

Bees with Hammers

Number of Players: 2 - 6

Duration: 30 Minutes

Age: 8+

During a regular workday, bees tirelessly look forward to attending and please their queen in order to gain her sympathy and proximity. To accomplish this, bees go out into the fields and explore them in search of the best flowers, to make the sweetest honey, according to their monarch's tastes.

In "Bees with Hammers", players will become worker bees and compete against each other to fulfill the preferences of their queen, regarding a specific group of flowers. To do so, they must obtain the most points possible by placing their hives as close to the queen as possible and strategically considering the flowers used.

The player to obtain the most points at the end of the game will be the one who gains the trust of their monarch.

Components

- 1 Queen bee
- 60 hives of 6 different colors (*red, blue, black, orange, green and violet*)
- 6 Flowers tokens
- 5 Shields tokens
- 6 Players tokens
- 1 Honey jar (*Queen's preferences board*)
- 1 Hives board
- 3 dice (*white, yellow and black*)
- 1 Marker for the starting player



Goal of the game

Getting the most points, through the strategic positioning of hives around the queen bee.

Set Up

Place the hive board in the center of the table within reach of all players, and the queen bee token in the center hexagon.

Give each player a token with the color, which will identify them throughout the game, and also a specific number of hive cards, according to the color selected, and considering the following table:

Number of players	Number of Hive Cards
2	12
3 - 4	10
5 - 6	8

The delivered hive cards must be shuffled face down, and placed in front of each player, to make up each participant's draw deck.

Before starting the game, the players will take the first 4 cards from the deck, to make up their initial hand.

The number of players determines; both the number of hive cards and the number of flower tokens to use in a game. In this regarding, select only the hive cards, which contain the illustrations of the flowers to be used.

The hive cards given to each player will be double the number of flowers to be used in the game. Participants must have two flowers of each type.

Unused hive cards will be kept in the box.

Place the honey jar (*queen's preferences board*) to one side of the beehive board, and randomly place the flower tokens in the spaces provided for it.

The queen's preferences board establishes a hierarchy, based on the queen's tastes. Therefore, the flower located in the first place, will be her favorite, for the preparation of honey. Consecutively, the other flowers will continue the preferences from highest to lowest, and in descending order.

The preferences of the queen must be considered by the players, when establishing their strategies during the game. The flower at the top will give players a higher multiplication factor, while those at the bottom of the hierarchy will give players a lower multiplication factor.

Place the shield tokens in an area of the table that is within reach of all players. The number of shields to use in a game must be equal to the number of players minus one. Shields are a shared resource among all participants.



The last player, who had honey for breakfast, will be the one to start the game, and to whom the starting player token will be given. They will place their first hive card on the board and take the top card of their draw deck to their hand; thus finishing their turn.

The game will continue clockwise.

During a turn

Each player will start their turn by rolling the three dice available in "Bees with Hammers" simultaneously. The actions to be carried out will be defined by the result of the dice. Only one dice roll is allowed per turn.

The player will end their turn by drawing a card from their particular draw deck. In the event that there were no remaining cards in the deck, the player would not perform this action and the turn would go to the next one.

Dice

The dice included in Bees with Hammers have three different images (*a hive, a hammer and a shield*); and the design of each one is different from each other:

- **White Dice:** it has 3 hive sides, 2 hammer sides and 1 shield side.
- **Yellow Dice:** it has 3 hive sides and 3 hammer sides.
- **Black Dice:** it has 4 hammer sides and 2 hive sides.

The action to be carried out by the player will depend on the three images resulting from the roll of the dice, in such a way that the majority of these will determine the action to be executed.

Basic actions

Among the simplest actions to perform in the game, there are the following two:

- **Simple Hive:** if a player rolls the dice and obtains 2 hives and 1 hammer, they may include one hive of their own in an available space on the board, as close to the queen bee as possible.
- **Simple Hammer:** if a player obtains 2 hammers and 1 hive as a result of the throw, they will be able to eliminate another player's hive on the board, and place one of their own in its place.

Advanced actions

Among the most complex actions to perform in the game, are the following:

- **Super Hammer (*Trouble maker*):** if when rolling the dice, a player gets 3 hammers; In addition to executing the simple action of the hammer, they could also remove a flower from the queen's preference board, and change the order of the remaining flowers on the board to their convenience.
Exception: if there are only two flowers on the queen's preference board, the player cannot remove more flowers from it. In this case, they would just proceed to carry out the action of a simple hammer, and change the order of the available flowers if desired.
- **Super Hive (*Loyal Minion*):** if during the roll of the dice, a player gets 3 images of hives; they'll have demonstrated to the queen to be subject dedicated to the expansion of the colony and consequently, they'll be able to have a direct audience with her, and convince her about other formulas, for the production of honey. In this regard, the player will be able to change the order of the flowers on the queen's preference board, and consequently their value in points according to their convenience. They'll also be able to place a hive of their own on the board (*simple hive basic action*), and recover a flower from those that may have been removed from the queen's preferences board, if that were the case.

Executing the hammer

When a player decides to execute the action of a hammer, that is, remove another player's hive and place their own in its place; they should say "BAM" just before removing the piece from the board.

If the player, who is carrying out the action, does not say "BAM" when removing another player's hive card, the affected player may claim and demand that their hive card be returned to the board, where it was originally. In this case, the player who performed the action of the hammer would have lost their chance to carry out any action throughout that turn; and they must place the hive card, which they were going to use in the discard pile.

If the effect of the hammer is executed correctly, the affected player must place their hive card in the discard pile.

Under no circumstances are cards to be returned to the players' hands.

Whenever a hammer is executed, the player must take out an opponent's hive; that is, the action of the hammer is mandatory, not optional.

Shield

If during the roll of the dice a player obtains a shield from the white dice, they would be capable of providing protection to one of their hives on the center board. The following table explains the possible outcomes:

Result Obtained	Action
1 Shield + 2 Hives	The player will execute the hive simple action, and will place a shield on the hive included on the board.
1 Shield + 2 Hammers	The player will execute the simple action of the hammer, and will place a shield on the hive included on the board.
1 Shield + 1 Hammer + 1 Hive	The player will be able to place a shield in one of their hives already arranged on the central board. In this case, the player will not be able to include any additional hives. If the player does not have hives on the board, they can keep the shield token, until they include a hive on the board in a next turn.

When a hive has a shield on it, no player may remove it from the board. This effect is valid only during the turns in which the shield is placed on the hive.

Shield tokens are shared resources among all players. As long as there are shields in the central area, without being assigned to any hive, players can use them on their own hives.

If as the game progresses, all the shield tokens are used in hives arranged on the board; the next players to obtain the shield symbol will be able to take the token from one of their opponents' hives. In this sense, the hive from which the shield is removed will no longer be protected, and may be removed in later turns.

End of the game

The game takes place over several rounds, until there are no available spaces around the queen, to place hives; or all players have run out of hive cards in their hand.

Score

Once the game is over, the points obtained by each player will be calculated. In this regard, the hive cards, located in the first ring of proximity to the queen (*those immediately adjacent to it*), will have a multiplication factor of 3 points; while those located in the second outer ring a multiplication factor of 1 point.

To calculate the points, each player will consider the location of their hive cards on the board, and multiply the corresponding value by the value specified for each flower on the queen's preferences board.

So, if a player had a hive card in the first ring of proximity to the queen, of a flower located in the first hierarchical place of the queen's preferences, they will calculate the score of that card as follows:

3 points (*first ring of proximity to the queen*) times 8 points (*first flower of the queen's preferences*), for a total of 24 points for that hive card.

The players will perform the calculation of each of their cards, and the one who had obtained the most points will be the winner of the game.

The only hive cards to be considered for the calculation of the points are those located on the board. The cards that a player had in their hands will not count towards the final result.

Any hive card located outside the first two rings of proximity to the queen will have a multiplication factor equal to zero (0); so they will be considered null.

In case of a tie, the player with the most hives on the board would be the winner.

If even so, a tie between players continues, the victory will be shared between them.