

FLOWERS & BEES

Thank you for your interest in the game "Flowers & bees". In this game, you take control of the hive and your task is to survive the next seasons. The game is designed for 2-4 players and consists of the following components:

This is the hive field. From here you go to the meadow and from there you come back with nectar. This field is inaccessible to other bees.



This is the inside of the hive. For the sake of simplicity, it can be assumed that these 4 fields are an enlargement of the hive field and they can be used alternately for each bee.



Your ranks are powered by these industrious insects. She is a worker and a warrior.

This is a place to store honey.



When you find flowers in the meadow, your bees will collect nectar with which they must go back to the hive.



This is honey. The reason for your fight and the only chance for your colony to survive. The production of 1 bee costs 1 honey. The new bee can be controlled from the next turn.



This is the place you are looking for in the meadow. This is where you will quickly find the nectar needed for your hive.



Flowery bushes, although they have nectar, do not have as much nectar as a flower meadow, so collecting it takes 1 turn. During this time, the bee is vulnerable and cannot move.



Tiles with conifers and deciduous trees do not allow you to pass through them, just like a wall



The hornet hive attacks any bee that comes within its range. Additionally, at the end of each season, it attacks the nearest hive, killing 2 bees and taking 2 honey. To get rid of him, you need to attack him with 3 bees. The attack is performed by approaching it within a distance of a grate adjacent to the hive. After destroying a hornet hive, the player who destroyed it (not necessarily the one who sacrificed most of the bees) gets 1 honey to his beehive.



The pond area is manageable, but with a chance of survival equal to 50%. Whether the bee survives is decided by the roll of the dice.



The tile of grass is the tile you'll see most often. It is a neutral field without any additional facilities or difficulties.

The game starts with choosing the hive color and the order of play as it is a turn based game. Then the first player draws 3 tiles from the bag. A player may have a maximum of 5 tiles in his hand (at the beginning of his turn). If he cannot take 3 at the beginning of the turn, he draws only enough so as not to exceed 5 tiles in his hand. Then he places them on the board so that they adhere to the outline of the board or to the already lying tile, or he throws unnecessary excess into the bag. After that, he rolls the dice (1 roll for the bee) and moves across the board, and the turn ends.



Due to the rules of fair play, it is NOT allowed to block other players. However, you can make access difficult by building labyrinths.

The bees will attack any opponent, even if it ends with their own death, so be careful on the board. Bees that are in the vicinity of other bees will die (both bees are affected). If one bee attacks two of one hive, only the bee will die. Bees cannot jump over each other, so if the situation does not allow, wait for the road to clear.

When the entire board is full of tiles, you can end the season in your own turn. This involves removing all tiles from the board and hand (applies to all players) and returning them to the bag, taking the end of season card and following the guidelines for the new season. All the bees that do not manage to return to the hive die. Each hornet hive left attacks the nearest hive and takes 2 honey and kills 2 bees. A hive needs 1 honey to survive the season, just like every bee in a hive. The game continues until one player remains on the board.

GOOD LUCK AND HAVE FUN!