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# QUEEN BEE



# RULEBOOK

Rays of sunlight have just come over the horizon and are now hitting the dew on the flower petals. As the sun rises, the great Queen Bee awakens from her slumber and sends her most loyal worker out of the hive to go and retrieve the first bit of morning pollen. Suddenly, the Worker Bee returns to the Queen's nest to inform the Queen that there are other mysterious bees in their field taking all the pollen. Furiously, the Queen Bee storms out of her nest and looks out at the field below. Upon seeing the chaos the Queen Bee tells her colony to prepare for battle. It is going to be a long day, and **THERE CAN ONLY BE ONE QUEEN BEE.**








## OBJECTIVE

Queen Bee is a 2-4 player game where you attempt to protect your Queen Bee and defeat the other Queen Bee(s). In a 3+ player game you will want to attack quickly because once you defeat the Queen Bee of another colony then their bees become loyal to you (see "FORCED ALLIANCE" on page 7). Increase your army, be on the attack, but don't forget to protect your Queen! **The game ends when only one Queen Bee remains.**

## COMPONENTS

### THE CARDS - (98 CARDS)



The game includes a shared deck consisting of 93 cards and 5 player aid cards. The cards can be broken into three card categories, which include **Battle Cards**, **Turn Cards** and **Anytime Cards**. The top of the card consists of a banner with a card title and an icon below the banner. **Red banners with a  or  icon** indicate that it is a **Battle Card**. **Green banners with a  icon** indicate that it is a **Turn Card**. Lastly, a card with a **blue banner and a  icon** indicate that it is an **Anytime Card**. The bottom of the card contains a brief description of how the card works. Refer to the **CARD DESCRIPTION** section of the rulebook for clarification of how each card works and when the cards can be played. Additionally, some cards contain a  symbol. These cards can be discarded and exchanged for another card if that player's Queen Bee has been defeated or left her nest.

## THE DICE - (10 BLACK DICE, 10 YELLOW DICE)

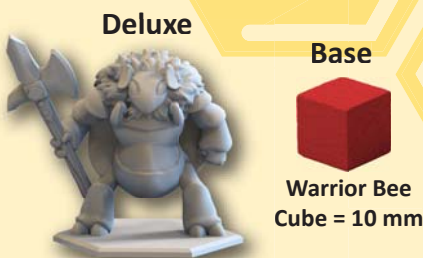
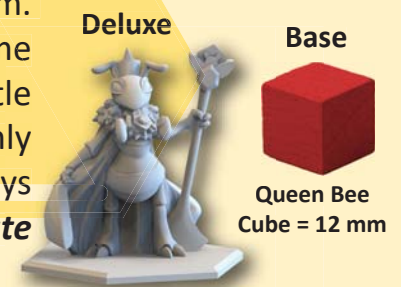
The game includes two different types of dice. The smaller dice are for the Worker Bees. The larger dice are for the Warrior Bees and Queen Bees. During a battle each team will get one small yellow die for each Worker Bee in the battle and one large black die for each Warrior Bee or Queen Bee in the battle.



## THE BEES - (60 BEES)

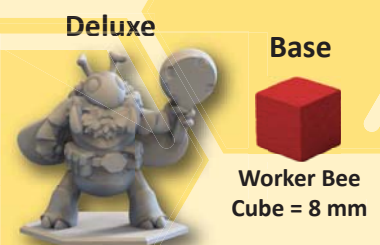
When bees attack other creatures they use their stingers to scare them away. However, did you know that when they attack other bees that they fight with swords, battle axes, pitchforks, frying pans and anything else that they can get their hands on? Well, now you know! The game includes 60 bee miniatures in the deluxe edition or 60 wooden cubes in the base edition. Each team consists of 15 bees per team. The teams are made up of one Queen Bee, seven Warrior Bees, and seven Worker Bees.

**Queen Bee** – The Queen Bee is the most valuable bee on each team. Once she is defeated then the colony changes loyalty or the game concludes. She can move anywhere on the board. During a battle she fights with a stronger die like the Warrior Bees. She is the only bee that can repopulate but she can only do so as long as she stays in her nest. ***Once she leaves her nest she can never repopulate again, even if she returns back to her nest later in the game.***



**Warrior Bee** – The Warrior Bees are just as strong as the Queen Bee but are limited in their ability to travel. ***They cannot travel in their own nest or in any of the trench spaces on the board, including the trench spaces in their own hive.***

**Worker Bee** – The Worker Bees can travel anywhere on the board except their own Queen's nest. They gain a competitive advantage by sneaking around in the trench spaces where they are safe from the Warrior Bees.



# THE BOARD - (1 BOARD)

The game includes a board that has four different types of spaces. These space types are the Queen's nest spaces, hive spaces, trench spaces and grass spaces.

**Important Note:** The maximum capacity of any space is four bees. However, during battle additional bees can be added (through "Buzz For Help" or "Bee Ally" cards) to exceed the four bee per space maximum.

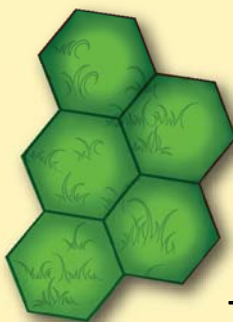
## THE HIVE SPACES

The hive spaces are any space that contain the yellow honeycomb pattern. Each hive has two spaces that count as hive spaces and trench spaces. These trench/hive spaces have a brown trench entering the space and Warrior Bees are not allowed in these spaces. Each hive also has three spaces with a little larvae symbol in the center. These spaces are used for the "repopulate" action.



## THE QUEEN'S NEST

The golden colored merged spaces make up the Queen's nest. The Queen can be attacked from any spaces bordering this space if she is in her nest. She can also escape through any spaces touching her nest. The Queen's own Worker and Warrior Bees cannot enter her nest, but those from other teams can.



## THE GRASS SPACES

The center area is the main playing area, also referred to as the grass spaces. These spaces do not have any restrictions. Any bee can occupy these spaces at any time.

## THE TRENCH SPACES

The Worker Bees and the Queen Bees are the only bees allowed in the trenches. These bees can enter and exit the trenches to any neighboring space (they do not need to enter and exit the trenches at any particular spot.)

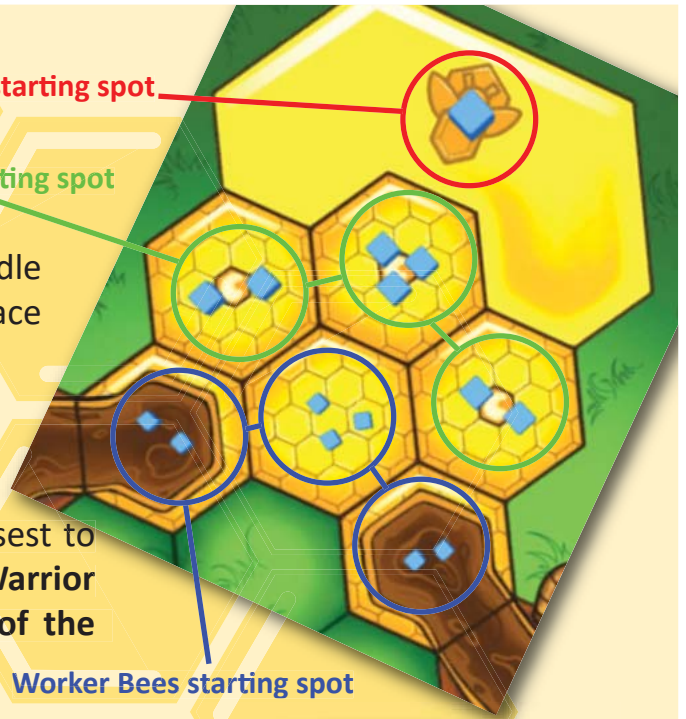


**Important Note:** Warrior Bees cannot go into the trenches (or attack into a trench). To attack bees in a trench space you can only attack with Worker Bees and the Queen Bee.

# GAME SETUP

To setup a game, place the game board in the middle of the table. Next, take a team of bees and place them in the hive spaces of a hive as follows:

- Place your Queen Bee in her nest space.
- Place your seven Warrior Bees in the row closest to the Queen's nest. **You should place three Warrior Bees in the middle space and two in each of the outside spaces.**
- Place your seven Worker Bees in the next row. **You should place three Worker Bees in the middle space and two in each of the outside spaces.** Note: the two outside spaces in this row are also trench spaces.



Next, shuffle the deck of cards and deal **three cards to each player**. Place the remaining cards in a stack within reach of all the players.

**BEGIN THE GAME** – With the board ready, the proper bees and the correct amount of cards you are now ready to begin the game. To select the player that begins the game choose the player that most recently ate honey, or roll for first player.

***Begin the game by following the TURN PROCEDURE on the next page. Good luck!***

# GAME PLAY - TURN PROCEDURE

**IMPORTANT NOTE:** PLAYERS MAY NOT PLAY **TURN CARDS** DURING THE ACTION STEP (STEP 2) OF THEIR TURN. TURN CARDS CAN BE PLAYED AT ANY OTHER TIME DURING A PLAYER'S TURN.

## EACH PLAYER'S TURN CONSISTS OF THE FOLLOWING THREE STEPS

- 1 **DRAW** – at the beginning of your turn, draw one card from the draw pile.
- 2 **PERFORM AN ACTION** – during your turn perform **ONE** of the following actions:
  - A **BUZZ AROUND** - Move up to five spaces (cumulative). This can be one bee five spaces or multiple bees totaling five spaces. They can be moved in any combination of ways as long as **no more than four bees occupy the same space at any given time**. Additionally, you cannot move through a space occupied by an opponent's bee(s).
  - B **SWARM** - Move up to three bees from anywhere on the board to occupy a space where only **ONE of your bees currently resides**. You can choose to swarm two bees or one bee to a space currently occupied by one of your bees, however it is usually more advantageous to swarm three bees.
  - C **REPOPULATE** - Add one bee to each **unoccupied space in your hive with a larvae symbol on it**. If there is only one unoccupied space with a larvae symbol on it, then you can only repopulate one bee. If all three spaces with a larvae symbol on it are unoccupied then you can repopulate up to three bees (one in each space). You can repopulate when you have bees that were defeated during a battle that you lost. You may never repopulate more bees than you started the game with (15). **You may continue to use the repopulate action as long as you have your Queen Bee in her nest. If your Queen Bee was defeated by another team OR leaves her nest, then you lose the repopulate action for the remainder of the game.**
  - D **STING** - Move up to three spaces (cumulative) with any of your bees (attacking or non-attacking bees) and then **declare an attack on another team**. You declare an attack when you occupy a space that **borders** a space that is occupied by another team. See **ATTACK PROCEDURE** on the next page.
- 3 **DISCARD** – at the end of your turn you must discard down to five cards. If you do not have more than five cards in your hand then this step is skipped. After you discard down to five cards, declare that you are done. The next player begins their turn.

# GAME PLAY - ATTACK PROCEDURE

Any attack succeeds if the attacking (offensive) team has a total dice roll value that is EQUAL TO or HIGHER than the total dice roll value of the defensive team.

## ATTACK STEPS

- 1 Offensive team plays any **ATTACKER ONLY** (➡ only icon) cards.
- 2 Offensive team rolls dice as follows:
  - One small die per Worker Bee in the attacking space
  - One large die per Warrior Bee or Queen Bee in the attacking space
  - After the first roll the player can choose to keep any of the dice and re-roll any dice they want to try and increase.
  - After any dice are re-rolled the total is added up and that is the attacker's score (e.g.  $4 + 3 + 3 = 10$ ).
- 3 Defensive team rolls dice using the same steps as above.
- 4 Card Play and Dice Manipulation
  - The team with the lower/losing score may play any ➡ to help them succeed in the battle. If cards are played then the opposite team may also play ➡ cards to increase their dice value. This continues (back and forth) until no additional ➡ cards can be played or when one of the players concedes defeat.
- 5 Battle rewards
  - If the **attacking team wins**, then the attacking team must take over the space with **at least one of the attacking bees**. The attacking team does not need to leave any bees behind in the space that they attacked from but they can leave some behind if they choose to. The defending team **removes their bees from the board and draws one card**.
  - If the **defending team wins**, then the defending team **keeps all of their bees** in the defended space on the board. The attacking team **removes their bees from the board and draws one card**.



## GAME END

The game ends when only one Queen Bee remains. There may be other Warrior and Worker Bees on the board, but defeating the other Queen Bees ends the game.



**FORCED ALLIANCE:** In a multi-player game, when one Queen Bee is overthrown, the defeated team's remaining Worker and Warrior Bees switch their loyalty and protect the team that defeated their Queen Bee (this will be referred to as a "FORCED ALLIANCE"). These teams now work in conjunction with each other to overthrow the other teams on the board. Each player continues to take their turn in order until all of their bees have been defeated. **No player is ever completely eliminated from the game until all of their bees have been defeated.**

When a "forced alliance" occurs, the players in the forced alliance do not share cards and their bees cannot share spaces. Everything regarding gameplay remains the same except that the colonies of bees act to protect one Queen Bee rather than separate Queen Bees.

## 2 PLAYER VARIATION



In a two player game you will need to condense the deck to eliminate cards that were designed for 3+ player games. All other rules of gameplay remain the same. The following cards should be removed from the deck for a two player game:

Bee Ally (remove all 3)

Pesticide (remove all 3)

Royal Jelly (remove all 3)

Busy Bee (remove all 6)

Rainstorm (remove all 3)

Secret Passage (remove 1)

## 5-6 PLAYER VARIATION



**NOTE:** It is strongly recommended that if this is your first time playing Queen Bee that you play at the 2-4 player count. Once you have a good grasp of the game then please invite as many of your friends that you would like to annihilate. But before you begin, remove the **Stuck In The Honey** cards (all 3) from the deck.



After setup and after determining the start player, deal one extra card to players two, three and four. Then deal two extra cards to players five and six (if applicable).

Now, bee-have yourself! There is no attacking your neighbor or playing the **BAD POLLEN** card **ON YOUR FIRST TURN**. After that, regular gameplay rules apply. So, good luck! Use your first turn wisely as those closest to you are likely coming for you on their second turn.

## ADVANCED RULES

The game includes twelve **HIVE POWER** cards. You can either play with one Hive Power per player or work with two Hive Powers per player. Try them both and see what works best for your gaming group. These cards will be distributed during game setup. See below for details.



Hive Powers give each player a unique ability that they can use all throughout the game to give them a competitive advantage. There is no limit on the number of times you can use your Hive Power as that is your player trait for the duration of the game.

### ONE HIVE POWER PER PLAYER


During game setup, deal two Hive Power cards to each player. Each player will get to choose one Hive Power to keep and one Hive Power to discard.

### TWO HIVE POWERS PER PLAYER

During game setup, deal out all Hive Power cards face-up near the board for all players to see. Determine the starting player. The starting player will then draft (pick) their desired Hive Power. The second player will then pick their desired Hive Power. This will continue until you get to the last player. After the last player has picked their desired Hive Power then the last player will then pick their desired second Hive Power. The Hive Power draft will continue in reverse order until all players have drafted their two Hive Powers. Discard the undrafted Hive Powers and begin play.



# CARD DESCRIPTIONS

Turn Cards have a green banner with a  icon. They can be played anytime during your turn except during the “Action Step” (step 2) of your turn. During your turn, there is no restriction to the number of Turn Cards you can play, including duplicates of the same card. You cannot play a Turn Card when it is not your turn.



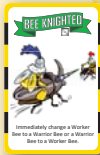
**Bad Pollen** – prevents an opponent from drawing a card at the beginning of their next turn. The affected player may still use “Pollen”, “Honey” or “Royal Jelly” cards during their turn to draw cards if they have them.



**Bee Bandit** – allows you to steal a card randomly from one of your opponents. The person playing the “Bee Bandit” card gets to choose the opponent that they steal the card from. The affected opponent will hold their cards out in front of them and the card will be drawn randomly from their hand.



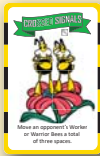
**Bee Bees** – allows you to add two extra bees when repopulating. This is the only time during repopulation that you can add multiple bees in a space during repopulation. The two extra bees can be added to any of the previously unoccupied larvae spaces in your hive.



**Bee Knighted** – allows you to change a Worker Bee to a Warrior Bee or a Warrior Bee to a Worker Bee. To execute this card you must have bees out of the game that you want to use to swap in. You cannot use active bees and swap positions.



**Busy Bee** – gain one additional action during your turn. The additional action is chosen from the same actions that you can always perform. This card can be played while “Stuck in the Honey” to gain an action as “Stuck in the Honey” only prevents one action from taking place, and “Busy Bee” allows you to gain an action.



**Crossed Signals** – move bees of other opponents a total of three spaces. You may use all three movements on one opponent or split it up on multiple opponents.

**Honey** – allows you to draw three additional cards and add them to your hand.



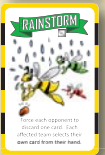
**Pesticide** – will cause one bee from each player’s hive spaces to be immediately removed from the board. Each affected player selects which bee to remove. If a player has no bees in their hive spaces, then they are unaffected by this card. If this card is played by a player that is in a forced alliance, then any players in that alliance are unaffected by this card.



**Pollen** – allows you to draw two additional cards and add them to your hand.



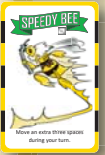
**Rainstorm** – will cause each other player to immediately discard a card. Each affected player chooses which card that they want to discard and places it in the discard pile. If this card is played by a player that is in a forced alliance, then any players in that alliance are unaffected by this card.



**Royal Jelly** – allows you to draw four additional cards and add them to your hand.



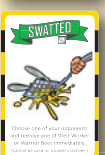
**Speedy Bee** – allows you to move three extra spaces during your turn. The player can choose to move less than three spaces if it is more advantageous to move less than three spaces.



**Stuck in the Honey** – prevents an opponent from performing an action during their turn. During the affected player’s turn they may draw a card, play cards and discard cards.





**Swatted** – allows you to choose one of your opponent’s Worker or Warrior Bees to immediately remove from the board. This card may not be used to eliminate the final bee of any player.



**Zom-Bee** – allows you to respawn one bee or three bees. Respawn one bee if your Queen Bee is still in her nest. Respawn up to three bees if your Queen Bee is out of the game or out of her nest. You must have bees out of the game that you want to bring back in to use this card and you can only respawn bees of your own color.



**Battle Cards** have a red banner with a  icon (for attacker only cards) or a  icon. Battle cards can be played during a battle that involves one or more of your bees. During a battle that involves one or more of your bees, there is no restriction to the number of Battle Cards you can play, including duplicates of the same card.



**Again and Again** – allows you to choose any number of your dice to re-roll in battle up to two times. The chosen dice must be rolled at the same time.



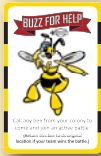
**Bee Escape** – allows you to save one of your Worker or Warrior Bees when defeated in an attack and move them to any legal space in your hive. A legal space is any space that does not currently have an opponent's bees or four of your bees.



**Bee Smoker** – prevents an opponent from playing any battle cards during battle. This card must be played at the beginning of a battle and only by the attacking team.



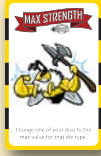
**Bit O' Help** – allows you to choose one of your dice or one of your opponent's dice and make them re-roll it during a battle.



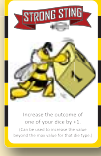
**Buzz for Help** – allows you to call over any of your own bees to come and join your battle. The bee that is called to the battle gets to roll their corresponding die twice. You may have 4+ bees in a space for the length of the battle and then the extra bee(s) returns to their original space if the battle is won by that team. If the battle is lost then that bee is also removed from the board.



**Extra Sting** – gives you one extra Worker Bee die to roll during the attack. This die can be re-rolled one time if the desired result is not obtained on the first roll.



**Maximum Strength** – allows you to change one die to the highest value for that die type (4 for Warriors, 3 for Workers).



**Strong Sting** – allows you to increase the value of one die by one point. This can be used to increase the value of a die by one more than the maximum value for that die type.

**Stuck in a Web** – disables your opponent's weakest bee during battle. This card must be played at the beginning of a battle and only by the attacking team. This may not be used when attacking a solitary bee. If the defending team loses the battle then all the bees (including the bee that is stuck in the web) are removed from the board.




**Twin Sting** – allows you to change one die to match another die in your current roll.



**Unlucky Bee** – limits the defending player to a single roll of the dice rather than the standard two rolls for the duration of the battle. This card must be played at the beginning of a battle by the attacking team. The defending team can play "Again and Again" to gain additional rolls of the dice. Additionally, if another player joins the team of an "Unlucky Bee" player then they are unaffected by that card and get the standard two rolls.



**Anytime Cards** have a blue banner and a  icon. Anytime Cards can be played anytime during the game, no restrictions. There is no restriction to the number of Anytime Cards you can play, including duplicates of the same card.

**Bee Ally** – allows you to choose to help another player succeed in their battle by adding one of your bees to the fight. You may have bees from different players sharing a space for the length of the battle and then the "ally" bee returns to their original space if the battle is won by that team. If the battle is lost then the "ally" bee is also removed from the board.



**Buzz Off** – cancel the effect of a card played by an opponent. A "Buzz Off" can cancel another "Buzz Off".



**Secret Passage** – Immediately move your Queen Bee to any legal space on the board. A legal space is any space that is not another player's hive space or Queen's Nest (even if the other player is in a forced alliance with you). This card can only be played to escape from her nest and can only be played once per player per game. It cannot be played to escape from her nest if she had previously left her nest and then later returned.



# QUICK REFERENCE GUIDE

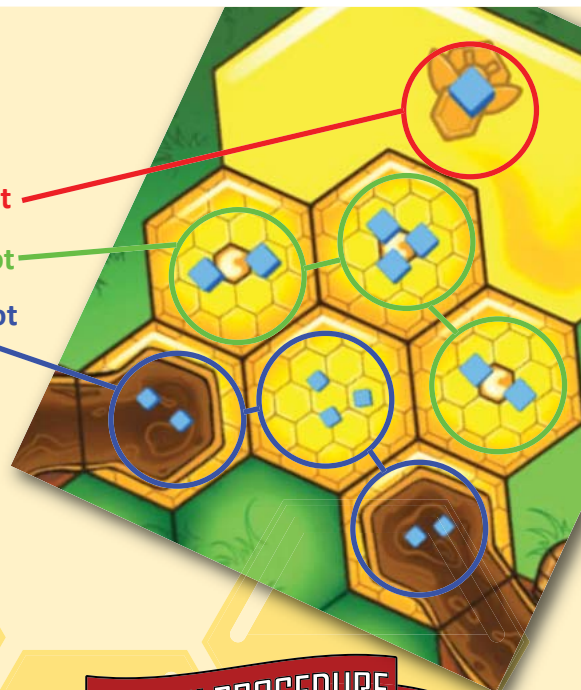
## Setup Steps

1. Place bees in their hive spaces according to the diagram to the right.
2. Deal each player three cards.
3. Pick the start player (person who most recently ate honey).

Queen Bee starting spot

Warrior Bees starting spot

Worker Bees starting spot



= play anytime during the game.



= play during YOUR TURN except during the ACTION step of your turn.

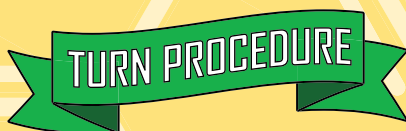


= play during a BATTLE that at least one of your bees is involved in.

**Worker Bee** - Can travel anywhere on the board except own nest.

**Warrior Bee** - Cannot travel in trench spaces or in own nest.

**Queen Bee** - Fights with a big die. Can travel anywhere on the board.



*Each turn consists of the following 3 steps.*

1. Draw 1 card
2. Perform 1 Action
  - a. Buzz Around (Move up to 5 spaces)
  - b. Swarm (Move 1-3 bees to 1 bee)
  - c. Repopulate (Respawn up to 3 bees)
  - d. Sting (Move 1-3 spaces then Attack)
3. Discard down to 5 cards



1. Attacking team plays any cards before dice rolls
2. Offensive team rolls
  - a. One die per bee in the battle
  - b. Reroll any number of dice
  - c. Total the dice roll
3. Defensive team rolls
  - a. Same as above
4. Card play - play cards
  - a. The team with the lower roll value plays card(s) to increase their roll value
  - b. Repeat step 4a until no more cards can be played or when someone concedes defeat
5. Battle rewards
  - a. Winning team gets the space
  - b. Loser removes bees and draws a card

### Warrior Bee Dice

0 1 2 3 4 4

### Worker Bee Dice

0 1 2 2 3 3