



## GAME PLAY

The game is played over a series of player turns, clockwise from the 1st player, until **END GAME** is triggered.

On your turn perform either **A** or **B**:

### A) TAKE A TILE

Carry out the 3 following steps:

1. Assign 1 or more of your available Beples to a Hive Box of your choice. Stack all Beples used in a single stack, known as a 'Beeline', exactly 1 Bepple higher than the number of Beples in the tallest Beeline already present in that Hive Box.
2. Gain 1 Hive Tile from the Hive Box, Decree Hive Tiles cost 5 Coins to take. Place it in your Hive, touching 1 or more existing Hive Tiles, yellow edge to yellow edge.
3. If placing the Hive Tile creates any empty spaces completely surrounded by Hive Tiles, activate all Action icons on the spaces adjacent to the empty cell in an order of your choice. All Actions are mandatory.. Each Action icon can only be activated once per turn.

### B) RECALL BEEPLES

Carry out the 2 following steps:

1. Retrieve all your Beples from every Hive Box on the Hive Board, including any in the new Bee Hive Box.
  2. You may move your Forage Token up to 1 space for free. You may not spend Coins to move it extra spaces and do not collect any Nectar or Pollen.
- At any time during your turn you may move a Nectar Tile from your **NECTAR JAR** to a matching empty Cell in your Hive.
  - At any time during your turn you may pay any Opponent 5 Coins to move a Nectar Tile from their **NECTAR JAR** to a matching empty Cell in your Hive. They cannot prevent you from doing this.

## END GAME

**END GAME** is triggered when either:

- The values of 4 of the 5 Resources cannot drop any further.
- OR**
- The orders in 2 of the 3 stacks have all been completed.

The game then continues until all players have had an equal number of turns.

**FINAL SCORING** takes place as follows:

- Each Coin is worth 1 VP.
- Each Honey and Pollen left in your Hive is worth 1 VP.
- Score each Contest.
- Score VP for each of your Orders.

**The player with the highest score is the winner. Ties are broken by most remaining Resources, followed by most completed Orders.**

## QUEEN'S CONTESTS



**SPEED CONTESTS** offer payouts of Coins immediately upon completion. The Coins on the Card are the payouts available to the players in order of completion.  
**If less than 4 players:** Do not award last place.



**FINAL CONTESTS** offer payouts of VP to players at the end of the game. The 3 Coins on the Card are the payouts available to the position the players place in the contest.  
**If 2 players tie:** each receives the full payout and the next player's payout is decreased by 1 place.  
**If 3 or more players tie:** each receives the full payout and no further payouts are awarded.

## ACTIONS



### FORAGE

You may move your Forage Token orthogonally (not diagonally) in the Field up to 1 space for free, and then additional spaces for 2 Coins per space.

- If your Forage Token ends its movement on a space with a Nectar Tile and you have a matching empty Cell in your Hive, collect the Nectar Tile and place it faceup in that empty Cell.
- If your Forage Token ends its movement in an empty Space or in a space with a Nectar Tile that you can't place, gain 1 Pollen from the Supply instead.
- **If playing with NECTAR JARS:** if your Forage Tile ends its movement on a space with a Nectar Tile that you cannot place, and you have space in your **NECTAR JAR**, place the Nectar Tile on it.

### CELL PATTERNS

When you create an empty cell in your Hive, the pattern of the borders surrounding the empty Cell determines which type of Nectar Tile can be placed in that Cell later.



### PRODUCE

1. Place your Fan Token on any Space in your Hive.
2. Each Nectar Tile adjacent to that Space immediately produces 1 Honey of the matching type from the supply.
3. Each Nectar Tile can only hold 1 Honey. If the Nectar Tile is empty, place 1 Honey of that type on that Nectar Tile.
4. Remove your Fan Token.



### MARKET

**PERFORM 1 OF THE FOLLOWING 2 ACTIONS:**

1. Choose either 1 type of Honey or Pollen and sell any quantity of that Resource.
  - i. For each Unit sold gain Coins equal to that Resource's current value.
  - ii. Then drop the value of that Resource by 1.
  - iii. If that Resource's value cannot drop any further, drop the value of another Resource of your choice by 1 instead.
- OR**
2. Complete 1 faceup Order Card of your choice by discarding the required Resources.
  - i. Gain the Order Card.
  - ii. Activate the Action icon depicted below that stack of Orders.
  - iii. You must take the Action if possible before the end of your turn.
    - i. At the end of your turn, flip the next Order Card in the stack faceup.



### NEW BEE

- Add 1 of your Beples from the General Supply to the Nursery.
- When you next Recall Beples gain this Bepple as well.

This Bepple counts towards the completion of Queen's Contest Cards as soon as it's placed on the Nursery.



### ACCOUNTING

Gain 5 Coins.



### DECREE

Take any 1 of the other 5 Actions.