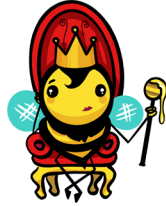


BEES VS. BEARS

CONTENTS

120 CARDS
30 BEARS
24 INSTANTS
24 ACTIONS
42 BEES
INSTRUCTIONS
12 TOKENS
1 METAL COIN



MOST BEARS THEN IMMEDIATELY ATTACK THE PLAYER THAT DREW THEM (THOUGH SOME BEARS HAVE SPECIAL ABILITIES). TO DEFEND AGAINST AN ATTACKING BEAR, THE PLAYER MUST USE THE BEES IN THEIR HIVE. THE DEFENDING PLAYER MUST ASSIGN ENOUGH BEES THAT THEIR COMBINED POWER IS EQUAL TO, OR HIGHER THAN, THE POWER OF THE BEAR. POWER IS INDICATED IN THE BOTTOM-CENTRE OF THE CARD.



IF THE DEFENDING PLAYER'S POWER IS EQUAL TO OR HIGHER THAN, THE BEAR'S POWER, THE BEAR IS DEFEATED (PLACE IT IN THE DISCARD PILE UNLESS IT SAYS OTHERWISE). ANY BEE THAT WAS USED TO DEFEND AGAINST THE BEAR IS ALSO DESTROYED.

IF THE DEFENDING PLAYER'S POWER IS LESS THAN THE ATTACKING BEAR'S POWER, OR, IF THE PLAYER CHOOSES NOT TO DEFEND AGAINST THE BEAR, THE PLAYER IS DEFEATED. THE PLAYER MUST GIVE UP ONE OF THEIR HONEY TO SATIATE THE HUNGRY BEAR (FLIP OVER ONE HONEY TOKEN). THE BEAR IS THEN PLACED INTO THE DISCARD PILE UNLESS IT SAYS OTHERWISE. IF AT ANY TIME A PLAYER DRAWS A BEAR WHEN THEY HAVE NO HONEY, THEY MAY CHOOSE WHO THE BEAR ATTACKS!

IF A PLAYER DRAWS A BEAR, THEY MUST FIGHT IT OFF WITH BEES FROM THEIR HIVE. THE BEE'S COMBINED POWER MUST MATCH OR BEAT THAT OF THE BEAR. IF IT DOESN'T, OR IF THE PLAYER CHOOSES NOT TO DEFEND, THEY MUST GIVE UP ONE OF THEIR HONEY (FLIP OVER A HONEY TOKEN). IF AT ANY TIME ONLY ONE PLAYER HAS HONEY IN THEIR HIVE, THEY WIN THE GAME!

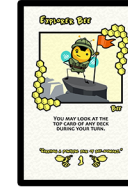
FAQ.

THE BUZZ AROUND THE HIVE IS YOU HAVE FURTHER QUESTIONS. WE HAVE ANSWERED THE MOST COMMON QUESTIONS BELOW:

- Q WHY ARE THERE DIFFERENT COLOURED CARDS?
 - A EACH CARD TYPE IN "BEES VS. BEARS" HAS IT'S OWN COLOUR. BEARS ARE RED, BEES ARE YELLOW, ACTIONS ARE BLUE AND INSTANTS ARE GREEN.
- Q WHAT IF MORE THAN ONE PLAYER DEFENDS AGAINST A BEAR AT THE SAME TIME?
 - A THE PLAYER WHO'S TURN IT IS WILL ALWAYS GO FIRST, THEN CONTINUE IN A CLOCKWISE DIRECTION. WHEN ANY ACTION EFFECTS MULTIPLE PLAYERS, THE CURRENT TURN PLAYER WILL ALWAYS ACT FIRST.
- Q WHAT IS | LOSE ALL MY HONEY? AM I OUT OF THE GAME?
 - A THERE ARE MULTIPLE CARDS THAT ALLOW YOU TO GET YOUR LOST HONEY BACK. THE GAME ISN'T OVER UNTIL ONLY ONE PLAYER HAS HONEY IN THEIR HIVE.

BEE CARDS

BEES, LIKE BEARS, HAVE BOTH A POWER (SHOWN IN THE BOTTOM-CENTRE OF THE CARD) AND AN ABILITY. BEES MAY BE PLAYED INTO A PLAYER'S HIVE FROM THEIR HAND DURING THEIR TURN. ONCE A BEE IS IN A HIVE, THEIR ABILITIES MAY BE USED AND THE BEE MAY BE USED TO DEFEND THE HIVE FROM AN ATTACKING BEAR.



ACTION CARDS

ACTIONS MAY BE PLAYED FROM A PLAYER'S HAND DURING THEIR TURN. ACTIONS PERFORM A SPECIFIC FUNCTION AND, ONCE USED, ARE PLACED INTO THE DISCARD PILE. SOME ACTIONS SERVE TO ASSIST THE PLAYER WHILST OTHERS CAN BE USED TO FOIL AN OPPONENT'S PLANS. ACTIONS ARE POWERFUL, PLAYERS SHOULD TRY TO USE THEM STRATEGICALLY TO DISRUPT THE GAME IN THEIR FAVOUR. IT IS ALSO IMPORTANT TO REMEMBER THAT OTHER PLAYERS CAN RESPOND TO ACTIONS!



INSTANT CARDS

INSTANTS FUNCTION IN ALMOST EXACTLY THE SAME WAY AS ACTIONS, WITH ONE KEY DIFFERENCE; INSTANTS ARE NOT RESTRICTED TO BEING PLAYED DURING YOUR TURN. INSTEAD, USE THEM WHENEVER YOU WANT (SOME INSTANTS MAY ONLY BE USED UNDER SPECIFIC CIRCUMSTANCES OR REQUIRE PROMPTS FROM OTHER PLAYERS, THOUGH OTHERS CAN BE USED AT ANY TIME)! INSTANTS CAN BE USED TO RESPOND TO ACTIONS AS WELL AS OTHER INSTANTS. IN THOSE CASES, INSTANTS WILL ALWAYS RESOLVE BEFORE ACTIONS, WITH THE LAST PLAYED INSTANT RESOLVING FIRST!



THE CARDS

THE FIRST TIME YOU PLAY "BEES VS. BEARS," YOU SHOULD LOOK THROUGH THE DECK TO GET FAMILIAR WITH THE CARDS. THERE ARE FOUR TYPES OF CARDS IN "BEES VS. BEARS."

BEAR CARDS

BEARS ARE THE BIG BADDIES OF THE GAME. BEARS ARE NOT USED BY THE PLAYERS AND, WHEN DRAWN FROM THE DECK, MUST BE REVEALED AND PLACED ON THE TABLE.

HOW TO PLAY

START BY GIVING TWO HONEYS TO EACH PLAYER. SEPARATE THE BEARS FROM THE REST OF THE DECK, SHUFFLE THEM AND PLACE THEM IN THE CENTRE OF THE TABLE. SHUFFLE THE REST OF THE DECK, DEAL FIVE CARDS TO EACH PLAYER (THESE BECOME THE PLAYER'S HAND), THEN SHUFFLE THE REMAINING CARDS AND SPLIT THEM INTO TWO DECKS EITHER SIDE OF THE BEAR DECK. BEFORE THE GAME BEGINS, EACH PLAYER MAY PLAY ANY NUMBER OF BEE CARDS FROM THEIR HAND INTO THEIR HIVE. NOW THE GAME BEGINS!



DECIDE WHO PLAYS FIRST (PERHAPS THE "QUEEN" OF THE HOUSE, OR THE LAST PERSON TO EAT HONEY) AND PLAY WILL CONTINUE CLOCKWISE. AT THE START OF EACH TURN, EACH PLAYER (IN TURN ORDER STARTING WITH THE PLAYER WHO'S TURN IT IS) MUST DRAW A CARD FROM ANY DECK. THEN, DURING THEIR TURN, A PLAYER MAY PLAY ANY NUMBER OF CARDS FROM THEIR HAND. WHEN READY, A PLAYER MAY END THEIR TURN BY DRAWING A CARD FROM THE BEAR DECK.

ON THE TABLE

The diagram illustrates the game table layout. At the top center is the **BEAR DECK**. Below it is the **BEAR** deck. To the left of the bear is the **PLAYER OUT** area with two **HONEY** tokens. To the right is the **PLAYER TWO** area with two **HONEY** tokens. In the center is the **HIVE** area with three **BEES VS. BEARS** decks. To the left of the hive is the **THE DECKS** area with two decks. To the right is the **DISCARD PILE** area with one deck. The **HIVE** and **DISCARD PILE** areas are labeled **HIVE** and **HIVE** respectively.



IF YOU HAVE ANY UNANSWERED QUESTIONS, OR, TO PROVIDE US WITH ANY FEEDBACK, YOU CAN REACH US AT: CONTACT@BIZARRESTUDIOS.COM.AU