

Use Quick Rules sheet for first time play.





You have just been hired by BEE-net to collect Bound Ethereal Energy Spirits (BEES). Seems simple? Just find BEES wandering around in any haunted manor and grab them with your VanOrman Machine aka "HIVE" (Held Intensity Vitality Extractor).

The main issue is a HIVE needs to be exactly Arrayed to grab a Spirit by joining Tubes to match it. Of course there may be some side effects. So... BEE careful.

Holding Spirits makes a HIVE rise in Pressure and Tubes may leak. A failed Tube can lead to the unbinding of the Spirit and the Tubes must be trashed. The Spirit is freed back into the unknown perhaps to be rebound another day.

Also keep in mind that although Spirit collectors work together, you must all fill your quota each day or you may lose your jobs!

Alternatively, an especially good harvest may get your pictures on the wall at your headquarters.

Components: 1 box, 1 rulebook, 1 quick start guide, 3 large Location cards, the "Unbound" deck (28 Spirit cards), and the "Supply" deck (96 Tube cards).



Spirits

Spirits contain Quintessence. Your job is to collect a quota of Spirits and Quintessence. The amount of Quintessence you can collect from any given Spirit is determined by the Spirit's Pressure, indicated by the Pressure gauge in the top-left corner of the Spirit card. To collect a Spirit, you must first build an Array that matches its Pressure.



Spirits reside in Locations, which are found on Location cards. These cards make up the Estate, consisting of seven Locations on the three Location cards.

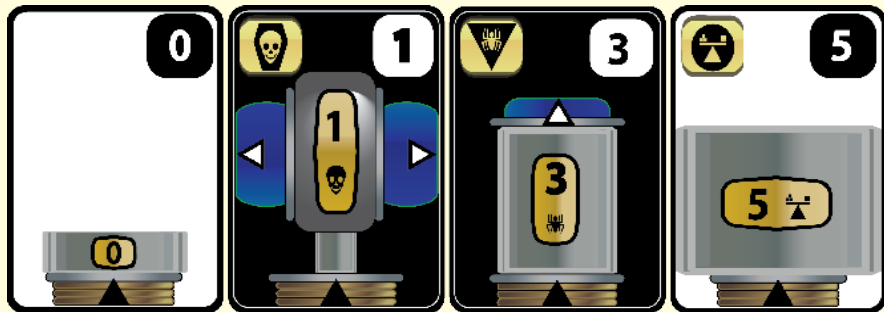


All Tubes have inputs (indicated by black arrows) and some Tubes have outputs (indicated by white arrows). A Sleeve has one input and one output. A T-Tube has one input and two outputs. A Cap has only one input.

Cap

T Tube Sleeve

Cap



Tubes

Arrays

An Array is an assembly of one or more Tubes. Each Tube's input must connect to an output. A Sleeve must have both its input and output connected. A T-Tube must have its input connected and one of its outputs connected. A Cap must have its input connected. Every Array must have at least one Cap.

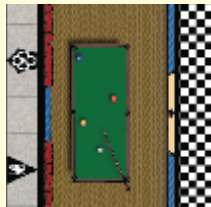
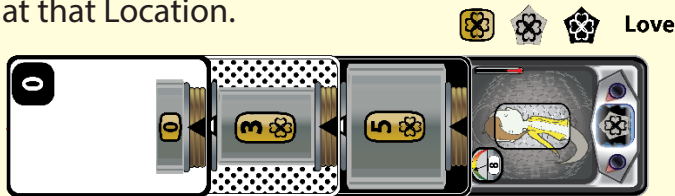


This Array equals 10 pressure and so does the Spirit.

Bonds

Spirits, Locations, and Tubes have Bonds. When you build an Array to collect a Spirit, if you can match the Bonds at a Spirit's Location with the Bonds in your Array, you may make it easier to collect the Spirit. However, if the Spirit you are targeting displays a symbol that matches a Bond at the Spirit's Location, then that Bond is ineligible for matching Bonds in your Array.

Forexample,aSpiritisataLocationcontainingLoveandEvil.TheTubes containLove,whichmatchoneoftheLocation'sBonds.ButthesymboldisplayedontheSpiritisalsoLove,sotheLoveBondisineligibleformatching at that Location.



If you match one Bond, you may collect a Spirit with an Array whose Pressure is one greater or one less than the Spirit's Pressure. If you match two Bonds, you also gain a bonus to the Pressure Test, see Pressure Test on page 18. After you build an Array to collect a Spirit, you must pass both an Array Test and a Pressure Test, see Testing on page 15.



How to Win

The goal in BEES is to collect a minimum of four Spirits and thirtyfive Quintessence. Quintessence is contained within Spirits. You must collect Spirits and extract their precious Quintessence with the HIVE. The game ends when you must draw a Spirit to fill a Location but there are none left.

Game Setup (1-4 Players)

Build the Estate by placing the Location cards, light side up, as shown in the image on page 11.

Separate Spirits into two stacks according to the level of their ethrometers, located in the top-right corner of the Spirit card; low (short red line) and high (tall red line). Choose one stack to play with and shuffle those Spirits to form the Unbound Deck. Set the other stack aside for your next game.



Next, draw seven Spirits from the Unbound Deck and place one beside each of the Estate Locations facedown. Then place the rest of the Unbound Deck facedown nearby. Flip three Spirits face-up at the three Locations indicated on page 11.

Shuffle all Tube cards to form the Supply Deck and deal six Tubes to each player. Then place the rest of the Supply Deck facedown nearby leaving room for the Spare Parts and the Trash Heap.



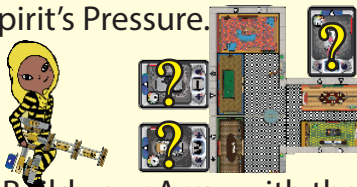
Any player without Caps or with four or more Caps trashes their hand and draws a new hand of Tubes from the Supply Deck. Repeat until every player has a suitable hand. Shuffle any trashed Tubes back into the Supply Deck. Finally, draw three Tubes and place them face-up nearby to form the Spare Parts. The owner of the game takes the first turn.

On Your Turn

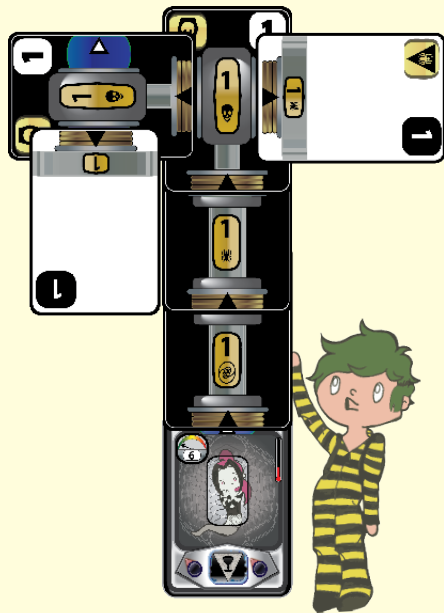
First, cycle the Spare Parts by revealing the card on top of the Supply Deck. Then choose a Tube in the Spare Parts and Trash it. Replace the trashed Tube with the card from the Supply Deck.

Next, you may adjust your hand. You may trade one Tube from your hand with a Tube in the Spare Parts. If the Supply Deck runs out of cards, shuffle the Trash Heap to form a new Supply Deck.

Next, target a face-up Spirit you wish to collect and select Tubes from your hand whose total Pressure matches the Spirit's Pressure.



Build your Array with those Tubes by joining their inputs (indicated by a black arrow pointing inward) to the outputs (indicated by a white arrow pointing outward) on your target Spirit or on other Tubes in your Array.



A valid Array has all sleeve outputs connected to the input of another Tube. All T-Tubes must have at least one of their outputs connected to the input of another Tube. Every Array needs at least one Cap. If you cannot build a valid Array to collect a Spirit, you must pass your turn. When you pass, you may trash your entire hand and draw a new hand of six Tubes from the Supply Deck. If you draw a hand without Caps or more than three Caps, trash your hand again and draw a new hand. Repeat until you have a suitable hand.

Using Bonds

There are seven Bonds that can hold Spirits to a Location. The black and white bond symbols hold Spirits to Locations. Six Locations contain two Bonds. One Location has three Bonds and a Flip All symbol (■). When at least one of the Bonds in your Array match one Bond at a Location, you may treat the Spirit at that Location as if its Pressure was one more or one less when building your Array.

If you match two Bonds at that Location, it also becomes easi-

er to collect that Spirit, see Pressure Test on page 18.

However, most Spirits are attuned to a Bond, which is indicated in its display. If a Spirit displays a symbol that matches one of the Bonds at the Location where it is bound, that Bond is stronger than normal and makes the Spirit harder to collect. In this case, the shared Bond does not count towards matching Bonds in your Array.

Bonds			
			Fear
			Chaos
			Order
			Evil
			Good
			Hate
			Love

Testing

To collect the targeted Spirit you must pass both an Array Test and a Pressure Test. The player to your left chooses a facedown Spirit beside a Location to be the test Spirit and flips it face-up. The test Spirit is used to evaluate both tests, so choose wisely.

If the target Spirit displays a cap or sleeve tube symbol, you automatically pass the Array Test allowing you to skip to the Pressure Test. If it displays a Bond, perform an Array Test.

Tube Symbols



Cap



Sleeve

Array Test

The symbol in the test Spirit's display indicates the Bond or Tube type that is affected during your Array Test. If your Array contains any Tubes matching the displayed Bond or Tube type, you must choose one of those Tubes to trash.

If you trash a Sleeve, you lose just that Tube. If you trash a Cap or T-Tube, you must also trash all Tubes connected down to the next output which is either a T-Tube or the Spirit.

After trashing any Tubes, if your Array has no Cap or the

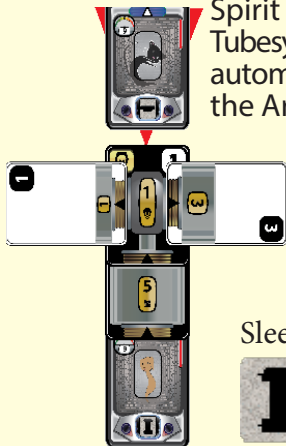
total Pressure remaining in your Array is less than five, the Array leaks and the target Spirit breaks free. Trash your entire Array, then remove the target Spirit from the game. If there are any Spirits in the HIVE, store the Spirit and its Tubes that have been in the HIVE the longest by flipping them face-down into Storage next to the HIVE.

Trashing Tubes may cause you to lose your Pressure Test bonus. If your Array passes, proceed to the Pressure Test.

Cap



The symbol displayed by the test Spirit would normally cause you to trash a Cap. However, the target Spirit displays a Tubes symbol, so you automatically pass the Array test.



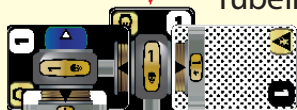
Sleeve



Evil



The Evil Bond in the test Spirit's display causes a loss of one Evil Tube in the Array.



Has 5

The player chose the Evil Cap instead of the Evil Sleeve. The Array totals five and has a Cap, so the Array passes the first test.

Fear



Less Than 5

The Fear Bond in the test Spirit's display causes a T-Tube and its cap to be lost. The total Pressure in the Array is reduced to 4, causing the Array and Spirit to be lost.

Pressure Test

To perform your Pressure Test, find the HIVE Pressure and the Estate Pressure. Then compare the two.

The way you find the HIVE Pressure varies depending on the state of the HIVE. If you have no collected Spirits in the HIVE, the HIVE Pressure equals double the Pressure of the target Spirit. Otherwise, the HIVE Pressure equals the total Pressures of the collected Spirits and the target Spirit.

The Estate Pressure equals the total Pressures of the three untargeted face-up Spirits in the Estate. If your Array presently matches two Bonds at the target Spirit's Location, you add a bonus of two.

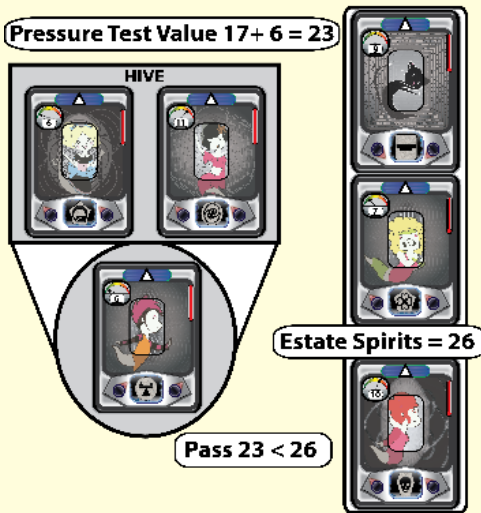
Compare the HIVE Pressure to the Estate Pressure. If the HIVE Pressure is less than the Estate Pressure, you collect the target Spirit; see Collected Spirits on page 20.

Otherwise, your Array shatters and the target Spirit breaks

free. Trash your entire Array and remove the target Spirit from the game. Also, if there are any Spirits in the HIVE, store the Spirit and its Tubes that have been in the HIVE the longest by flipping them face-down into Storage next to the HIVE.

The HIVE Pressure totals 23 ($6+11+6$) vs. the Estate Pressure 26 ($9+7+10$).

Because the HIVE Pressure (23) is lower than the Estate Pressure (26), the players pass the Pressure Test.




Collected Spirits

If you pass both the Array Test and the Pressure Test, you collect the target Spirit. Stack the target Spirit on top of any remaining Tubes from your Array and place them into the HIVE. The HIVE can hold two collected Spirits.

When you collect a third Spirit, the Spirit held in the HIVE the longest gets pushed into Storage. Store that Spirit and its Tubes by placing them facedown into Storage next to the HIVE.

Tubes in Storage contain Quintessence equal to their Pressure. All players share the same Storage and HIVE.

Disturb Locations

Regardless whether you collect the Spirit or it breaks free, the Estate is disturbed. If the target Spirit was bound at the Location containing the Flip All symbol (), then all three Location cards flip. Otherwise flip only the Location card where the target Spirit was bound.

Cleanup

Draw a new card from the Unbound Deck and place it facedown in the vacant Location. If you are unable to fill the vacant Location because the Unbound Deck is out of cards, the game ends.

If the game continues, draw Tubes from the Supply Deck until you replenish your hand back to six Tubes. The player to your left takes the next turn.

End of Game

The game ends when you must draw a Spirit to fill a Location but there are none left. Any Spirits and Tubes remaining in the HIVE get Stored.

Spirits and Quintessence are counted at the end of each workday. Count the number of Spirits collected and total Pressure in Storage. Compare the totals to the Cooperative Quotas chart on page 28.

You (solo or group) must meet or exceed both quotas to earn a particular rank. If you did not achieve the minimum quotas, you will all lose your jobs.

There are plenty of people just dying to replace you. If you reach the rank of Superior, you can expect to see your face on the wall at headquarters. Won't your mother be proud?



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Thanks for
your
support

Competitive Play (2-4)

You can also play BEES competitively, where each player collects Spirits in order to have the most Quintessence at the end of the game. Make the following changes for competitive play.

Set up the Estate as normal. Shuffle all 28 Spirits together to form the Unbound Deck. Populate the Estate with Spirits from the Unbound Deck as normal. Deal Tubes as normal, trashing and redrawing hands that have no Caps or four or more caps. Each player has their own HIVE and Storage in front of them.

In competitive play, a new turn option exists. On your turn, after you adjust your hand, you may either try to collect a Spirit as normal or instead go to the Truck.

When you go to the Truck, you may trash your entire hand and draw a new hand of six Tubes from the Supply Deck. If you draw a hand with no Caps or four or more caps, trash your hand again and draw a new hand. Repeat until you have a suitable hand. Next, store all Spirits in your HIVE by flipping them face-down. Choose one face-up Spirit in the Estate to free and shuffle it back into the Unbound Deck.

No Location cards are disturbed in the freeing of a Spirit. The player to your left chooses a facedown Spirit, flips it face-up, then draws a new Spirit from the Unbound Deck and places it facedown in the vacant Location. The player to your left then takes their turn.

When you fail a test, instead of removing the target Spirit from the game, you always shuffle it back into the Unbound Deck before placing a Spirit facedown into the vacant Location. Also the Spirit that was in your HIVE the longest does not go into Storage, instead it remains in your HIVE.

The game ends when a player

has collected their sixth Spirit or when a player goes to the Truck and has collected a total of five Spirits.

When you score the game, total the Pressure in each player's Storage. The Spirits are not scored. The player with the most Pressure wins.

On ties, the highest scoring player with the fewest amount of Tubes in their Storage wins. Only the winner sees their picture on the wall at headquarters. If you prefer, the player with the worst score loses their job.

B.E.E.S. Terms

Array: An Array is a Capped set of Tubes designed to hold a Spirit's Quintessence often including Sleeves and T-tubes.

Array Test: This test measures the stability of the Tubes in the current Array. The flipped Spirit shows what Bond or Tube type will break if it appears in the current Array.

B.E.E.S.: Bound Ethereal Energy Spirits



B.E.E. finder: This piece of the VanOrman machine holds the reader, display, pressure gauge and ethrometer. This is also the piece to which Tubes attach in preparation for collecting BEES.

Bond: A Bond is a link between a Location and a Spirit. When the Bond matches, the link strengthens, making it more difficult to separate the Spirit from its Location.



Cap: A Cap is a Tube with one input and no outputs. No Array is ever complete without one.



Display: The Display shows the Bond or lack thereof on the BEE finder.

Estate: The Estate is the environment where Spirits can be found. Locations within the Estate have Bonds to which Spirits connect.



Ethrometer: An indicator on the BEE finder. It reads the current Ethropressure in the environment.

H.I.V.E. (Held Intensity Vitality Extractor): The HIVE is the piece of the VanOrman machine that absorbs and holds Quintessence when Tubes are calibrated properly.



Pressure gauge: The gauge found on the BEE finder, shows the amount of Quintessence within the read object.

Pressure Test: This test measures the balance of pressure between the HIVE and the Estate. The total Quintessence possibly stored in the HIVE is measured against the total Quintessence remaining in the Estate.

When attempting to store the current Array with its Spirit held within, the Array may burst if the internal pressure is too great.



Quintessence (Q): Quintessence is the newly discovered, fully renewable energy source. It is the energy that is held within BEES.



Reader: The Reader shows the form of the Quintessence as an image of the Spirit on the BEE finder.



Sleeve: A Sleeve is a Tube with one input and one output.

Spirits: A Spirit is a roaming body of Quintessence. It is usually bound to a Location to which it will return after all Quintessence gathered from it is used.

Tube: A Tube is the calibration unit of the HIVE. It holds harvested Quintessence to be stored when processed.



T-Tube: A T-Tube is a Tube with one input and two outputs. Only one output needs to end in a Cap. T-Tubes have an adjustable interior that allows it to close off one output when the input and other output are connected, but also allows both outputs to be Capped if desired.

VanOrman machine: Created by the scientist who discovered Quintessence, Dr. Russel VanOrman-Quine, the VanOrman machine searches out, analyzes and absorbs Quintessence when calibrated properly.

On Your Turn

- 1 Cycle Spare Parts
- 2 May adjust hand
- 3 Target a Spirit *or* 3a Can't target Spirit
3b Trash & get new hand
3c Turn Ends
- 4 Build Array
- 5 Pass Array Test *or* 5a Fail Array Test
5b Remove & Disturb
5c Cleanup
- 6 Pass Pressure Test *or* 6a Fail Pressure Test
- 7 Collect & Disturb 6b Remove & Disturb
- 8 Cleanup 6c Cleanup

Cooperative Quotas

Rank	Spirits	Quintessence
Beginner	4	35-49
Efficient	5	50-64
Excellent	6	65-79
Superior	7	80+

The Truck

- 3a May trash to get new hand
- 3b Store Spirits in HIVE
- 3c Return one faceup Spirit
- 3d Cleanup

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Thank you to our many playtesters.

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