

1 GAME SUMMARY

Name: A NEST FOR THE QUEEN: Let's Be!

Number of players: 1- 4

Play time: 30 - 50 min

Age: 10+

Objective: To have the most developed colony by the end of the game. The end of the game is triggered when a player completes their nest. The nest is developed by transforming resources into blocks via actions performed by the colony's workers; these blocks are then sketched onto the nest grid.

Intention (growth cycle): (i) collect resources → (ii) execute action and ability cards to obtain blocks → (iii) sketch blocks → (iv) claim eggs and ability cards → (v) activate workers → (i) collect resources.

Steps of a round:

Step 1: Determine the first turn.

Step 2: Collect resources.

Step 3: Execute action and ability cards to obtain blocks.

Step 4: Sketch blocks according to the nest's development rules.

Step 5: Claim eggs and ability cards from advancements in nest development.

Step 6: Activate new workers (player's choice).

The game ends at step 4 of round 6 or at step 4 of round X if a player completes their nest development.

2 GAME COMPONENTS

Step 1: (1) Rounds and steps board, **(2)** 40 mm first-turn chip, and **(3)** Two 15 mm Markers, rounds and steps.

Step 2: (4) 270 resource chips (20 mm).

Step 3: 3 Six-sided numeric dice (green), **(5)** 40 workers (40 mm, 10 per colony), **(6)** 8 markers (20 mm, 2 per colony), **(7)** 4 Action-Resource cards, **(8)** 22 Ability cards, and **(9)** 28 Action cards.

Step 4: (10) 100 Nest sheets, and 12 Colored pencils (4 sets of 3 colors: yellow, brown and green).

ABILITY CARDS

Recruit (3 units): Allows a player to activate 2 workers in 1 turn by spending 4 eggs. It can be played during step 6 and costs 1 egg.

Mimic (2 units): Allows a player to exploit the workforce of other colonies by copying action cards played during a round. It can be played during step 3 and costs 3 eggs. Use a colony marker to identify the copied card.

Die (5 units): Allows a player to use 1 extra die during a dice game (Dice2). It can be played during step 3 and costs 1 egg.

Action (3 units): Allows a player to execute an action card without using workers. It can be played during step 3 and costs 2 eggs.

Action-1/2 (3 units): Allows a player to execute an action card using half of the required workers and resources (rounded down). It can be played during step 3 and costs 2 eggs.

Extra (3 units): Allows a player to obtain 1 extra size-3 green block. It can be played during step 3 and costs 1 egg.

Repeat (3 units): Allows a player to repeat an action card executed by their colony during the round. It can be played during step 3 and costs 2 eggs.

(8) Ability cards

STEP IN WHICH THE CARD CAN BE PLAYED AND NAME/EFFECT	S3	REPEAT	A NEST FOR THE QUEEN	
CARD EFFECT DESCRIPTION	1 ACTION CARD			
# OF EGGS REQUIRE TO PLAY THE CARD	2			S3

(9) Action cards

ACTION TYPE A7 = RAID	A7  RAID	A NEST FOR THE QUEEN 
PLAY DICE		
BLOCKS OBTAIN AFTER EXECUTING THE CARD		
# OF WORKERS REQUIRED = 3	V6 3 3	
# OF RESOURCES REQUIRED = 3		

(10) Nest 70 spaces

(8) Ability cards

(7) Action-resource card

The players

(1) Round and steps board + (2) First turn chip + (3) Markers

(9) Action cards

(9) Action cards + (8) Ability cards

(4) Resources

The table

3 SET UP INSTRUCTIONS

Step 1: Place the round and step board, the first-player chip, and the round and step markers on the table.

Step 2: Place the resource chips on the table (the resource bank).

Step 3: (i) Place the numeric dice, the action-resource cards, colony workers and colony markers on the table, (ii) Shuffle and place the ability cards, and (iii) organize and place action cards face up in 7 piles on the table. Action cards are organized by action type (A1 to A7) in ascending worker requirement (from 1 to 4 workers).

Step 4: Give each player a nest sheet and a set of colored pencils.

4 HOW TO PLAY

Step 1: Round 1

Starting player selection: Everyone plays the dice game (Dice1). Give the first-player chip to the winner. Turn order then proceeds clockwise.

Dice1: Each player rolls a six-sided numeric die. The player with the lowest number wins. In case of a tie, the tied players roll again until a winner is determined.

Colony selection: Place the action-resource cards facedown on the table. Each player takes 1 card. The first player takes: 2 colony markers, 10 workers (placed on the nest sheet - 5 active and 5 inactive), 5 eggs, and 5 venom chips (resource-action cards specify how many eggs and venom chips each colony gets during the first round). Following turn order, the remaining players do the same.

Ability cards: Deal 3 cards to each player. Players select 1 and discard the remaining 2. Discarded ability cards are removed from the game until a new pile has to be formed.

Step 1: Rounds 2 to 6

The first-player chip is passed to the player to the left and turn order proceeds clockwise.

Step 2: Rounds 1 to 6

I. The first player claims water, cellulose/resin, and nectar/pollen chips from the bank. The maximum number of chips a player can collect is limited by their number of active workers (**e.g. 5 active workers can collect 5 resources**). Each colony selects resources according to its action-resource card.

II. The first player may exchange water chips for venom. For each water chip returned to the bank, the player receives 2 venom chips.

III. The next player does the same, and so on. This step can be performed by all players simultaneously.

Step 3: Rounds 1 to 6

- I. Action: The first player selects an action card to execute and takes it from the table.
- II. Workers: The first player places the required number of workers on the selected action card. The number of workers is shown in the yellow square at the bottom of the card (ability cards can change the number of workers needed).
- III. Resources: The first player places the required resources on top of the worker chips. The number of resources required is shown in the black square at the bottom-right corner, and the types of resources are indicated on each colony's action-resource card. **Ability cards can be used as any of the 5 resources (1 card = 1 chip), this rule applies during any step of the game.**
- IV. Dice: When require by the action type, players must play and win a dice game (Dice2) to execute the action card (the **die** ability card can improve your chances of winning). If the player loses the dice game, the action card returns to its place on the table, and workers and resources are considered used.
- Dice2:** 2 six-sided dice are used. The goal is to roll a total of 9 or higher to win. Players may spend egg chips to increase their final dice value at a rate of 1 chip per unit. A player can roll up to 3 times, but only the value of the final roll counts. Once a player finishes rolling, they can choose whether to increase the final value or not.
- V. Ability cards: The first player can play other ability cards from their hand.
- VI. The next player does the same (5 sub-steps I-V), and so on, one action card at a time, until all players have passed once.

Step 4: Rounds 1 to 6

- I. Every player returns their used resource chips to the bank. Workers that were used to execute action cards are placed back on the nest sheet as active.
- II. Players sketch their blocks according to the nest's development rules.
- III. Players return the cards executed during the round. Action cards go to the bottom of their pile in order, continuing the worker cycle. Ability cards are discarded.

Nest's development rules:

- Level 1 blocks (yellow) cannot touch each other.
- Level 2 blocks (brown) cannot touch each other.
- Level 3 blocks (green) can touch each other.
- Nest development starts at the bottom of the nest (first row)
- Blocks must be supported by previously drawn blocks or by the nest walls (with at least 1 support square).
- A size x block occupies x grid spaces. Every square in a block is 1 space in the grid.
- The nest development level is the highest completed row.
- To complete the nest's development, the last row cannot have any empty space. Other rows can have a maximum of 1 empty space.
- Each empty space is 1 negative unit for egg collection and 0 points for the end score.
- A complete nest awards 70 points.

Step 5: Rounds 1 to 6

The nest development level indicates how many eggs can be collected. This quantity varies between 1 (first row completed) and 10 (penultimate row completed). Eggs are collected according to the scale on the right side of the nest (Component 10).

The nest development level also indicates how many ability cards a player can draw and keep (see the scale on the left side of the nest). Cards not chosen are discarded. When the deck runs out, shuffle the discard pile to form a new draw pile. **Players can hold a maximum of 3 ability cards.** If a player reaches this limit when its time to claim cards, they cannot draw any more cards.

Step 6: Rounds 1 to 6

Each round, players can activate 1 worker. Activating a worker costs 4 eggs.

5 END-GAME RULES AND CONDITIONS

I. The game ends after executing step 4 of round 6.

II. The game ends after step 4 of round x if at least 1 player completes their nest development (i.e. the top row is completely covered). All players then sketch the blocks from the executed action cards, following the nest development rules, to maximize their grid coverage and extra points.

III. A player's final score includes their nest coverage plus extra points. A royal chamber gives 9 extra points (there can only be one per nest). **A royal chamber is a zone created with level 3 (green) blocks that can contain a 3x3 block.** The player(s) who trigger the end of the game get 9 extra points. The player with the highest score wins.

IV. A colony's final score = Nest size (70) - free spaces + extra points.

V. In case of a tie, the player with more egg chips wins.

6. REMINDERS

- Executing an action card = take it from the table + spend the required workers and resources + win the dice game if necessary (A4/A7).
- Executing an ability card = spend the amount of eggs specified on the card.
- Mimic ability card = Use a colony marker to identify the action card you copied from an opponent.
- Personal area. Players can use their **nest sheet** to divide their play area. Place owned ability cards, colony markers, and resource chips on one side, and cards played during the current round on the other side.
- Next round planning. It is helpful to identify which blocks will be in contact with those to be sketched in the next round.
- You may choose not to sketch a block on your executed action cards. If you don't sketch a block you can't keep it.
- To play SOLO just remove MIMIC ability cards, and there are no extra points for triggering the end of the game.