It is then just a matter of a little patience with a pair of scissors. If you are feeling a little more crafty, have a look at the tips we have in the 'Crafting' section for Honey Bee on our website. There you will find some additional tips on how to make the game look even better as well as instructions on how to make the adorable little box we have designed specifically for Honey Bee.

Enjoy!

Set Up

Before we start, please have a look at the infographics at the end of these rules. There you will find images and detailed descriptions of all the different pieces of the game and what they do. You will also find a layout that shows how to set up the board and playing pieces before you start the game.

Once you have had a look at all the pieces, please set up the board as shown in the infographic:

1. Player Boards - give each player a player board. This is where you will be assigning your bees their jobs, make your honey and ultimately score points from your honey production. Apart from the player boards, give each player 5 bee standees. This is the workforce you start the game with, but you can expand your hive during the game.
2. Board - the board is made up of 5 fields of plants from there your bees will collect nectar to make honey. Start by placing the two Meadow fields closest to both players, followed by the two Thistle fields. In the middle, place the Manuka field.
3. Stepping stones - last but not least, set up the flower and pollen paths that connect the fields. Place 3 stepping stones between each two fields and the Meadow fields and the board as shown in the infographic. Arrange the flower designs as you like, but you must make sure every set of three 'stepping stones' has one with a single pollen space, one with 2 pollen spaces and one with 3 pollen spaces.

You are ready to play.



Play the Game

The aim of the game is simple - make as much honey as you can. Your bees will fly from field to field, pollinate plants, collect nectar, make honey as well as bee bread with which to feed the colony and create more bees. With the nectar they collect, your bees will make honey inside the honeycomb on your player board. As soon as a honeycomb is full, you can harvest it and get a jar of honey - this is what you score. The different types of honey score differently, depending on how hard they are to make. An incomplete honeycomb cannot be scored at all.

Round 1:

1. Strategy - Each player has 5 bees to begin with. Each bee can complete one action during each turn. To begin the game, both players must set up their strategy for the turn. To do that, you must assign each one of your bees a task by placing it in the appropriate place on your player board. Each bee can have one of four different jobs:

- a. **Scout bee** - a scout bee must discover a field before the foraging bees can go there. You can only move one scout bee at a time. A scout bee must follow the flower path and can move up to 4 spaces at a time (or from one field to the next). On their way the scout bees can pick up pollen and carry it to any unpollinated flower in their way. A pollinated flower can be replenished with nectar after the nectar has been collected by a bee. An unpollinated flower cannot be replenished after it has been visited by a bee and will be removed from play. A scout bee can also return pollen back to the hive where it will be used to make bee bread as food and to expand the colony. Once a scout bee has discovered a field the player wants to use, place a marker on it. Once a marker is placed, the scout bee must return to the hive immediately. When sent out for a second time, a scout bee can fly directly to any field they have previously marked and continue to explore from there, following the flower path.

- b. **Foraging bees** - foraging bees can fly directly to any field that has been discovered by a scout bee. You can move up to 3 foraging bees in one turn. **When they land on a flower, they collect both the nectar and the pollen from that flower.** If the flower was pollinated, they place a new nectar standee. The flower can now be harvested again, but it will only be able to be replenished if it's pollinated again by a different bee before harvesting. If a bee has landed on a pollinated flower and taken both the pollen and the nectar, it can now pollinate another flower from the same field or any other field discovered by their scout bee before returning to the hive with the nectar. Foraging bees can also carry pollen to pollinate flowers before harvesting. In order to do that, they must take the long way round and collect pollen on the way. In this case a foraging bee can only travel up to 6 spaces at a time (a flower hexagon is one space, a field is also one space.) Pollen cannot be replenished. A foraging bee must return to the hive as soon as they collect nectar and if available, pollen from a flower. They place the resources





- in their places on the hive (nectar in a hexagon on the honeycomb and pollen with the caring bees to make bee bread.)
- c. **Honey making bees** - You will need to assign bees to make honey from the nectar, brought by the foraging bees. In order to make one cell of honey, you will need to place one bee and one drop of nectar in the cell for one full turn. At the end of this turn you will have one cell full of honey of the same type as the nectar you left in the cell.
 - d. **Caring bees** - the colony also needs bees that will take care of the hive. They will keep the hive protected and feed the new little bees. When a foraging bee brings pollen back to the hive, place it in the pollen slot on the board. When you have three pollen standees, assign three bees to take care of the hive for one whole turn. At the end of that turn you will have a new bee join your hive.



2. When both players have assigned jobs for all 5 of their bees, player 1 makes their move. Each bee can do one job, appropriate for the slot they have been assigned. At the end of their turn, Player 1 assigns new jobs for all their bees - this will be their strategy for the next round.
3. Player 2 takes their move next. Each one of their bees can also complete one job, appropriate for the slot they have been placed in. At the end of their turn, Player 2 also assigns new jobs to all their bees.

Round 2:

1. For round 2 both players have already assigned jobs to all their bees, so player 1 starts by sending their bees to do their jobs. At the end of the turn, assign new jobs for all your bees.
2. Player 2 takes their turn and assigns new jobs for their bees at the end of the turn.

Keep repeating the process until:

End the Game

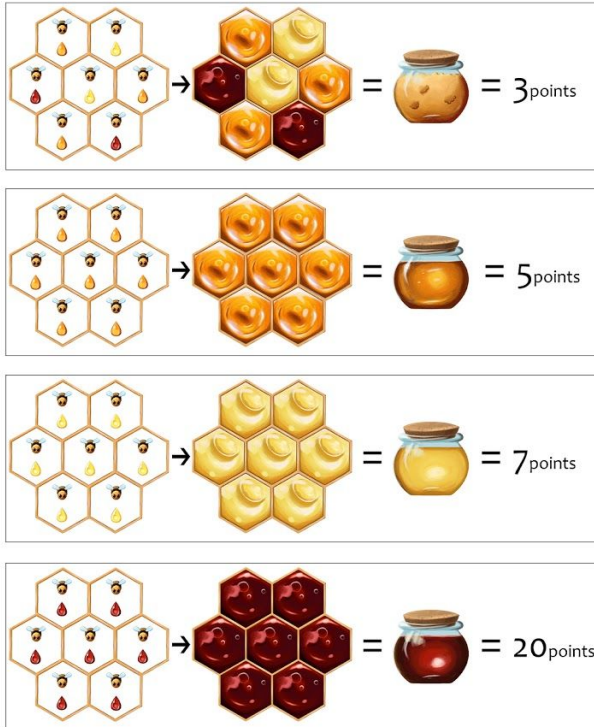
As soon as a honeycomb is full, the player can harvest it and get one jar of honey of that type. The game ends when:

1. **one of the players has harvested three jars of honey or**
2. **when there are no more possible moves left.**

Score:

When the game has ended, it's time to score your product. In the infographic below you can see detailed information about how to achieve the perfect honey and how each jar scores:





Honey Jars - When you fill up a honeycomb of 7 hexagons, take a honey jar of the same colour. This is how you score. A honeycomb of mixed honey is easiest to obtain, but it scores the lowest. Any honeycomb that contains two or more colours of honey will score a mixed honey jar.

Next we have the Meadow honey. A honeycomb filled with meadow honey will score the meadow honey jar. This honey is most common and quite easy to achieve.

Then we have the thistle honey. A honeycomb filled with Thistle honey will score the Thistle honey jar. This honey is harder to achieve and scores higher.

Last, but not least we have the Manuka honey. This honey is very hard to gather. Both players will be fighting for only 5 droplets of Manuka nectar. You must make sure the manuka flowers are always pollinated, or there is no chance of filling even one jar of Manuka honey. Good luck :)

To that score, add:

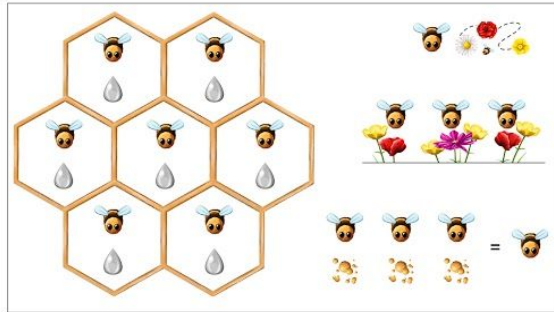
- 1. 1 point for every bee in your colony and**
- 2. 1 point for every 3 hexagons in an incomplete honeycomb.**

The player who scored highest, wins the game.

Have a look at the infographics below for more information. Hope you enjoy it :)



Game Pieces



Player Board - The player board is your guide and cheat sheet to Honey Bee. On the left you can see the honeycomb. You score by filling the honeycomb with honey. Illustrated within each hexagon are the requirements for filling in that hexagon - one bee and one droplet of nectar.

On the right you can see all the jobs you can assign for your bees: scout, forage or hive maintenance. You will be assigning jobs for your bees at the end of each turn.



Fields - The game board consists of 5 different fields. Your bees will be flying to those fields to collect nectar for three different types of honey. Closest to each player we have a **Meadow**. The nectar from the meadow flowers is easiest to obtain and it creates a lovely and fragrant, mid-darkness honey. Next we have the **Thistle** field. The nectar from the thistles is harder to obtain and it creates a beautiful pale coloured honey with a wonderful taste and many health benefits. Right in the middle we have the **Manuka** field. The honey, made from the nectar of the Manuka tree has a gorgeous dark colour and is revered for its health benefits and rare taste. This is the hardest honey to obtain.



You will score depending on the type of honey you have made. The harder the honey is to obtain, the higher it scores. Pure honey scores higher than any mix.



Flower and Pollen Stepping Stones - as part of the board we also have 18 'stepping stones' that connect all the fields. Your scout bees will need to use those to discover new fields you can use for foraging. The flowers also carry pollen. You can collect that pollen on your way and use it to either pollinate the flowers in the fields to replenish their nectar, or to make bee bread to feed and expand your hive.



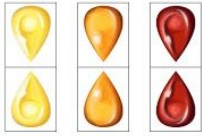
Markers - before you can collect nectar from a field, you must send a scout bee to 'discover' it. The scout bee must take the long way round, following the path of flower 'stepping stones'. When the scout bee 'discovers' a field, that field is marked with a Marker. This field can now be visited by that player's bees directly. The scout bee must return back to the hive as soon as a field is marked.



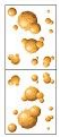
Standees



Bees - the game has 20 bee standees. Each player starts with 5 bee standees. You can grow your colony during the game and add more bees.



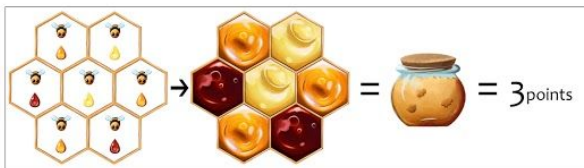
Nectar standees - during the game you will be collecting nectar from the different fields your bees visit. This nectar is represented by the nectar droplet standees. One nectar droplet and one bee will make one hexagon of honey of the same colour as the droplet.



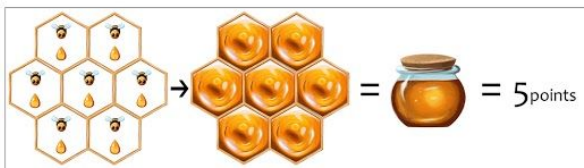
Pollen standees - The game also has 36 pollen standees. These are placed on top of the flower 'stepping stones'. Your bees can collect the pollen on their way and use it either to pollinate a field they are visiting, so the nectar can be replenished, or to make bee bread in order to care for the colony and make more bees. The pollen is a finite resource - once used, a pollen standee cannot be returned to the game.



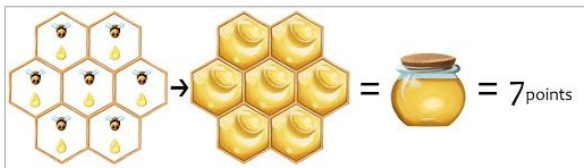
Honey - your bees will collect nectar and make honey out of it. You will need one droplet of nectar and one bee to work for one whole turn. At the end of it you will have honey of the same colour as the nectar droplet you used. Mark this by placing a honey tile in the slot on the honeycomb on your player board. When your honeycomb is full, you can score it.



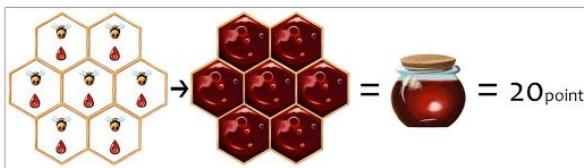
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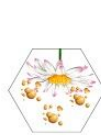
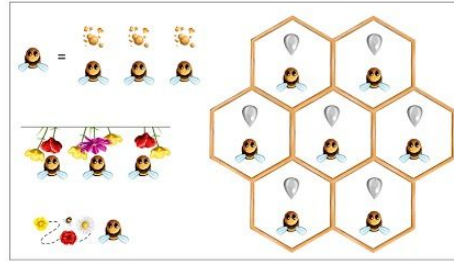


Set Up

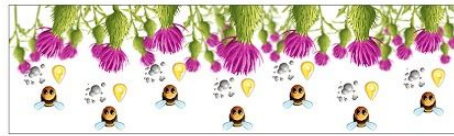
Bees
Give each player 5 Bee Standees and 5 marker standees of the same design.



Player 2
Player Board
(Give each player a Player Board.)



Add one Medium Colour Nectar standee
in each marked place (9 in total)



Add one Pale Colour Nectar standee
in each marked place (7 in total)

Add one Dark Colour Nectar standee
in each marked place (5 in total)



Arrange the 5 fields between the two players.
Start with the 2 Meadow Fields, placing them closest to each player, followed by the 2 Thistle Fields and the Manuka Field in the middle.

Add a Nectar Standee to every nectar droplet on every field.



Add one Pale Colour Nectar standee
in each marked place (7 in total)

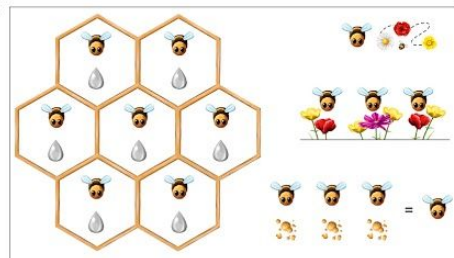


Add one Medium Colour Nectar standee
in each marked place (9 in total)



Add 3 hexagon flower tiles between all the fields. Place any flowers you like, but you must make sure that each set of three has one flower with one pollen space, one flower with two pollen spaces and one flower with three pollen spaces.

Add a pollen standee to every pollen space on all hexagon flowers.



Player 1
Player Board
(Give each player a player board)



Bees

Give each player 5 Bee Standees and 5 marker standees of the same design.

