

# APIARY

## APPENDIX



STONEMAIER  
GAMES

### HIVE MATS

**THE LANGSTROTH:** This hive has four marked hexes that each offer a build bonus discount for a specific tile type. If you build a matching tile on a marked hex, you may purchase that tile with the indicated resource discount. You must still perform an action with a worker of the appropriate strength to acquire the tile (or use a seed card), and all other build rules still apply. Building costs cannot fall below 0 (i.e., you cannot gain resources from negative building costs).

**THE LOG:** This hive has four marked hexes that each offer a build bonus of a free worker. If you build on a marked hex and have fewer than four active workers, gain a strength-1 worker and place it in your active pool. If you already have four active workers when you build on a marked hex, you forfeit the build bonus. Additionally, this hive has three hexes with build bonuses that provide resources (these bonuses are not storage spots and cannot hold gained resources).

**THE POPPLETON:** This hive has a marked hex that offers a build bonus of building a ⚡. If you build on the marked hex (the space that states "When you build here, build ⚡ to the right for free"), you may build a ⚡ tile on the indicated adjacent space for free. If you build on the marked hex, you must select and build the tile immediately. You may select any face-up ⚡ tile on the Advance action (ignoring strength requirements) or in your reserve. Additionally, this hive has three hexes with build bonuses that provide Queen's Favor (👑) and two that provide 1 (1).


































**THE SKEP:** This hive has marked hexes with build bonuses that provide resources (these bonuses are not storage spots and cannot hold gained resources).

**THE WARRE:** This hive has marked hexes with build bonuses that provide resources, 🍯, or 👑. (Resource bonuses are not storage spots and cannot hold gained resources.)
















































## FACTIONS

Each faction's starting resources are indicated by green circles on the resource spots. Place a matching resource token only on the highlighted icons during setup. Do not simply place a token on every resource spot. If there are two highlighted resources inside a green circle, choose one to gain.

All starting resources are also specified in the faction descriptions below.

|                 |   | UPGRADED   |   |
|-----------------|---|--|---|
| STARTER FACTION | <b>ANA</b>  | <p>Start with 1 , 1 , and 3 workers (strengths 2, 1, 1).</p> <p><b>ENDGAME:</b> Gain  for each  that is adjacent to the Ana tile.</p>  | <p><b>ENDGAME:</b> Gain  for each  that is adjacent to the Ana tile. Note that this ability replaces the original ability (they are not additive).</p>  |
|                 | <b>ARTI</b>   | <p>Start with 1 , 1 , and 2 workers (strengths 2 and 1). Whenever you place a worker, you may increase or decrease its strength by 1. The strength of the worker is altered permanently by taking this action.</p>   | <p>Whenever you place a worker, you may adjust its strength by 1. Each time you do this, gain .</p>   |
|                 | <b>CAPEN</b>  | <p>Start with 1 , 1 , 1 , 1 , and 3 workers (strengths 2, 1, 1). Once per worker placement, if you bump an <b>opponent's</b> worker, you may convert 1 basic resource (, , ) into any other basic resource. Note that the opponent's worker does not need to return home to take advantage of this ability; for example, if their worker is moved from the first to the second Explore space, you still may convert 1 resource. (If two workers from the same or different opponents are bumped with a single placement, you still only get one bonus.)</p> | <p>Once per worker placement, if you bump an <b>opponent's</b> worker, you may gain any 1 basic resource or convert 1 basic resource into another.</p>  |
|                 | <b>CARPA</b>  | <p>Start with 2  and/or , 2 , 2  and/or , and 4 workers (all strength 1). Carpa has no special power but starts with a lot of stuff!</p>  | <p><b>ENDGAME:</b> Gain .</p>  |
|                 | <b>CASI</b>   | <p>Start with 2  and 2 workers (strengths 2 and 1). At any time, you may convert 1  into any 3  of your choice. You may do this any number of times in a turn and do not need to take an action to do so.</p>   | <p>At any time, you may convert 1  into 3  of your choice. In addition, during endgame scoring, gain  for each  in your hive.</p> |
| <b>CECRO</b>    | <p>Start with 2 workers (strengths 2 and 1), but no resources. At the start of the game, add 2 face-up  to your hive. Both tiles must be face up (do not replace  in between selecting your first and your second).</p> | <p><b>ENDGAME:</b> Gain  for each  in your hive.</p>   |   |





**UPGRADED**



|   |   |  |
|---|---|--|
| <p><b>STARTER FACTION</b></p> <p><b>CYPRI</b></p> | <p>Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain  for each  that is adjacent to the Cypri tile.</p>  | <p><b>ENDGAME:</b> Gain  for each  that is adjacent to the Cypri tile. Note that this ability replaces the original ability (they are not additive).</p>   |
| <p><b>IBER</b></p>                                | <p>Start with 1 , 1 , 1 , and 3 workers (strengths 2, 1, 1). At the start of each of your turns, you may recall 1 worker (placing it in your active pool). If you do this, increase its strength once and do not collect income. Then immediately take a turn with this worker or another worker from your active worker pool.</p>   | <p>You may recall 1 worker at the start of each turn (increase its strength by +1). If you do, you may pay 1 resource of your choice to collect income from one of your .</p>   |
| <p><b>JEMIT</b></p>                               | <p>Start with 1  and 2 workers (both strength 2). Whenever one of your workers hibernates, gain  or 1  (choose immediately).</p>   | <p>Whenever one of your workers hibernates, gain  AND 1 .</p>  |
| <p><b>STARTER FACTION</b></p> <p><b>LAMA</b></p>  | <p>Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain  for every tile you build in your hive (, , , and ). Do not count your 3 starting tiles.</p> | <p>When you upgrade Lama, immediately gain 1  or 1 , drawn from the stack. Choose a stack and draw a tile; you may immediately add it to your hive at no cost. (If you choose not to add the tile to your hive, discard it.)</p> <p><b>ENDGAME:</b> Gain  for every tile you build in your hive (, , , and .</p> |
| <p><b>LIGU</b></p>                                | <p>Start with 3 workers (strengths 2, 1, 1), but no resources. Double the effect of any  placed adjacent to the Ligu tile. Do not double the  printed on those tiles. To resolve the doubling effect, pretend as if the tile were placed twice, on two sequential turns.</p>  | <p>In addition to doubling the effect of all  played adjacent to the Ligu tile, at the end of the game double the  on all  adjacent to the Ligu tile (regardless of whether they were placed before or after the upgrade took place.)</p>  |
| <p><b>NICA</b></p>                                | <p>Start with 2 , 1 , 3 , and 3 workers (strengths 2, 1, 1). At any time, you may convert 3  into 1  without taking an action. You may do this any number of times in a turn.</p>  | <p>At any time, without taking an action, you may convert 2  into 1 .</p>  |
| <p><b>OREA</b></p>                                | <p>Start with 1 , 1 , 2 , and 2 workers (strengths 2 and 1). Whenever you acquire your 4th active worker, gain 3  of your choice. Choose these resources immediately. If one of your workers hibernates and you later gain your 4th worker again, you receive this bonus again. (Note that you receive this bonus regardless of the location of your workers—on the board or on your hive mat.)</p>   | <p>Whenever you acquire your 4th active worker, either gain 3  of your choice (chosen immediately) or .</p>  |

## UPGRADED






### STARTER FACTION


#### POMON

Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain  for each  that is adjacent to the Pomon tile.




**ENDGAME:** Gain  for each  that is adjacent to the Pomon tile. Note that this ability replaces the original ability (they are not additive).


#### RIA

Start with 1 , 1 , 1 , and 3 workers (strengths 2, 1, 1). Whenever one of your workers is bumped by the placement of an opponent, both you and that player gain one advancement on the  track. Note that you gain this benefit any time your worker is bumped by another player; for example, if your worker is bumped from the first to the second Explore space, both players would gain one advancement on the  track. If your worker is then indirectly bumped off the second space by another player, you and the player placing their worker would also gain an advancement. If two of your workers are bumped during a single placement by an opponent, this ability would trigger twice.




If one of your workers is bumped by **an opponent**, both you and that player gain two advancements on the  track.


#### SAHA

Start with 2 , 1 , and 3 workers (strengths 2, 1, 1). Whenever you retrieve, collect one additional income. You may not collect twice on the same  unless you have an ability that specifies otherwise. Note that tiles and cards that use the word "retrieve" trigger this ability, whereas those that specify only "collect income" do not.

Whenever you retrieve, you may either collect one additional income (subject to the rules described at left), or you may gain .





#### SIME



Start with 1 , 1 , and 2 workers (strengths 2 and 1). At the start of the game, draw 3  (from the stack) and add them to your hand.

When you upgrade Sime, draw 2 additional  immediately and add them to your hand.

### STARTER FACTION

#### SINI

Start with 1 , 1 , and 3 workers (strengths 2, 1, 1). Gain  for each  that is adjacent to the Sini tile.

**ENDGAME:** Gain  for each  that is adjacent to the Sini tile. Note that this ability replaces the original ability (they are not additive).



## UPGRADED

|                     |  |   |
|---------------------|--|---|
| <p><b>VISAH</b></p> | <p>At the start of the game, draw 3 ⚡ and 3 🐜 from the tile stacks. Put these tiles face up near your hive (this is called your reserve). At any time when you perform an Advance or Carve action, you may build these tiles instead of the tiles on the board (note that you may place any value worker to build a ⚡ from your reserve but must still place a strength-4 worker to build a 🐜). You are the only player who may build these tiles. After you draw your tiles, take 2 🟩 and/or 🟨. Start with 2 workers (strengths 2 and 1).</p> | <p>When you upgrade Visah, you may immediately build 1 ⚡ or 1 🐜 from your reserve without taking an action. If you build a ⚡, do so with a discount of 2 🟩. If you build a 🐜, do so with a discount of 1 🟨.</p> |
| <p><b>UTEL</b></p>  | <p>Start with 1 🟩 and 3 workers (strengths 2, 1, 1). Whenever you Explore a planet, gain one additional 🍷 of your choice, regardless of whether the explored planet provides that type of resource.</p>  | <p>Whenever you Explore a planet, gain two additional 🍷 of your choice.</p>   |



## SEED CARDS

| # | ONE-TIME BENEFIT   | ENDGAME SCORING   |
|---|--|---|
| 1 | Collect one resource token from the supply for each resource shown on any explored planet. Include both printed resources and placed resources.  | Gain 3 for each 🍷 in your hive.   |
| 2 | The worker you place this turn acts as if it has +2 strength. Do not alter the worker. If the new value of your worker is 4 or higher, you may take any bonus associated with playing a strength-4 worker. | Gain 3 for each 🍷 in your hive.   |
| 3 | Pay 1 🍷 to move the QueenShip 1 space, then perform an Explore action on that location.  | Gain 7 if you have no 🍷 in your hive.   |
| 4 | Teach 1 dance if you haven't yet taught a dance, then you may use its conversion once.   | Gain 7 if you have no 🍷 in your hive.   |
| 5 | Permanently increase or decrease the strength of 1 of your workers by 1.   | Gain 5 if all spaces on your hive mat have been filled with tiles. This is in addition to the base 8 you earn from filling your hive mat. |
| 6 | The worker you place this turn acts as if it has +2 strength. Do not alter the worker. If the new value of your worker is 4 or higher, you may take any bonus associated with playing a strength-4 worker. | Gain 5 if all spaces on your hive mat have been filled with tiles. This is in addition to the base 8 you earn from filling your hive mat. |

| #  | ONE-TIME BENEFIT   | ENDGAME SCORING   |
|----|--|---|
| 7  | Discard any tile from your hive to gain . Discard any resources you are no longer able to store (you may advance up the  track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them. | Gain  for each hibernating worker you have, measured by the number of  you have in the Hibernation Comb at the end of the game. |
| 8  | Retrieve 1 worker from the board or from your landing area. Do not increase the worker's strength and do not collect income.   | Gain  for each hibernating worker you have, measured by the number of  you have in the Hibernation Comb at the end of the game. |
| 9  | Advance 3 spots on the  track.   | Gain  for each  you have not used.  |
| 10 | Discard any tile from your hive to gain . Discard any resources you are no longer able to store (you may advance up the  track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them. | Gain  for each  you have not used.  |
| 11 | Pay 3  to gain any face-up  and build it in your hive without taking an action. Do not pay the normal tile cost.   | Gain  for each active worker you have at the end of the game.   |
| 12 | Pay 3  to gain any face-up  and build it in your hive without taking an action. Do not pay the normal tile cost.   | Gain  for each active worker you have at the end of the game.   |
| 13 | Pay 1  to play this card, then plant a different  from your hand into your hive mat or .   | Gain  for each  in your hive.   |
| 14 | Pay 1  to gain one strength-1 worker. You may not exceed 4 active workers.   | Gain  for each  in your hive.   |
| 15 | Advance 2 spots on the  track.   | Gain  for each  in your hive.   |
| 16 | Clear the face-up  from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1  or 1 .  | Gain  for each  in your hive.   |
| 17 | Convert any 3  into 1 .  | Gain  for each  in your hive.   |
| 18 | Permanently increase or decrease the strength of one of your workers by 1.   | Gain  for each  in your hive.   |
| 19 | Play this card. Then swap a  from your hand with one that you have planted in your hive mat or . The previously planted card is returned to your hand.   | Gain  for each  in your hive.   |

| #  | ONE-TIME BENEFIT   | ENDGAME SCORING   |
|----|--|---|
| 20 | Convert any 2  into 1  .   | Gain  for each  in your hive.   |
| 21 | Move 1 of your  from one hibernation comb space into any unoccupied space. Gain the benefit associated with the new space.  | Gain  for each set of  ,  ,  , and  in your hive. These tiles do not need to be adjacent to each other. |
| 22 | Gain any  from the board. Place a face-up planet onto the space from which the  was removed, but do not explore it.  | Gain  for each set of  ,  ,  , and  in your hive. These tiles do not need to be adjacent to each other. |
| 23 | Without taking an action, pay any 3  to gain 1  .  | Gain  if you reach space 15 or higher on the  track. This is in addition to the base  you earn from your location on the  track.  |
| 24 | Retrieve 1 worker from the board or from your landing area. Do not increase the worker's strength and do not collect income.   | Gain  if you reach space 15 or higher on the  track. This is in addition to the base  you earn from your location on the  track.  |
| 25 | Take any 3 resource tokens located on one or more planet(s) and add them to your supply. Then take 2 resource tokens from your supply and place them onto any empty outlines of any planet(s).   | Gain  if you end the game on space 7 (or lower) on the  track. This is in addition to the base  you earn from your location on the  track.  |
| 26 | Pay 1  to gain one strength-1 worker. You may not exceed 4 active workers.  | Gain  if you end the game on space 7 (or lower) on the  track. This is in addition to the base  you earn from your location on the  track.   |
| 27 | Pay 1  to place a second worker during your turn. Do not refill any tile slots until your second worker placement is resolved.  | Gain  for each  that you have planted for scoring (including this one).   |
| 28 | The worker you place this turn acts as if it is a strength-4 worker. Do not alter the worker.  | Gain  for each  that you have planted for scoring (including this one).   |
| 29 | Without taking an action, pay the specified resources to gain 1  or 1  .   | Gain  if this is your only planted  . You may discard other planted  (do not gain  for them) to score this card.  |
| 30 | Take 1 face-up  ,  , or  and add it to a reserve near your hive mat. You may later build the tile by taking the appropriate Advance action with any strength worker. No one else may build this tile. | Gain  if this is your only planted  . You may discard other planted  (do not gain  for them) to score this card.  |
| 31 | Discard 1 of your planted  from your hive mat or  to gain  .  | Gain  if your faction has been upgraded (by flipping the tile).  |



| #  | ONE-TIME BENEFIT  | ENDGAME SCORING  |
|----|---|--|
| 32 | Draw  equal to the number of players. Keep 1 card and pass the remaining cards clockwise. The next player selects a card and passes the remaining cards clockwise (etc.).  | Gain  for each  in your hive.  |
| 33 | Pay 1  and 1  to gain any face-up  and build it in your hive without taking an action. Do not pay the normal tile cost.                                    | Gain  for each  in your hive.  |
| 34 | Exchange 1  in your hive with 1 face-up  on the board. If you uncover and re-cover a bonus on your hive mat, do not collect the bonus a second time.  | Gain  for each  in your hive.  |
| 35 | Gain 1  . Every other player gains 1  of their choice.  | Gain  for each  in your hive.  |
| 36 | Clear the face-up  from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1  .  | Gain  for every  in your hive. |
| 37 | Draw  (from the stack) equal to the number of players. Keep 1 tile and pass the remaining tiles clockwise. The next player selects a tile and passes the remaining tiles clockwise (etc.). All players may add the  to their hive for free. | Gain  for every  in your hive. |
| 38 | Gain 2  of your choice. Every other player gains 1  of their choice.   | Gain  for every  you have.   |
| 39 | Clear the face-up  from the board and replace them with 3 new tiles. Then, you may purchase one of the new face-up tiles with a discount of 1  .  | Gain  for every  you have. |
| 40 | Choose one of your  and gain its benefit again.  | Gain  .   |
| 41 | Activate the income of 2 different  that are face up on the board.   | Gain  .   |
| 42 | Activate the income of 2 different  in your hive.  | Gain  .   |
| 43 | Pay 1  to place a second worker during your turn. Do not refill any tile slots until your second worker placement is resolved.   | Gain  .   |
| 44 | Pay 3  to upgrade your faction (flip your faction tile).   | Gain  .   |
| 45 | Pay 2  to activate a strength-4 worker bonus that is visible on any face-up planet.  | Gain  .   |





## RECRUITS

**NOTE:** There are two types of in the game. Those with a and a bolded action trigger whenever a player performs the specified action. Other trigger as specified on the tile.

**NOTE:** Whenever a tile says something is “free,” this means the player neither uses the strength nor spends the for that action.

**AGRICULTURALIST:** Whenever you retrieve, you may collect one additional income. You may not collect twice from the same . Note that tiles and cards that use the word “retrieve” trigger this ability, whereas those that specify only “collect income” do not.

**AGRONOMIST:** Whenever you place a in a space adjacent to the Agronomist, gain .

**APPRENTICE:** You may perform the Carve action with either a strength-3 or a strength-4 worker.

**AQUACULTURALIST:** You no longer need to spend when you acquire a through the Advance action.

**ARCHITECT:** Whenever you gain a , you may pay 1 to plant a from your hand into any empty slot under your hive mat and/or .

**ARTISAN:** Whenever you acquire a through the Carve action, pay 1 less than the printed cost.

**ASTROCHEMIST:** Whenever you perform the Grow action, your worker counts as if it were a strength-4 (and you may upgrade your faction). You must still pay resources as normal to perform Grow actions.

**BIOCHEMIST:** Once per turn, convert any 1 into another (e.g., to , etc.).

**BOTANIST:** Whenever you place a tile adjacent to the Botanist tile, gain 1 .

**CARETAKER:** Whenever one of your workers hibernates, gain 2 .

**CARTOGRAPHER:** Whenever you perform the Explore action, gain 1 additional of your choice (regardless of whether the explored planet provides the type of resource you chose).

**CHEMIST:** Producing and costs 1 less when you perform the Convert action. (This ability applies both to the base conversions and any applicable Dances.)

**DEPUTY:** When you perform an Advance action (to acquire a , , or ) you may purchase from any column regardless of the total worker strength on the space. Note that you do not gain the extra associated with placing a strength-4 worker unless you actually play a strength-4 worker. Pay tile costs as usual.

**DIPLOMAT:** Whenever you acquire a through the Advance action, pay 1 less than the printed cost.


**ENGINEER:** Whenever you acquire a through the Advance action, pay 1 less than the printed cost.


**GENETIC ENGINEER:** Whenever you gain a , immediately collect its income.



**GENETICIST:** Whenever you perform the Research action, you may keep 2 (instead of 1). (Note that to use this ability, you must draw at least 2 from the stack, typically by playing a worker of strength-2 or greater.)

**HERBALIST:** Whenever you perform the Research action, also gain 2 of your choice.



**INSURER:** Whenever one of your workers hibernates, gain 2.


**NAVIGATOR:** Whenever you Explore, you may also collect an  from an (orthogonally) adjacent space. Place a face-up planet onto the adjacent space, but do not Explore it.


**NURSE:** Whenever you perform the Grow action, gain one strength-1 worker for free. This means you neither spend  nor use worker strength for this action.



**NUTRITIONIST:** When you perform the Grow action, you may gain 1  for free. This means you neither spend  nor use worker strength for this action.



**PALYNOLOGIST:** Whenever you place a tile adjacent to the Palynologist, gain 1 .

**PATHFINDER:** Whenever you gain an  (through Explore or via some other method), gain the benefit of the  twice.

**PATRON:** Whenever one of your workers hibernates, gain 1 .

**PHARMACIST:** Whenever you perform a Research action, you may retrieve any worker (increase its strength as usual). If you do, you may collect income from 1 .




**RESEARCHER:** Whenever you add a  to your hive, also gain 1 .



**SCIENTIST:** Whenever you perform the Convert action, gain 1 free . This means you neither spend  nor use worker strength for this conversion.

**SOMNOLOGIST:** Whenever 1 of your workers hibernates, gain the corresponding bonus on the Hibernation Comb pod a second time. Note that this duplication does not apply to clearing rows of tiles.


**WAYFINDER:** Whenever you perform the Explore action, you may move the QueenShip 2 additional spaces beyond the combined strength of the worker(s) on the Explore action.

## DEVELOPMENT




**APICULTURE:** Choose any 3 face-up , , and/or  (in any combination) and add them to a reserve near your hive mat. You may build them at any point by taking the appropriate Advance action with any strength worker. No one else may build these tiles. Do not refill the display until all tiles have been selected.


**ARBORETUM:** Plant up to 2  from your hand under your hive mat and/or .


**BEE BREAD:** Gain 4  of your choice.

**BROOD CHAMBER:** Gain 2 workers for free (do not pay ). They may be either strength-1 or strength-2. You may not exceed 4 active workers.




**CLEANSING FLIGHT:** Discard any number of  from your play area. Gain  for each.



**CROP DIVERSITY:** Discard any number of  from your hand to gain  each (you may not discard  that have been planted for scoring).


**CROP ROTATION:** Add any 2 face-up  tiles to your hive. Do not spend resources to gain them. (Do not refill the display until both tiles have been selected.)

**CROSS POLLINATION:** Collect income from each of your  once. Cross Pollination does not combine with other abilities.




**CULTIVARS:** Draw 3  from the stack.


**DNA SEQUENCING:** Draw 2  from the stack. Then, plant up to 2  from your hand under your hive mat and/or .


**DONATION:** Discard up to 5  from your hive to gain  for each.

**DRAWN COMB:** Collect the benefits printed on each of your  tokens one time. Drawn Comb does not combine with the Pathfinder.





**EXCHANGE:** Add any 2 face-up  tiles to your hive. Do not spend resources to gain them. (Do not refill the display until both tiles have been selected.)


**FERTILIZER:** Discard up to 3  from your hive to gain  each. Discard any resources you are no longer able to store (you may advance up the  track). Any bonuses that you uncover on your hive mat may be reactivated if a new tile is placed on them.

**FLIGHT PATH:** Gain any 2  from the board. Place face-up planets onto these spaces, but do not Explore the planets.


**GRAFT:** Immediately place 1 of your  into the Hibernation Comb. Take the bonus that corresponds with that space.


**HARVEST:** Take an Explore action on the QueenShip's current location. Take the strength-4 bonus on the planet, if applicable.

**HYBRIDIZATION:** Discard up to 3  to add up to 3  to your hive from the stack. One at a time, discard , then draw a  and choose whether you want to add it to your hive for free.




**INSULATION:** Move up to 3 of your  from their current location to an unoccupied location in the Hibernation Comb. These moves are sequential, so you may refill spaces that your tokens previously vacated. Gain any bonuses that you cover.

**NUCLEUS:** Gain 2 .

**ORIENTATION:** Move the QueenShip to any location and perform an Explore action. If the location has not yet been Explored, gain the . Take any strength-4 bonus on the planet, if applicable.

**POLLEN PATTY:** Retrieve up to 2 of your workers from the board and/or from your landing area. Do not increase their strength. You may collect income from 1  for each worker retrieved.


**PROPOLIS:** You may convert any 2  into a  as many times as you choose to do so (only at the moment the Propolis tile is purchased).




**PURIFICATION:** You may replace up to 2  that you planted under your hive mat and/or  with  from your hand. Put the original cards back into your hand; they may be used for their one-time ability or planted again (provided you have additional spaces to plant them).

**QUEEN'S CHAMBER:** Advance 4 spots on the  track.

**RENDER WAX:** Gain 1  for each  tile you have in your hive.

**ROYAL JELLY:** Reactivate up to 2 adjacent .

**SERUM:** Retrieve all your workers from the board and/or from your landing area. Do not increase their strength. For each worker retrieved, you may collect income from one  (each must be different).

**WINTER STORES:** Gain either 1 , 2 , or 2 .



## CARVE

**ADVANCEMENT:** Gain **4** for each  that you have planted for scoring.

**BROOD REARING:** Gain **2** per each of your active workers at the end of the game.







**CLUSTER:** Gain **3** for each tile that is adjacent to the Cluster. Each hex in your faction tile counts as a separate tile for purposes of the Cluster.



**COLONY:** Gain **14** if you have no .


**COMMUNITY:** Gain **6** for every set of , , , and  you have in your hive. These tiles do not need to be adjacent.



**DELEGATION:** Gain **3** for every  in your hive.





**DISCOVERY:** Gain **3** for each  you have at the end of the game.

**EDUCATION:** Gain the  printed on all  adjacent to the Education tile. This means the  on adjacent  score twice (once during  scoring and once during  scoring).

**EFFICIENCY:** Gain **12** if you have no planted  in your hive or  at the end of the game.

**EMISSARY:** Gain **4** for every  that is adjacent to the Emissary.

**EXCHANGE:** Lose **3**. You may copy a  in any other hive. If the  has adjacency requirements, use the Exchange as the point of reference.

**EXPANSION:** Gain **1** for every tile you have built in your hive (, , , and ). Exclude your faction tile.


**FERMENTATION:** Gain **5**.


**FOOD CHAMBER:** Gain **4** for every  in your hive at the end of the game.

**FOUNDATION:** Gain **1** for every 1  in your hive at the end of the game.


**HARVEST:** Gain **15** if you have at least 1 , 1 , 1 , and 1  adjacent to the Harvest tile.

**HONEYFLOW:** Gain **9**.

**IRRIGATION:** Gain **2** for every  in your hive.

**LONGEVITY:** Gain **3** for each  that you have not used.


**MAUSOLEUM:** Gain **12** if you have 0 or 1 active workers at the end of the game.


**MEMORIAL:** Gain **3** for each of your  in the Hibernation Comb at the end of the game.


**MONOCULTURE:** Gain **4** for each  adjacent to the Monoculture tile.


**MONOLITH:** Gain **14** if the Monolith is the only  in your hive.

**PREPARATION:** Gain **4** for each  you have.

**PROLIFERATION:** Gain **6** if you have the most  among all players at the end of the game (or are tied for the most).

**RESEARCH:** Gain **3** for every  in your hive.

**RETINUE:** Gain **1** per spot you have advanced on the  track.

**STRUCTURAL SUPPORT:** Gain **3** for every 1  in your hive at the end of the game.

**SURPLUS:** Gain **3** for every  in your hive, including Surplus.

**SURVIVAL:** Gain **8** if the Survival tile is adjacent to your faction tile.