

Bee or not Bee

Board game for 2, 3 or 4 players from 6 years onward and adults: Duration 15 to 45 minutes



Contents of the box:

1 board, 1 axle, 1 turning meadow, 81 bushes, 44 bee pieces, of which :
1 queen bee, 8 worker bees and 2 fighter bees per colour, 36 movement cards;
15 pollen rings, 10 pollution rings, 1 dice, 1 game rules paper.

Preparation of the game:

- unfold the board;
- insert the axle from underneath the board;
- place the turning meadow onto the axle in the middle,
- put 80 bushes onto the meadow, symbols hidden (the one without symbol will serve as joker or in case of loss),
- mix the movement cards and place them in the middle of the meadow (numbers hidden),
- choose the colour of your bees,
- place the queen bee onto its honeycomb in the middle of the beehive,
- position 2 pieces "worker bees" on the birth combs (the other pieces are put around the hive),
- turn the entries of the beehives to the access points of the meadow (8 possibilities).



Two possible variations:

- 1) **without fighters** : For the youngest players
- 2) **with fighters** : For the older and more experienced.

The basics of the game are the same, the older players are asked to read the complete instructions in order to understand the order of events in the game



Basics:

You play the queen bee. You give birth to bees which you send on the meadow to pick the precious pollen



Object of the game:

The aim of the game is to be the first player who has placed
bottom of the beehive.



3 pollen rings into the

Order of game events:

The youngest player starts. He takes a movement card and shifts one of his birth bees according to the number on the card. The card will then be put aside. The game is played clockwise.

During the next round the players have a choice: move an existing bee or give birth to a new bee which they position on one of the free birth combs. When both birth combs are occupied, the player cannot give birth to a bee.



In the variation for children of 6 to 8 years the players only bring worker bees to birth.

The fighters are reserved to the older players (see adult variation)



Movements:

The movements are only done by cards,
(the dice serves to define the strength of a tornado. See later.)

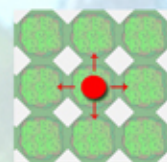
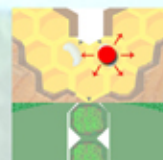
A card represents a healthy bee without pollen but with a number for the movement from 1 to 8 fields.

During the game the picked and used cards are put aside.

When the pile is used up the cards are mixed again and repositioned in the middle of the meadow.



The movements are made in every direction as far as the fields touch each other.



Restrictions :

- Two bees cannot occupy the same field;
- a bee cannot pass two times on the same field during one movement;
- in the variation for young players the bees are not allowed to enter the beehives of the opponents;
- in the beehive the bees cannot fly, they have to bypass existing bees;
- on the meadow diagonal movements are forbidden.

Attention ! A bee which is positioned on the first comb of its beehive blocks the entry/exit.



**At this state we recommend younger players to start the game.
They will find out during the game what the bushes in the meadow are hiding.**

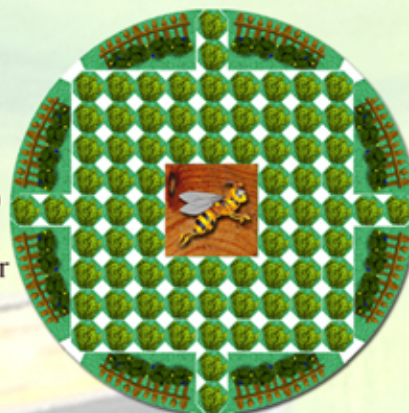
- The meadow -

The meadow is composed of 80 bushes. They are mixed for every game and positioned with the symbols hidden on the back.

(the bush without symbol serves as joker or as replacement for a lost bush)

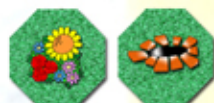
The bees can fly on the meadow, that means they can pass over other bees.

(The field with a passed bee will count as 1 field of the movement)



The bushes :

You have to stop on a bush in order to be able to turn it round. When a player is turning a bush he will show the back side to all other players in order to make it known. After having executed the action which had to be taken the player puts the bush back with the symbol hidden (but not the flowers and the secret passages. See the next chapter).



The player does not have to turn the bush round on which his bee has been positioned. In this case he will not execute the event which is hidden on the back of the bush. If he decides to turn the bush round during the next turn this will count as a played round. He will not be able to take a card nor give birth to a bee.

What are the bushes hiding?



26 flowers : The player who is turning this bush round will put a pollen ring onto his bee. This bee can continue to turn bushes round, but attention:

With each transported pollen the bee will move 1 field less with regard to the number given on the movement card.

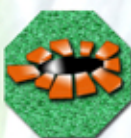


i.e. : If the bee transports 1 pollen and the movement card indicates 4 this bee can only move 3 fields. If the bee transports 2 pollen it can only move 2 fields etc..

Once the pollen is discharged the bee will be able to move normally. The bees can pass or stop on a bush where there is pollen (left by a bee which is eliminated).

The flowers can only give pollen once.

The flowers which have given their pollen will stay visible until the end of the game.



9 secret passages : These are short cuts which allow the bees to move directly through a "hole" to another one without counting a point for moving. A bee will block the passage on which it is positioned preventing the other bees from using it.



The opened secret passages will stay visible until the end of the game.

The following bushes have to be replaced with hidden symbols when used.



7 wings : The player takes another card and moves the bee he has just positioned.



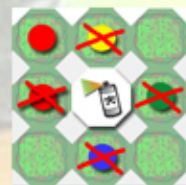
7 bee smokers : The player will pause for one round. All his bees sleep during this round, whether they are in the beehive or on the meadow.



3 hornets : The bee which turns this bush round is eliminated (it is definitely taken away from the game). If the bee transports pollen the pollen will stay on this field. The most rapid worker bee which will position on this field will pick up the pollen.



2 insecticides : The bee which turns this bush round will be eliminated as well as all those which are on the adjacent fields. They are taken away from the game.





10 pollutions : The bee which turns this bush round will be polluted. The player has to put a black ring on his bee.

This bee will from now on be moved  with a handicap of 2 fields less than indicated on the card.

The bee can continue to turn bushes round but, if it finds pollen, it will move slower again. i.e.: 2 fields from pollution + 1 field from a pollen = -3 fields.

If the bee finds a second pollution it dies.

It will be taken off the board. If it transports pollen the pollen will stay on that field.



7 nurses : it makes the pollution disappear with the bee which turns this bush round.



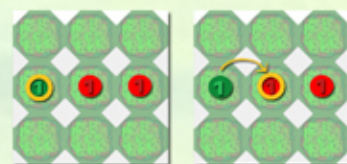
9 tornados : They will make the meadow turn around for 1 to 6 spaces according to the number given by the dice (1 space corresponds to the distance between 2 entries to the meadow = 8 possibilities).

The player who has uncovered the tornado will choose the direction of the rotation of the meadow.



Theft of pollen: Bees of the same colour positioned in neighbouring fields form a group. They can steal one or more pollen from a sole opponent bee or a bee which is a member of an opponent minority group (see adult variation).

In order to execute this action the bees must touch each other (adjacent fields).



Particularities :

- No action is possible during a movement. You can only turn a bush round if the bee is positioned on it.
- When a worker bee is positioned on a field where there is ring of pollen (caused by the death of a bee) the worker bee can pick it up. But this will count as a play round (the bee is then not allowed also to turn the bush round).
- The pollen can be placed in the combs at the bottom of the beehive without stopping on the fields.
- The pollen placed in the combs at the bottom of the beehive cannot be stolen.

Advice :

- Keep in mind the bushes which have been turn round in order not to fall into the same traps.
- It would perhaps be useful to provoke tornados in order to prevent your opponents from storing their pollen into their beehives.
- Think of taking the secret passages in order to get faster from one point to another.
- Send out your bees in groups to protect themselves against the thieves of pollen ...



So, don't panic !



Adult variation

Same movements as in the variation for young players with the additional possibility of bringing fighters to birth and penetrating the opponent beehives.

The fighters do not work : they do not turn the bushes round, they cannot transport pollen nor pollution rings. Their task is to protect the members of the same beehive and to eliminate opponent bees.

In this variation there are two possibilities to win.

- 1 - as in the previous variation : be the first to place three pollen at the bottom of the beehive.
- 2 - eliminate a certain number of opponent bees in order to accumulate points:

A queen bee	= 5 points,
one fighter	= 2 points,
one worker bee	= 1 point.

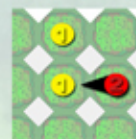
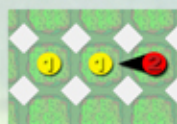


In order to win you must accumulate **5 points** in a game for 2 players, **6 points** for 3, **7 points** for 4 players.

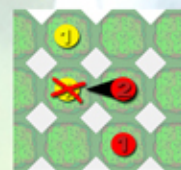
Fight: It will be necessary for a fighter bee to position on a field adjacent to an opponent worker bee to eliminate it with a sting and obtain a point by taking the worker bee to prison (the elimination cannot be done by positioning directly on the field of the worker bee!).



In order to protect themselves the bees should form groups.
A group is formed as soon as two bees of the same colour are positioned on two adjacent fields.



If two groups get into contact it is necessary to count the points of each group in order to determine which one is more important. If there is a fighter in the group, this fighter will eliminate all the bees which it touches.



Elimination of a queen bee : even if she is valued at 5 points a queen bee cannot attack nor defend herself. If an opponent fighter succeeds in entering the queen bee comb, she will be eliminated. She is taken to prison by the attacking player who will get 5 points (for two players the game will end). In a game with 3 or 4 players the one who loses his queen bee will not be able to bring other bees to birth. He will have to continue the game with his existing bees.

Particularities :

- Whenever necessary (in case of danger) a worker bee can sacrifice its pollen on the field where it is in order to move faster.
- During one round only one action can be taken: either bring a bee to birth, or move an existing bee.
- Eliminating a bee at the beginning or at the end of a round is a consequence, not a main action. **i.e.:** If a tornado which has been provoked by a player takes an opponent worker bee beside one of your fighters, when it will be your turn you will first eliminate the worker bee and then play.
- **Examples of rounds:** 1. A player takes a card, he moves one of his fighters which positions beside an opponent worker bee. The player will end his turn in eliminating the opponent worker bee.
2. A player takes a card, he moves one of his worker bees which positions on a bush. He turns the bush round and executes the indicated action.
- Under the same conditions as for the theft of pollen, a polluted bee as member of a more important group, can "pin" its pollution on the opponent bee, which is sole or a member of a less important group.

Advice :

- Form groups in order to protect your bees.
- It could be helpful to count the number of used cards in order to make a strategic choice knowing that the 36 movement cards are divided as follows:
three 8, four 7, five 6, six 5, six 4, five 3, four 2, three 1.
- Think of protecting your queen bee by leaving bees on the birth combs.
- Pay attention to the open secret passages : a fighter bee might appear very fast ...

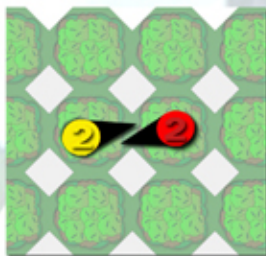




Adult Variation, followed



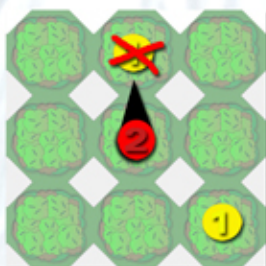
The following pictures show examples of fighting-scenes. To be read in case of doubts.



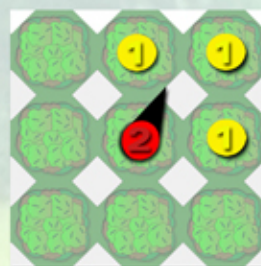
The fighters are in contact.
This means equality.



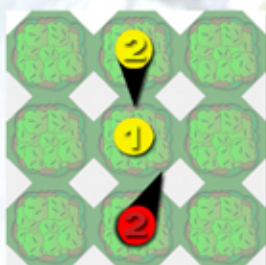
The yellow fighters form a group of 4 points.
They eliminate the 3 red worker bees as well as the red fighter which is isolated on the first bush on the meadow.



The yellow worker bee, down on the right, is not in contact with the red fighter.
It will not be eliminated.



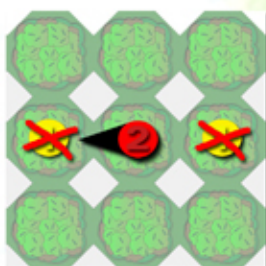
The yellow worker bees form a group of 3 points.
Even if they form a more important group, they cannot eliminate the red fighter, as in this game the worker bees do not sting.



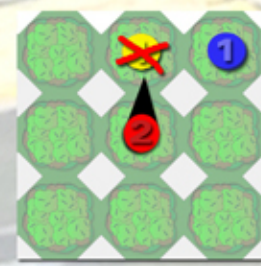
The yellow fighter protects its worker bee, but it will not be able to eliminate the red fighter as they do not touch each other.



The yellow fighter is helped by a worker bee, and will eliminate the red fighter.
Yellow will get two points.



The yellow worker bees do not touch each other, so they are not protected.
They are eliminated by the red fighter.



Bees of different colours do not protect each other.
The red fighter will eliminate the yellow worker bee.