APIARY

Teaching Guide

SETUP

Each player takes a faction tile (starter factions have ⭐), a hive mat, a docking mat in their player color, 3 player tokens, 7 hibernation tokens, and workers.

- Make sure the non-upgraded side of the faction tile is face up.

Factions provide special abilities and determine your starting workers and resources. Hive mats show where you can build (you must always build adjacent to existing tiles on your hive mat). If you build on a hex with a build bonus, gain that bonus.

GAMEPLAY

On your turn, either:

- Place one worker on the board (on the leftmost or topmost space if there are two) and perform the action; or
- Retrieve all workers.

PLACE

Apiary uses a "bumping" mechanism. When you place a worker, other workers on the space are either bumped or—if there are two spaces—shifted right or down. If a worker is shifted off the rightmost or bottommost space of the action, it is bumped back to its owner, abiding by the following:

- If the worker has strength-4, it must hibernate.
- Otherwise, the owner of the bumped worker may either increase its strength by 1 and place it in their **active pool** or place it in their **landing area** without changing its strength. Either way, do not collect income.

RETRIEVE

1. Retrieve all your workers on the board and in your landing area. Strength-4 workers must hibernate.
2. All other retrieved workers collect income (each from a different farm), increase strength by 1, and return to your active pool.

You do not need to place all workers prior to retrieving, but active pool workers aren't affected by retrieve turns (i.e., they do not hibernate, increase strength, or gain income).

HIBERNATION

When a strength-4 worker is removed from an action, it hibernates. Place a hibernation token (not the actual worker) into the Hibernation Comb and gain the benefit printed on the pod. Then the worker returns to the general supply. (Note the Hibernation Comb's endgame scoring opportunities.)

TILES

FARMS: Cost fiber and/or water and provide storage and income. Circles in the center of the tile indicate storage capacity. Income is shown at the top of the tile.

RECRUITS: Cost pollen and provide ongoing abilities throughout the game. Purple triangles indicate that the recruit is triggered when you perform certain actions.

DEVELOPMENTS: Cost wax and provide you powerful one-time bonuses.

Whenever a farm, recruit, or development is purchased, remaining tiles slide to the left and a new tile is flipped over.

CARVINGS: Buy a carving (costs honey and the use of a strength-4 worker) and build it to add an endgame scoring opportunity. Purchased carvings are not replaced.

ACTION SPACES

Each action uses worker strength differently.

EXPLORE: Move the QueenShip orthogonally up to the total strength of the worker(s) on the Explore action.

- If there's an explore token at the destination, collect both the token and its benefit. Then, place a planet tile from the top of the stack face-up on the spot.

- If there is an empty resource spot on the planet, place 1 basic resource token from the general supply onto the spot. Then collect 1 matching resource token from the general supply for each visible resource (those printed on the planet and tokens placed on the planet).

- If you placed a strength-4 worker, the planet may also provide an additional benefit.

GROW: Gain new workers to your active pool, add hive frames, and/or upgrade your faction tile. Allocate your worker's strength value between one or more options (do not actually change its strength). *E.g., if you place a strength-3 worker, you can allocate 1 strength toward a worker and 2 toward a frame (if you pay all resource costs).*

- You can have up to 4 active workers

- All frames are identical and offer seed-card build bonuses.

- If you place a strength-4 worker, you can also upgrade (i.e., flip) your faction tile.

CARVE: Using a strength-4 worker, pay the printed cost on the carving tile to gain that tile. Do not replace the selected tile (carvings are limited).

CONVERT: Pay resources from your hive to gain resources from the general supply. For each strength of your worker you may perform one conversion, as printed on the board, or a dance. Refined resources are Wax and Honey.

- If you place a strength-4 worker, you may first teach a dance (create a new conversion using the available tokens). All players can use the new conversion. You can teach only one dance.

RESEARCH: Draw a number of seed cards equal to the strength of your worker, keep 1, and discard the others.

- Seed cards can be played at the beginning or end of your turn for their instant effect (or 1 basic resource)

- Seed cards can be planted for endgame scoring.

- If you place a strength-4 worker on the Research action, you may also plant 1 seed card from your hand. Your hive has a limit of 2 planted seeds, but the first 2 frames increase the limit by 1. Planting forfeits the instant benefit but adds an endgame scoring opportunity.

ADVANCE: Buy tiles and build them in your hive. The total strength of the worker(s) on action spaces determines which column(s) you may buy from. If your worker is alone, the 1 printed on the other action space counts as a strength-1 worker. *E.g., if you place a strength-1 worker to join a strength-2 worker, the total strength is 3 and you can buy a tile from either of the first two columns.*

- If you place a strength-4 worker, also gain 3.

QUEEN'S FAVOR TRACK:

- At the end of every turn, discard down to the resources you can store. For each resource discarded, you may gain 1 Queen's Favor. Gain victory points ( ) at the end of the game based on your position on the track.

GAME END:

When the Hibernation Comb is full or one player hibernates their 7th worker, each player takes one final turn (including the player who completed the final sector), then the game ends. The player aid lists endgame scoring opportunities.

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